

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
LIMITED, NF, AFTER WEAK TWO-> 2-LEVEL = NF
ONE-LEVEL OVERCALLS COULD BE 4+, FOR LEAD
TWO-LEVEL OVERCALLS SOUND & GOOD SUIT/POINTS
BALANCING TWO LEVEL COULD BE WEAK, 5+ CARDS
RESP. TO OUR OVERCALL: NEW SUIT AT 1-LEVEL= F1 – AT 2-LEVEL NF, TRANSFER ADVANCES WHERE POSSIBLE
MIXED RAISES & FSJ's, DIRECT SUPP. = COMP.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 – 18 IN DIRECT POSITION – RESPONSES AS OPENING 1NT
11 – 15 IN BALANCING POSITION
RESPONSES AS AFTER OPENING 1NT
AFTER OUR 1NT & INTERF. BY OPS ->NOTE [7]
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
INTERMEDIATE, 6 (7) CARDS & OPENING HAND VULN
WEAK WHEN NON. VULN, 6 CARDS, 3-10 POINTS
2NT = UNUSUAL 2 <sup>ND</sup> AND 3 <sup>RD</sup> , 19-20 BALANCED IN PROT.
Reopen: INTERMEDIATE
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT 1♣/♦ - 2♦ = MAJORS – ELSE = LIMIT RAISE +
DIRECT 1♣ - 3♣ / 1♦ - 3♦ = STRONG MAJORS
DIRECT 1♥ - 2♥/1♠ - 2♠ = OTHER MAJOR & MINOR
1♥-3♥ & 1♠-3♠ = STOP ASK - CUE IN PROT = FG, 1♣-2♣ = NAT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
MULTI-LANDY -> NOTE [9] – FOR 1NT & 2NT
MULTI-LANDY AFTER OUR 1m – (1NT)
SAME FOR PASSED HAND & RE-OPENING
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=T.O. THRU 4♥, 4NT=T.O. OVER 4♠, GAMBL. 3NT X=STR
2♥/2♠ -> 4♣/♦ =OTHER MAJOR + ♣/♦, NAMYATS
LEBENSORHL OVER WEAK 2♥/2♠, OVER MULTI 2♦ X=TO
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
TRUSCOTT: (1♣) 1♦/♥/♠/2♣ = SUIT+SUIT ABOVE
(1♣) 2♦/♥/♠/3♣ = 6+, (1♣) DBL = ♣&♥, (1♣) 1NT = ♦&♠
(2♣) DBL = ♦ or ♥&♠, (2♣) 2♦ = ♥ or ♠&♣,
(2♣) 2♥ = ♠ or ♣ & ♦, (2♣) 2♠ = ♣ or ♦ & ♥
(2♣) 2NT = ♣ & ♥ or ♦ & ♠ (Non Touching)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=10+ OR SUPP & 8-9, 1-LEVEL SUIT F1, 2-LEVEL=NF
OVER 1♥/♠ -> 2NT=10-12 & 4+ SUPPORT, 3NT= JACOBY
RAISES=PRE-EMPT, FIT-SHOWING JUMPS = 3+ SUPP & 7-10

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	RUSINOW, 3 <sup>RD</sup> & 5 <sup>TH</sup>	TOP HONOUR, HI FROM xxx IF RAISED	
NT	JOURNALIST	10=MAY BE TOP CARD	
Subseq	3 <sup>RD</sup> & 5 <sup>TH</sup> /ATT.		
Other: AGAINST NT J=HIGHEST HONOUR, 10=THERE IS HIGHER HONOUR, LOW=INTEREST IN SUIT, 2 <sup>ND</sup> FROM SMALL AGAINST SUIT & SOMETIMES AGAINST NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT JOURNALIST	
Ace	AK, A(x)	AKx, AK, A(x), ATT ASK	
King	AKx,	KQ+, ASK UNBL/COUNT	
Queen	KQ+, Q, Qx	QJ10, QJx(x), Qx	
Jack	QJ, QJ+, J, Jx	J, Jx, J10+	
10	J10+, J10, 10, 10 <sub>x</sub>	HJ10+, H10x, 10 <sub>x</sub>	
9	H109+, 109, 9, 9 <sub>x</sub>	H98(x), 109, 9 <sub>x</sub> , 9 <sub>x</sub> x	
Hi-X	2 <sup>nd</sup> FROM SMALL W/O H	xx, xxx, xxxx, xxxxx	
Lo-X	3 <sup>RD</sup> & 5 <sup>TH</sup> WITH H	INTEREST IN SUIT	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	REV. ATTITUDE	REV. COUNT	SUIT PREF.
Suit 2	REV. COUNT	SUIT PREFERENCE	REV. COUNT
3	SUIT PREF.		REV. ATTITUDE
1	REV. ATTITUDE	REV. COUNT	SUIT PREF.
NT 2	REV. COUNT	SUIT PREFERENCE	REV. ATTITUDE
3	SUIT PREF.		REV. COUNT
Signals (including Trumps): UDCA , LAVINTHAL DISCARDS			
AGAINST SUIT CONTR. WITH XX IN DUMMY, GIVE SPS PRIORITY			
AT 5+ LEVEL GIVE COUNT ON K LEAD			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
CAN BE LIGHT, SUPPORT IN UNBID MINOR(S) SUSPECT			
JUMP=INV., CUE BID =FG			
REOPENING CAN BE LIGHTER, VULN. DEPENDENT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			
SUPP. DOUBLES THRU 2♠, SUPP. RDBL THRU 1♠, MAXIMAL DBL			
RESPONSIVE DOUBLES THRU 4♦, SNAPDRAGON THRU 2♥			
X OF HIGH-LEVEL BID = 'I HAVE LOSERS IN THEIR SUIT'			
X OF SUIT BID OR RAISED = DON'T LEAD IT, X = P0D1, XX = P0R1			
X OF INTERFERENCE AFTER 2♣/♦ OPENING BID = PENALTIES			
AFTER OUR OVERCALL RDBL=2/3 FIT & A OR K OF SUIT			
XX OF ARTIFICIAL BID = 1ST ROUND CONTROL IN SUIT			

W B F CONVENTION CARD
<b>CATEGORY: NATURAL - GREEN</b>
<b>NCBO: CYPRUS</b>
<b>EVENT:</b>
<b>PLAYERS: PHILIPPOS FRANGOS (CYP541)</b>
<b>FROSSO TILLYRIS (CYP292)</b>
04/12/2024
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-CARD MAJORS WITH WEAK TWO'S IN ♥ & ♠
IN 3 <sup>RD</sup> POSITION CAN OPEN 4-CARD MAJORS
2♣ = GAME FORCE
2♦ = STRONG UNBALANCED, MAX 4 LOSERS USUALLY
1NT=(14)15-17 IN ALL POSITIONS
OPENINGS MAY BE LIGHT, ESP. IN FAV. VULN. & 3 <sup>RD</sup>
RESPONSE TO 1♣ OPENING COULD BE VERY WEAK
JUDGEMENT ALLOWED IN ANY SITUATION
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦=STRONG UNBALANCED, INCL. THREE-SUITED
GAMBLING 3NT OPENING
BERGEN RAISES OF 1M : 3♣=10-12, 3♦=7-9, 3M=0-6, 4+
ESCAPING FROM 1NT DOUBLED ->NOTE [7]
TWO-SUITED HAND BIDDING -> MICHAEL'S
FIT SHOWING JUMPS (FIT) -> INVITATIONAL, 3+ SUPP
TRANSFERS OVER 1♣ OPENING
3♣/♥/♦/♠ ARE TRANSFER PRE-EMPTS TO SUIT ABOVE
<b>SPECIAL FORCING PASS SEQUENCES</b>
WHEN OPS ARE SACRIFICING, PASS = 'I HAVE 1 <sup>ST</sup> ROUND CONTROL IN THEIR SUIT'
AFTER 2♣ OPENING & INTERFERENCE, PASS BY OPENER = DBL REQUEST
<b>IMPORTANT NOTES</b>
INVIS. CUE BIDS OVER OPS TWO-SUITER BIDS
<b>PSYCHICS:RARE, OFTEN LIGHT 3<sup>RD</sup> SEAT OPENING</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♣	11-20	1♦/♥ = ♥/♠ TFR, 1♠ = NO M 6-10, 1NT = ♦ FG, 2♣=12+(NOTE [1]), 2♦ = WEAK 2♥/♠, 2NT = 9-11 & 4+♣, 3♣<=8 & 5+♣, 2♥/♠=5+ FG, 4♣ = ♣ OKCB	AFTER 1♣-1♦/♥, 2♥/♠ - 2♠/2NT= NOTE[2] AFTER 1♣-1♦/♥, 1NT - 2♦ = NOTE [12] TRNSFR AFTER 2NT REBID->NOTE [5]	NOTE [19]
1♦		4	3♣	11-20	2♦=12+(NOTE [3]), 3♦<=8 & 5+♦, 3♣=9-11 & 4+♦, 1♥/♠=4+, 4♦ = OKCB FOR ♦s	AFTER 1♦-1♥/♠, 2♥/♠ - 2♠/2NT= NOTE[4] AFTER 1♦-1♥/♠, 1NT -2♣/♦ = NOTE [13] TRANSFR AFTER 2NT REBID->NOTE [5]	NOTE [19]
1♥		(4)5	3♣	11-20	3♣/♦=BERGEN, 2NT=JACOBY, 3♠/4♣/4♦=SPLINTER, DIR RAISES WEAK	TRIAL BIDS, JAC 2NT -> NOTE [6] AFTER 2NT REBID->NOTE [5]	2♣ = REV. DRURY NOTE [18], NOTE [19]
1♠		(4)5	3♥	11-20	3♣/♦=BERGEN, 2NT=JACOBY, 3♥/4♣/4♦=SPLINTER, DIR RAISES WEAK	TRIAL BIDS, JAC 2NT-> NOTE[6]	2♣ = REV. DRURY NOTE [18], NOTE[19]
1NT			3♣	(14) 15-17, MAY HAVE 5-CARD MAJOR OR 6-CARD MINOR	2♣=RELAY, 2♦/♥/♠ = TRANSFER 3♣=WEAK ♣&♦, 3♦=STRONG ♣&♦, 3♥/♠= 3-1-4-5 4♣= 5/5 M, 4♦/♥=TEXAS, 4♠/4NT=QUANT.	SMOLEN, SUPERACCEPT, NOTE [14] AFTER TFER 4NT=QUANT., AFTER TEXAS 4NT=RKCB	SAME
2♣	X	0	3♣	FG 23+ BALANCED OR 20+ UNBALC., 3 LOSERS MAX	2♦=3+ HCPs WAITING, 2♥= <3 POINTS ANY, 2♠/3♣/3♦/3♥=5+ CARDS & 8+ PTS GOOD SUIT	2♥ = ♥'s OR BALANCED, 2♠ = RELAY AFTER 2♥,	SAME
2♦	X	0	NO	STRONG (USL 17+) UNBAL, 4 LOSERS / 9 PLAYING TRICKS	2♥=0-7, 2♠=8+ RELAY, AFTER INTERF. PASS=0-7, DBL/RDBL=8+	2NT REBID = 4-4-4-1 ANY/4-4-0-5/4-4-5-0 (5 NOT IN MAJOR), 3♣ ASKS FOR SHORT	SAME
2♥		(5)6	NO	4-10, 6-7 VULN. DEPENDENT 11-16 IN 4 <sup>TH</sup> , CAN BE 5 IN 3 <sup>RD</sup>	2♠ = NAT. NF, 2NT=FEAGUST, 3♥=PRE-EMPT, 3♣/♠ = NAT. FG	SEE NOTE [7] FOR FEAGUST RESPONSES	SAME
2♠		(5)6	NO	4-10, 6-7 VULN. DEPENDENT 11-16 IN 4 <sup>TH</sup> , CAN BE 5 IN 3 <sup>RD</sup>	2NT=FEAGUST, 3♠=PRE-EMPT 3♣/♥ = NAT. FG	SEE NOTE [8] FOR FEAGUST RESPONSES	SAME
2NT			3♣	20-22, SAME AS 1NT SHAPE	3♣=STAYMAN, 3♦/♥=TFER, 3♠= PUPP-> 3NT, 3NT = PUPP->4♣, 4♣=5/5 M, 4♦/♥=TEXAS	AFTER TFER 4NT=QUANT., AFTER TEXAS 4NT=RKCB	SAME
3♣		6	NO	TRANSF. PRE. TO 3♦ 1->3, NAT 3NT TRY IN 4 <sup>TH</sup>	3♦/3NT/5♦ =TO PLAY, 4♦ = KEYCARD ASK, 3♥/♠/4♣ NAT. FORCING, 4♥/♠ = TO PLAY		SAME
3♦		6	NO	TRANSF. PRE. TO 3♥ 1->3, NAT 3NT TRY IN 4 <sup>TH</sup>	3♥/3NT/4♥ =TO PLAY, 3♠/4♣/♦ = NAT. FORCING, 4♠ = TO PLAY, 4NT = RKCB		SAME
3♥		6	NO	TRANSF. PRE. TO 3♠ 1->3, NAT 3NT TRY IN 4 <sup>TH</sup>	3♠/3NT/4♥/4♠ = TO PLAY, 4♣/4♦ / NAT. FORC. 4NT = RKCB		SAME
3♠		6	NO	TRANSF. PRE TO 4♣ 1->3, NAT 3NT TRY IN 4 <sup>TH</sup>	3NT/4♣/5♣ =TO PLAY, 4♦ = KEYCARD ASK, 4♥/4♠ TO PLAY,		SAME
3NT	X	7	NO	GAMBLING- SOLID MINOR, NO A OR K OUTSIDE	4♣=PASS/CORRECT, 4♦=SHORT ASK, 4♥/♠=NATURAL, 5♣=PASS/CORRECT	RDBL AFTER DIRECT DBL = PENALTIES RDBL AFTER DBL IN 4 <sup>TH</sup> = SOS	SAME
4♣		7	NO	STRONG ♥ PRE-EMPT	4♦=CUE BID, 4♥ = TO PLAY		SAME
4♦		7	NO	STRONG ♠ PRE-EMPT	4♥ = CUE BID, 4♠ = TO PLAY		SAME
4♥		7	NO	PRE-EMPT VUL. DEPENDENT	4♠/5♣/♦=CUE BID, 4NT=RKCB		SAME
4♠		7	NO	PRE-EMPT VUL. DEPENDENT	5♣/♦/♥=CUE BID, 4NT=RKCB		SAME
4NT	X		NO	SPECIFIC ACE REQUEST	5♣=NO, 5♦/♥/♠/6♣=SUIT, 5NT=2 NO TOUCH		SAME
5♣		7	NO	PRE-EMPT VUL. DEPENDENT		<b>HIGH LEVEL BIDDING</b>	
5♦		7	NO	PRE-EMPT VUL. DEPENDENT		RKCB NOTE [21], SPLINTERS	
5♥		8	NO	SOLID, ASKING FOR ♥ AK	PASS=NO, 6♣=K, 6♦=A, 6♥=Axx, 7♥=A & K	DIRECT 5NT=GRAND SLAM FORCE	
5♠		8	NO	SOLID, ASKING FOR ♠ AK	P=NO, 6♣=K, 6♦=A, 6♥=Ax, 6♠= Axx, 7♠=A & K		

## SUPPLEMENTAL NOTES: PHILIPPOS FRANGOS / FROSSO TILLYRIS

### Note1: After 1♣ - 2♣, showing 12+ and usually FG, opener rebids:

- 2♦ = diamond stop with or without ONE major stop
- 2♥ = heart stop only
- 2♠ = spade stop only
- 2NT = 12-15 points, stops in both majors with no singleton
- 3♣ = 17-19 points, no singleton, 5+ ♣s
- 3♦ = 16-19 points, splinter in ♦
- 3♥ = 16-19 points, splinter in ♥s
- 3♠ = 16-19 points, splinter in ♠s
- 3NT = 18-19 points, balanced, stops in all suits

After splinter bid (3♦/♥/♠), 3NT by opener warns of poor trumps (0/1 top honours). Other responses usually promise at least AJx/KQx or extra length in trumps

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### Note 2: After 1♣ 1♦ (= 4+ ♥s) 2♥ 2♠ = waiting bid – opener (=11-14) responds:

- 2NT = singleton or void in spades
- 3♣ = maximum, no singleton/void
- 3♦ = singleton/void in diamonds
- 3♥ = minimum, no singleton/void
- 3NT = balanced with extra strength

A similar structure exists after 1♣ 1♦  
3♥ 3♠ = waiting bid. Opener now is 15-17, and his responses are as above but one level higher

### Similarly, after 1♣ 1♥ (=4+ ♠s) 2♠ 2NT = waiting bid – opener (=11-14) responds:

- 3♣ = maximum, no singleton/void
  - 3♦ = singleton/void in diamonds
  - 3♥ = singleton/void in hearts
  - 3♠ = minimum, no singleton/void
  - 3NT = balanced with extra strength
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### Note3: After 1♦ - 2♦, showing 12+ and usually FG, opener rebids:

- 2♥ = heart stop
- 2♠ = spade stop without heart stop
- 2NT = 12-15, heart and spade stop with no singleton

- 3♣ = club stop only
- 3♦ = 16-19 points, no singleton, 5+ diamonds
- 3♥ = 16-19 points, splinter in hearts
- 3♠ = 16-19 points, splinter in spades
- 3NT = 18-19 balanced, stops in all suits
- 4♣ = 16-19 points, splinter in clubs

After splinter responses of 3♥/♠, 3NT by opener warns of poor trumps (0/1 top honours). Other responses promise at least AJxx/KQxx or extra length in trumps

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**Note 4: Transfers after 2NT rebid**

- After 1♣ 1♦ (=4+ hearts)  
 2NT 3♣ = transfer to 3♦ = signoff ♣/♦/♥ or slam try in ♦s  
 3♦
- PASS = to play  
 3♥ = signoff, 5+ ♥  
 3♠ = slam try in ♦s, with ♠ cue bid  
 3NT = slam try in ♦s without ♠ cue bid  
 4♣ = signoff with 6+ ♣s  
 4♦ = OKCB in diamonds
- 3♦ = transfer to 3♥ = 5+ ♥s, fg, **after which**  
 3♥ = 3-card ♥s  
 3♠ = no 3-card ♥s, 4-card ♠s  
 3NT = 2-card ♥s and 3-card ♠s
- 3♥ = transfer to 3♠ = 4+ ♥s and 4+ ♠s, fg  
 3♠ = 5+♠s & 4♥s, slam try  
 3NT = to play  
 4♣ = auto-splinter ♣, with 6+ ♥s  
 4♦ = auto-splinter ♦, with 6+ ♥s  
 4♥ = auto-splinter ♠, with 6+ ♥s (to signoff in 4♥, go via 3♦)

A similar structure exists after all 1X – 1Y sequences

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**Note 5: After 1♥/1♠ - 2NT (Jacoby) - FG, opener bids as follows:**

- 3♣ = any minimum hand, or  
= 5+M/4♣, better than minimum (15+ or 6 losers max)
- 3♦ = 5+M/4♦, better than minimum
- 3♥ = either:
  - o 5+♠/4♥, better than minimum if he had opened 1♠, or
  - o 6+♥, better than minimum and no side suit if he had opened 1♥, or
- 3♠ = either:
  - o 6+♠, better than minimum and no side suit if he had opened 1♠
  - o 5+♥/4♠, better than minimum if he had opened 1♥
- 3NT = 5M-3-3-2 and 17-19
- He bids 4♣/♦/♥ to show 5-5 in M and 2<sup>nd</sup> suit and better than minimum

**Bidding after interference over 2NT Jacoby**

If the opponents bid directly over 2NT, then our options are:

- PASS = any minimum hand NOT INCLUDING 5+ - 5 distributions or 6+ cards in major
  - DBL = Strength in their suit – may be willing to punish them
  - 3X = 5+ - 4 in X and better than minimum hand or 5 – 5 hand. After this, bidding proceeds as usual
  - 3M = 6+ cards in M, minimum or better. No side suit usually
  - 3NT = over 3♠ by ops = CONTROL in spades (A or K or short), but not strength to DBL
  - 4X = over 3♠ by ops = 5 – 5 and minimum BUT short in spades OR 5 – 5 and better than minimum over any other interference
  - Cue bid = Exclusion Blackwood in their suit. Responses as usual, including over possible interference by 2<sup>nd</sup> opponent
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**Note 6: After 2♥ - 2NT (FEAGUST = FEAture/oGUST), opener bids (a similar structure exists after 2♠ - 2NT) :**

- 3♣ = Any minimum or maximum with club feature
- 3♦ = Maximum with diamond feature
- 3♥ = Maximum without feature outside hearts
- 3♠ = Maximum with spade feature
- 3NT = Heart suit headed by AKQxxx

After the 3♣ response by opener, 3♦ by responder is a relay, asking for clarification. Opener bids:

- 3♥ = minimum with a weak heart suit
- 3♠ = minimum with a strong heart suit
- 3NT = maximum with club feature

After any of the above maximum responses with feature, next available bid asks about the feature. Opener replies one step for A or K and two steps for suit.

After the 3♥ response by opener (=max with nothing outside hearts), 3♠ by responder is a short-ask relay. Opener bids:

- 3NT = no short (6-3-2-2)
  - 4♣ = club short
  - 4♦ = diamond short
  - 4♥ = spade short
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**Note 7: After our opening 1NT and (DBL) BY OPS or after (1X) 1NT (DBL)****Bidding after 1NT – (DBL= points)**

Meckwell escapes – responder's possible bids are:

- PASS = ANY hand where responder prefers to play in 1NT X. Could be 6+ or just balanced (4-3-3-3) any strength
- RDBL = clubs or diamonds or both majors – this is a puppet to 2♣, after which responder rebids:
  - PASS = at least five clubs
  - 2♦ = at least five diamonds
  - 2♥ = at least 4 - 4 in the majors. Partner can PASS or correct to 2♠.
- 2♣ = at least 4 – 4 in clubs and a higher suit. Opener passes or bids 2♦ asking for the higher suit.
- 2♦ = at least 4 – 4 in diamonds and a higher suit. Opener passes or bids 2♥ asking for the higher suit
- 2♥ = natural, 5+ hearts
- 2♠ = natural, 5+ spades

All the above bids, except PASS, show hands that do not think game is possible.

**Bidding after 1NT – (DBL= conventional, not points. It includes Wolsey X)**

The various options here are:

- PASS = ANY balanced hand up to 7 points where responder prefers to play in 1NT X. Nothing particular to say
- XX = Strength (7+), probably balanced
- 2♣ = Stayman
- 2♦ = Transfer to hearts, any strength. Responses do NOT indicate super-accept, responder could be very weak
- 2♥ = Transfer to spades, any strength. Responses do NOT indicate super-accept, responder could be very weak
- 2♠ = Transfer to clubs, any strength. Responses indicate super-accept
- 2NT = Transfer to diamonds, any strength. Responses indicate super-accept

When holding a strong hand with shape, we generally do not PASS, when the X does not promise strength. The various bids then are:

- o 3♣ = clubs and a major
- o 3♦ = diamonds and a major
- o 3♥ = hearts and spades
- o 3♠ = spades and both minors – three-suited hand
- o 3NT = minor two-suiter

**Note 8 Bidding after our 1NT opening, response by partner and interference by ops****Bidding after 1NT – 2♣ Stayman – (X) BY OPS**

Opener at first clarifies whether he has a stop in ♣ or not.

- Pass = no club stop, may have 4-card major(s)
- RDBL = 4+♣, with stop, willing to play in 2♣XX
- 2♦ = no major, with ♣ stop

- 2♥ = 4+ ♥ with stop in ♣
- 2♠ = 4+♠ with stop in ♣

**After a PASS by opener**, responder bids as if opener had bid 2♦ in response to Stayman, without interference

- 2♦ = Garbage Stayman, but with at least three diamonds, so can play in 2♦
- 2♥ = Garbage Stayman, very weak hand, at least 4♥, could have 4-5 ♠, no more than two ♦
- 2♠ = 5-4 in ♠/♥, invitational hand
- RDBL = Invitational+ Stayman
- 3♣ = question about ½ stop in clubs
- 3♥/♠ = Reverse Smolen (5-4 or 4-5)

**After RDBL by responder** = invitational+ Stayman, opener bids:

- 2♦ = 4-5 ♥
- 2♥ = 4-5 ♠
- 2♠ = no major
- 2NT = both majors, minimum hand
- 3♣ = both majors, maximum hand

**After 3♥/♠ by responder** = reverse Smolen, opener bids:

- 4♥/♠ = (responder's 5-card major) = sign-off
- 4♣ = relay -> bid 4-card major
- 4♦ = very good ♦, 3-3 in majors, slam try

**After a RDBL by opener** = 4+♣ with stop, willing to play in 2♣XX, responder bids as follows:

- 2♦ = Garbage Stayman
- 2♥ = 5-4 in ♠/♥ invitational
- 2♠ = 4-5 in ♠/♥ invitational
- 2NT = Invitational balanced hand
- 3♣ = Repeat Stayman, FG
- 3♦ = 5♦ + 4 major
- 3♥ = 5-4 in ♠/♥ fg
- 3♠ = 4-5 in ♠/♥ fg
- 3NT = to play
- 4♣ = Gerber
- 4♦ = Transfer to 4♥
- 4♥ = Transfer to 4♠

### **Note 9: Multi-Landy defence to 1NT opening by the opponents**

After ops open 1NT (any strength), our responses in direct position are:

- Double (Woolsey) =
  - Six-card minor, or
  - Five-card minor and 4-card major, or
  - Strong major, usually 5-card suit
  - Balanced hand, 18+ against strong NT or 15+ against weak NT. **This is the ONLY meaning in the protective position.**

- 2♣ = ♥ + ♠, usually 5+ - 4+
  - 2♦ = ♥ or ♠, usually 6-card suit
  - 2♥ = ♥ + m, usually 5♥ & 4+ m
  - 2♠ = ♠ + m, usually 5♠ & 4+ m
  - 2NT = minors
  - 3♣ = ♣, usually 7+ cards
  - 3♦ = ♦, usually 7+ cards
  - 3♥ = ♥, usually 7+ cards
  - 3♠ = ♠, usually 7+ cards
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### **Note 10 : Key-card Blackwood and responses**

When the agreed trump suit is clubs, 4♣ is used as (optional) Key-card Blackwood enquiry.

When the agreed trump suit is diamonds, 4♦ is used as (optional) Key-card Blackwood enquiry.

When the agreed trump suit is hearts, 4♠ is used as Key-card Blackwood enquiry.

When the agreed trump suit is spades, 4NT is used as Key-card Blackwood enquiry.

### **We use the 1430 responses, the bids are:**

- 1<sup>st</sup> step = 1 or 4 key-cards
- 2<sup>nd</sup> step = 0 or 3 key-cards
- 3<sup>rd</sup> step = 2 or 5 key-cards without trump Q
- 4<sup>th</sup> step = 2 or 5 key-cards with trump Q
- 5<sup>th</sup> step = 2 key-cards with trump Q and a useful void
- 6<sup>th</sup> step = 3 key-cards and void in bid suit

For both minor suits, responder can bid the next available bid (4♦ over 4♣ and 4♥ over 4♦) to indicate unwillingness to respond – usually a non-slammish hand with a maximum of one key card only.

However, asker can insist on a response by using the next available bid - 4♥ over the denial 4♦ and 4♠ over the denial 4♥. Following this repeat ask, the above step structure is used to provide the responses.

### **Trump Q-ask**

After an indeterminate response of 1<sup>st</sup> or 2<sup>nd</sup> step to a Key-card enquiry, asker can make the next available bid to ask for the queen of trumps.

Asking for the trump Q this way, does NOT guarantee that all key-cards are held by the partnership.

His partner responds as follows:

- Signs off in 5 of agreed trumps to deny the Q
- Bids 5NT to confirm trump Q with no side-suit K but **with** any side-suit Q, doubleton or singleton. Following this, asker can enquire more – see below
- Bids 6 of the agreed trump suit to confirm the trump Q but no side-suit King and no side-suit Q, doubleton or singleton
- Bids a side suit to confirm the trump Q and side-suit King
- With hearts agreed and a 5♦ (=0/3 or 1/4) response to 4NT, 5♥ is Q-ask. In this case, responder passes with 0/1 keys and bids as above with 3/4 keys

If Q-ask bid is doubled by ops, we ignore the double and bid as above