

| DEFENSIVE AND COMPETITIVE BIDDING   |
|---|
| <b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>   |
| 1 LEVEL 7-17; NS – F1   |
| 2 LEVEL 6 CARD SUIT OR GOOD 14+;  |
| 2NT FORCING CB = GOOD RAISE IN PARTNER’S SUIT   |
| 1NT SHOWS 9-13 ON PARTNER’S OVERCALL  |
| 2NT = 4 CARD RAISE 8+   |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>  |
| 15-18 SYSTEM ON   |
| 11-14 IN 4 <sup>TH</sup> seat after m opening   |
| 11-16 in 4 <sup>th</sup> seat after M opening   |
| 2♣ asks strength - 2♦ - min; 2NT – max now 3♣ = stayman   |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>  |
| Weak 6 or 7 cards – new suit forcing  |
| Intermediate in 4 <sup>th</sup> seat (11-15 points good 6 card suit)  |
| Unusual 2NT – 2 lowest suits  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>   |
| Modified Michaels <a href="#">Supplementary note 16</a>   |
| Leaping Michaels  |
| Cue bid of Opener’s m suit at 4 level shows strong pre-empt in a Maj  |
| Jump cue = stopper ask  |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>   |
| X = penalty over weak NT 5M + longer minor over strong NT   |
| 2♣ - Majors   |
| 2♦ - single suited  |
| 2♥/♠ - ♥/♠ + minor  |
| 2NT – minors or any strong 2 suiter   |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>   |
| After their cue bid – cheaper suit = forcing raise in p’s suit and bidding their higher suit is forcing in the 4 <sup>th</sup> suit |
| X - 10+ balanced  |
| 3NT – 16+ bal, Strong jump overcalls over pre-empts   |
| Leaping Michaels  |
| Lebensohl   |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>  |
| X = Majors  |
| NT = minors   |
| 2♣ = natural  |
| <b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>   |
| Jumps weak else system on after a minor opening   |
| 2NT = limit raise or better if Major opened. If 1♣ opened, 2NT = 13+ bal  |
| Major -1 (constructive raise – 3 card support at 2 level, 4 at 3)   |

| LEADS AND SIGNALS   |   |  |                 |
|---|---|--|-----------------|
| OPENING LEADS STYLE   |   |  |                 |
|   | Lead  | In Partner's Suit                        |                 |
| Suit  | 3 <sup>rd</sup> & 5th                             | ATT if supported or 3 <sup>rd</sup> /5th |                 |
| NT  | 2 <sup>nd</sup> or 4th                            | 2 <sup>nd</sup> or 4th                   |                 |
| Subseq  | 2 <sup>nd</sup> /4 <sup>th</sup> through declarer | Suit pref                                |                 |
| Other: If supported high from xxx in partner's suit.                    |   |  |                 |
| Coded 9's and 10's. Lead of honour in NT asks for unblock of card below |   |  |                 |
| LEADS   |   |  |                 |
| Lead  | Vs. Suit  | Vs. NT                                   |                 |
| Ace   | AKx(+)  | A asks for ATT                           |                 |
| King  | KA to show shortage<br>KQ(x) Kx                   | Kx AKJ10x KQx                            |                 |
| Queen   | Qx QJx  | Qx KQ109 QJx                             |                 |
| Jack  | Jx J10(x)   | Jx J10x                                  |                 |
| 10  | 10x HJ10x 1098                                    | 0 or 2                                   |                 |
| 9   | 98x 9x  | 0 or 2                                   |                 |
| Hi-X  | Xx doubleton                                      |  |                 |
| Lo-X  | 1/3/5   | 4 <sup>th</sup> highest                  |                 |
| SIGNALS IN ORDER OF PRIORITY  |   |  |                 |
|   | Partner's Lead                                    | Declarer's Lead                          | Discarding      |
| 1   | LOW - ENC   | LOW - EVEN                               | LOW - ENC       |
| Suit 2  | LOW - ODD   | SUIT PREF                                | LOW – ODD (RSC) |
| 3   | SUIT PREF   |  |                 |
| NT 1  | LOW - ENC   | LOW - EVEN                               | LOW - ENC       |
| 2   | LOW - EVEN  | SUIT PREF                                |                 |
| 3   | SUIT PREF   |  |                 |
| Signals (including Trumps):   |   |  |                 |
| UPSIDE DOWN on a need to know basis                                     |   |  |                 |
| After high level pre-empts K is for count in suit contracts             |   |  |                 |
| DOUBLES   |   |  |                 |
| TAKEOUT DOUBLES (Style; Responses; Reopening)                           |   |  |                 |
| 11+   |   |  |                 |
| Responses; Jump 9+Cue bid forcing to suit agreement,<br>Scrambling 2NT  |   |  |                 |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS                             |   |  |                 |
| Support X thru to 2S, Neg X thru to 3S; T/O X thru to 4S                |   |  |                 |
| Game try; lead directing; Penalty; lightner against 3nt or slam         |   |  |                 |
| Value showing at 4 level  |   |  |                 |
| Thrump X - 1♥ - (3♠) – X asks for stopper for NT                        |   |  |                 |
| X of strong NT – conventional 5+ minor / 4M                             |   |  |                 |
| X after 2♣ and interference = weak no AK or 3 Q's                       |   |  |                 |

| W B F CONVENTION CARD  |
|--|
| <b>CATEGORY: GREEN</b>   |
| <b>NCBO: SOUTH AFRICA</b>  |
| <b>PLAYERS: VANESSA ARMSTRONG / CAROL STANTON</b>  |
| <b>EVENT: VENICE CUP   HERNING 2025</b>  |
| SYSTEM SUMMARY   |
| GENERAL APPROACH AND STYLE   |
| 1♣ any 11-13 or 17-18 bal or natural with clubs. If bal, diamonds can be longer (even 5) |
| Transfer responses to 1♣   |
| 2/1; 1NT forcing 1R, Bart  |
| 14-16 NT   |
| 1♦ is unbalanced usually 5 except if 4414  |
| Weak 2♥/♠  |
| 2♦ is 19-20 balanced   |
| 2NT – 21-22  |
| Jump shifts by RES are INV without competition   |
| UDCA, 2/4 through declarer   |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>   |
| Transfer responses to 1♣ opening   |
| 2♦ 19-20 balanced hands  |
| Modified Michael’s   |
| Bart   |
| Gambling 3nt   |
| <b>SPECIAL FORCING PASS SEQUENCES</b>  |
| When our side has shown game force values, forcing pass is on                            |
| After a 2♣ opener if direct OPP overcalls or dbls a Pass is F1                           |
| Inverted minor sequences pass if F1 if RHO interferes                                    |
| <b>IMPORTANT NOTES</b>   |
| Non-serious and serious slam tries in game force auctions                                |
| Can open light in 3 <sup>rd</sup> seat   |
| <b>PSYCHICS: rare</b>  |

| OPENING      | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU |  |   |  |   |
|--------------|--------------------|-------------------|--------------|--|---|--|---|
|              |                    |                   |              | DESCRIPTION  | RESPONSES   | SUBSEQUENT ACTION  | COMPETITIVE & PASSED HAND BIDDING   |
| 1♣           | YES                | 2                 | 3S           | 2+ 11-13 or 17-18 bal (can have longer diamonds) or natural with clubs | Inverted minor raise – forcing to 3m/2NT  | <a href="#">Supplementary note 1</a>   | System off unless opps double   |
|              |                    |                   |              |  | Transfer responses to 1♣ - <a href="#">Supplementary note 2</a><br>2NT 13+ / 2♦ - GF can have 4 card Maj  | <a href="#">Supplementary note 3</a> (opener's rebid after transfer responses)   | System on if space  |
| 1♦           |                    | 4                 | 3S           | Always unbalanced  | natural<br>inverted   | 1♦ - 1♠ - 1nt = 5♦/4♥ 11-15<br>2♥ art game force   | Forcing and non forcing cb<br><a href="#">Supp note 17</a>  |
| 1♥<br><br>1♠ |                    | 5+                | 3s           |  | 1NT 6-12 F1<br>2♥/♠ 6-10<br>2♠/3♣/3♦ 6+ cards invitational 9-11<br>3♥/♠ 10-12 4 card support<br>1♥ - 3♠ unspecified shortage 10-13<br>1♠ - 3NT<br>1M – 4 level void<br>Jacoby 2NT = 3+ support GF<br>Fit showing jumps by passed hand | <a href="#">BART supplementary note 4</a><br>Next suit up = general game try<br>3 level = long suit game try<br><br><a href="#">Supplementary note 18/19</a><br><br>Next suit up asks with shortage shown in stepwise<br><br><a href="#">Supplementary note 5 subsequent actions to Jacoby</a> | Drury 2♣ 8-10 4 card support<br>2♦ 9-10 3 card support<br>Supp note 13: raises in competitive auctions<br><br><a href="#">Supplementary note 6 what to do with interference of Jacoby</a> |
| INT          |                    |                   |              | 14-16 (can be 5422 or 6 card m)  | <a href="#">Supplementary note 7: responses to 1nt</a>  | Super accept max & 4 – 1 up  | <a href="#">Rubensohl - Supp note 15</a>  |
| 2♣           | YES                | 0                 |              | 23+ or any 9 trick hand  | 2♦ = positive<br>2♥ = negative  | Kokish <a href="#">Supplementary note 8</a>  | Pass no 5 card suit<br>X. 0-3 (no A, K or 3 Q)<br>2 any 5 card suit positive  |
| 2♦           | YES                |                   | 2            | 19-20 BALANCED   | 2♥ TRANSFER to 2♠ for minor suits or ♠ holdings<br>2♠ transfer to 2nt<br>Other bids after the 2♦ opening - Supp note 11   | <a href="#">Supplementary note 9</a><br><br><a href="#">Supp note 10 - responses after a trf to 2NT</a>  |   |
| 2♥           | NO                 | 6                 |              | 6 card weak  | 2NT Ogust asks about Partner's hand   | <a href="#">Supp Note 12. Responses to Ogust</a>   |   |
| 2♠           |                    |                   |              |  |   |  |   |
| 2NT          |                    |                   |              | 21-22 balanced   | Sames as 2nt after 2♦ opener except 3♠<br>3♠ transfer to 3nt<br>3nt 5♠/4♥<br>3♦/♥ transfer to ♥/♠   | <a href="#">Supp note 14 subsequent actions after trf</a><br>4♣ choosing ♥/ 4♦ choosing ♠<br>Accept transfer with 2 and break to 3nt with 3  |   |
| 3♣           |                    | 6                 |              | 4-9  | change of suit F1/ 4om = Poorman's keycard  | 3NT = 0 or 1 of P's suit   |   |
| 3♦           |                    | 7+                |              |  |   |  |   |
| 3♥           |                    | 7+                |              |  |   |  |   |
| 3♠           |                    | 7+                |              |  |   |  |   |
| 3NT          | YES                |                   |              | Gambling solid minor   | 4♣ = P/C, 4♦ = do you have a singleton  |  |   |
| 4♣           | NO                 | 8+                |              |  |   |  |   |
| 4♦           |                    | 8+                |              |  |   | HIGH LEVEL BIDDING   |   |
| 4♥           |                    | 7+                |              |  |   |  |   |
| 4♠           |                    | 7+                |              |  |   |  |   |
| 4NT          | Yes                |                   |              | Both minors weak   |   | DOPI D = 0, P = 1<br>ROPI  |   |
| 5♣           |                    | 8+                |              |  |   | Roman Key Card 1430. Exclusion 1340. Poorman's KC 01122  |   |
| 5♦           |                    | 8+                |              |  |   | Minorwood after inverted   |   |
| 5♥           | No                 | ?                 |              |  |   |  |   |
| 5♠           | No                 | ?                 |              |  |   |  |   |

## Supplementary notes

### Supplementary note 1: RESPONSES TO INVERTED MINORS 1♣-2♣ AND SUBSEQUENT ACTIONS

2NT 11-13 bal no 4 clubs  
3♣ 11-13 bal with 4 clubs  
3♦♥♠ splinter 10-12  
3NT 17-18 bal

### Supplementary note 2: TRANSFER RESPONSES TO 1♣

1♦ transfer to 1♥  
1♥ transfer to 1♠  
1♠ transfer to 1nt to play or to show various minor suit holdings  
2♦ GF; Can have 4 card Major

Further development: 1♣ (P/Dbl) 1♠ (P) / 1NT (P) ?

- |    |      |   |
|----|------|---|
| a) | Pass |   |
| b) | 2♣   | both minors (pass or correct) <i>at least 5/4 either way</i>  |
| c) | 2♦   | to play   |
| d) | 2♥♠  | shortage in M and 5/5 minors  |
| e) | 2NT  | transfer to 3♣ – eg XXX, XXX, X, AQJXXX i.e too good for pre-emptive raise but not good enough for inverted minor raise |
| f) | 3♣   | both minors invitational <b>2254 either way</b>   |
| g) | 3♦   | diamond suit 9-11   |
| h) | 3NT  | 13-15 natural   |

### Supplementary note 3: SUBSEQUENT ACTIONS TO TRANSFERS OVER 1C

Complete transfer with 2-3 cards and 11-13  
Jump with 11-13 and 4 card support  
2NT with either 17-18 and 4 card support or 14-17 and just clubs  
1nt with 17-18 bal  
3♣ = 3 card support and 6 clubs 14-17  
4♣ - 4 card support and 6 clubs. 14-17

### Supplementary note 4: BART

After 1S – 1NT / 2C:

Responder's bids bid:

- a) 2D – Transfer to 2H (showing 5+ card suit)
  - i) Pass
  - ii) Bid 2S – this will show 5H and 2S and a constructive hand of 8/10 pts
  - iii) Bid 2NT – this will show 5 hearts with 10 ½ - 11 ½ pts
  - iv) Bid 3C – invitational with 5H and 4C
  - v) Bid 3D – invitational with 5H and 5D
  - vi) Bid 3H – invitational with 6H
  - vii) Bid 3S – Invitational with 5H and 3S
- b) 2H – This is a transfer to 2S – Opener here has **no option** but to bid 2S – now Responder can:
  - i) Pass –
  - ii) Bid 2NT – Invitational to 3NT but **guarantees 4 clubs** –
  - iii) Bid 3C – guarantees 5+ clubs and is invitational
  - iv) Bid 3D – shows 6+ D and is invitational to 3NT
  - v) Bid 3S – invitational with 3 spades and guarantees a singleton (opener can ask for the singleton by bidding 3NT, whereupon Responder bids the singleton)
- c) 2S – this shows a good 8 to a bad 10 pts specifically with **a doubleton spade**.

- d) 2NT – Invitational to 3NT but denies a four card clubs suit (with which we would go via the 2H transfer above)
- e) 3C – pre-emptive in clubs (with an invitational hand we would go via 2H)
- f) 3D – pre-emptive in diamonds – with an invitational hand we would go via 2H)
- g) 3S – invitational with 3S, but denying a singleton (again via 2H)

So after 1S 1NT / 3C 3D opener would bid:

- a) 3H with a GF hand with S & H
- b) 3S with a GF hand with a spade single suiter
- c) 3NT with a GF hand and S & C
- d) 4C with a GF hand with S & C and extreme distribution

#### 1. BART after the 1H opener

- a) 1H – 1NT / 2C is again the catchall response for all balanced hands (12-17) – here 2D – is a transfer to 2H which opener can then (which is consistent with the 1S -1N / 2C – 2H / 2S sequence)
  - i) Pass – on any hand they wish to play in 2H
  - ii) Bid 2S – to show invitational 5/5 in minors
  - iii) Bid 2NT – Invitational to 3NT but guarantees 4 clubs – this gives Opener a chance to pass, duck out to 3C (knowing there is a 4-4 club fit) or raise to 3NT
  - iv) Bid 3C – guarantees 6+ clubs and is invitational
  - v) Bid 3D – shows 6+D and is invitational to 3NT
  - vi) Bid 3H – invitational with 3 hearts and guarantees a singleton (opener can ask for the singleton by bidding 3S, whereupon Responder bids the singleton with 3NT showing the spade singleton)
- b) 1H – 1NT / 2C / 2S 5c clubs invitational
- c) 1H – 1NT / 2C / 2NT invitational without 4c clubs
- d) 1H – 1NT / 2C / 3C/D preemptive with clubs/diamonds
- e) 1H – 1NT / 2C / 3H invitational in H without singleton
- f) 1H – 1NT / 2D/H natural

#### 2. Game Forcing hands after 1H – 1NT

Here after this we just bid 2S – this can be any GF hand. After this bid Opener can relay with 2NT to find out what the GF is based upon. So after 1H 1N / 2S 2N then:

- a) 3C will be GF with H&C
- b) 3D will be GF with H&D
- c) 3H will be GF with just H
- d) 3S will be GF with H&S

### Supplementary note 5: SUBSEQUENT ACTIONS TO JACOBY

3♣ min with feature

3♦ asks

3♥ unspecified shortage

3♠ asks

3NT. Void 4♣ asks. 4♦ = ♣ singleton

4♥ = ♦

4♠ = ♥

3♠ 5422 min hand

3NT asks – answer in stepwise

3NT 6 card suit

4NS. 5 card suit with Kxxxx

4♥/♠ min with sharp cards AAK

3♦ extras with shortage

3♥ asks

3♠ void

3NT/4♣/♦ = shortage in ♣/♦/♥

3♥ extras with 5422 – next suit asks  
3♠ 6 card suit with extras  
3nt. 17-18 bal  
4NS. 5-5 slam try KQxxx  
4♥ min

#### Supplementary notes 6: ACTIONS AFTER JACOBY WITH INTERFERENCE

Pass min denies splinter  
3M splinter in opps suit  
3NS. Natural slam try  
3NT. Natural slam try NO CONTROL in OPP's suit  
Cue/jump. Void  
4M extras but no control  
Jumps to 5M in comp asks for 2<sup>nd</sup> round control in opps suit

#### Supplementary notes 7: RESPONSES TO 1NT

2♣ stayman  
2♦/♥ transfer to ♥/♠  
2♠ invitational or transfer to ♣  
2NT. Both minors weak or transfer to ♦  
3♣ puppet  
3♦ both majors invitational +  
3♥ 5/4 minors short in ♥  
3♠ 5/4 minors short in ♠  
3nt  
4♣/♦ transfer to ♥/♠  
4♥ both majors P/C  
4♠ both minors  
4NT. Both minors 2245 slam invite

#### Supplementary note 8: KOKISH AFTER 2C

- 2H = relay to 2S, with follow-up of 2N showing semi-balanced. 25+
- 2N direct = semi-balanced. 23/24
- -Other bid shows hearts and second suit
- Jump to 3 of a Major shows 5+♦ and 4 of the major that was bid

#### Supplementary note 9: RESPONSES AFTER A 2♦ OPENER AND 2♥ TRANSFER AND SUBSEQUENT ACTIONS

3♠ choice of games 5332  
4♣/♦/♥ autosplinters for ♠  
4♠ mild slam try  
2nt. Transfer to ♣  
3♣ transfer to ♦  
3♦ 5/4 minors with ♥ shortage  
3♥ 5/4 minors with ♠ shortage  
3nt 1156 both minors quantitative  
4nt. 2245 both minors slam force

**Supplementary 10:****AFTER 2♦ OPENER AND 2♠ TRANSFER TO 2NT AND THE SUBSEQUENT ACTIONS**

3♣ puppet  
 3♦/♥ transfer to ♥/♠  
 3♠ 5♠/4♥  
 3nt  
 4♣/♦ transfer to ♥/♠

**Supplementary note 11: RESPONSES AFTER A 2♦ OPENING**

2NT. 2245. Weak both minors P/C  
 3NT. 2245. Both minors slam try  
 4NT. Weak both minors  
 4♥ 5/5 majors weak P/C  
 4♠ 5/5 minors weak

**Supp note 12: RESPONSES TO OGUST**

3♣ weak hand, weak suit  
 3♦ weak hand, good suit  
 3♥ good hand, weak suit  
 3♠ good hand, good suit  
 3NT. Solid suit

**Supplementary note 13: RAISES IN COMPETITIVE AUCTIONS**

Cue bid raises  
 2nt = 8+ 4 card support  
 Major – 1  
 Support X

**Supplementary note 14: AFTER 2NT OPENER 3♣ IS A TRANSFER TO 3NT AND SUBSEQUENT ACTIONS**

4♣ clubs  
 4♦ diamonds  
 4♥ 5/5 minors short  
 4♠ 5/5 minors short ♠  
 4NT. 5/5 minors slam force

**Supplementary note 15: RUBENSOHL**

2 level bids NSST  
 2NT up are transfers  
 3♠ = stopper ask

**Supplementary note 16: RESPONSES TO MODIFIED MICHAELS**

Modified michaels  
 1m-2m - both majors  
 Responses 2 levels to play  
 2nt inv+ in ♥  
 3m inv+ in ♠

1♥-2♥ (spades and ♦)  
 2♠ weak to play  
 2nt- inv+ in ♦ but forces 3c, any ns is a cue agreeing d/ breaking transfer shows a monster  
 3♥ invitational+ in ♠

1♠-2♠ (shows hearts and ♦)  
 2NT (1eb) forces 3c to show weak choices all other bids are inv+  
 1♥-2nt (two lowest suits)

### Supplementary note 17: GF CHECKBACK AFTER A 1♦ OPENING

|          |     |  |
|----------|-----|--|
| 1♦ – 1♠  |     |  |
| 1NT – 2♦ |     |  |
|          | 2♥  | 2452 shape   |
|          | 2♠  | 2452 shape with doubleton ♠ honour (cannot be 3451 shape as would raise ♠) |
|          | 2N  | 1453 shape   |
|          | 3♣  | 1444 or 0454 shape   |
|          | 3♦  | 1462 shape – probably poor diamonds  |
| 1♦ – 1♥  |     |  |
| 1NT – 2♦ |     |  |
|          | 2♥  | 2245 shape, doubleton heart honour   |
|          | 2♠  | 3145 shape   |
|          | 2NT | 2245 shape, with spade stopper   |
|          | 3♣  | 2245 shape with no spade stopper no heart honour                           |

### Supplementary note 18: TRANSFER RESPONSES AFTER 1♥-1NT-2NT

Responder's 3 level bids are transfers

|                 |     |               |               |      |                              |
|-----------------|-----|---------------|---------------|------|------------------------------|
| 1♥ - 1NT- 2NT - | 3♣  | transfer to ♦ | 1♣ - 1♠-2NT - | 3♣   | minors (pass or correct)     |
|                 | 3♦  | transfer to ♥ |               | 3♦   | 6 card diamond suit to play  |
|                 | 3♥  | 5/5 minors    |               | 3♥/♠ | short M; 5-4 minors slam try |
|                 | 3NT | to play       |               |      | only accept with 4           |
|                 | 3♠  | transfer to ♣ |               |      |                              |

### Supplementary Note 19: MAJOR SUIT DEVELOPMENT AFTER INVITATIONAL RAISES

|             |     |  |
|-------------|-----|--|
| 1♠          | 3♠  |  |
| 3NT         |     | Asks for shortage – show in stepwise fashion |
| 4m          |     | Shows shortage                               |
| 4♥          |     | Shows shortage                               |
| 1♥          | 3♥  |  |
| 3♠          |     | Asks for shortage – show in stepwise fashion |
| 3NT/ 4♣/ 4♦ |     | shows shortage in stepwise fashion i.e       |
|             | 3NT | clubs  |
|             | 4♣  | diamonds                                     |
|             | 4♥  | spades                                       |
| 4♥          |     | No shortage                                  |

### Supplementary Note 20: DRURY DEVELOPMENT

On after competition EXCEPT 1NT

|   |                  |   |
|---|------------------|---|
| P | 1M               |   |
|   | 1NT              | semi-forcing  |
|   | 2♣               | Drury; 8-10; 4+ support – usually balanced; on in competition (except over a 1NT intervention); |
|   | 2♦               | general game try<br>(after a 2M response, a new suit is long suit game try)                     |
|   | 2♥ after 1♠      | natural; full opening   |
|   | 2M               | sub-min   |
|   | 2NT              | 17-18 balanced: new suit is a source of tricks (slam)   |
|   | Between 2M to 3M | short suit game try   |
|   | 3M               | 15+; +6 card, slam try – no shortage  |
|   | 3NT              | Choice of game  |

|         |  |  |
|---------|--|--|
|         | Above 3M   | Long suit slam try 1♠-2♣-4♣  |
| 2♦      | 3 card support 10-12                             |  |
|         | 2M   | minimum or subminimum  |
|         | New suit at 3 level                              | short suit game try  |
|         | 1♠ – 2♦ – 2♥                                     | natural full opening bid   |
|         | 2NT  | 17-18 balanced New suit is a source of tricks and jumps in new suits are shortages |
|         | 3NT  | choice of game   |
| 2M      | 5-9; 3+ support                                  |  |
| 2NT     | 4+ support; O/S shortage; mixed raise            | 1♠-2NT; 1♥-2♠  |
|         | 3♣ enquiry                                       |  |
|         | Shortage is shown in stepwise fashion            |  |
| 1♥ – 2♠ | 4+ support with shortage                         |  |
|         | 2NT enquiry – shortage shown in stepwise fashion |  |
| 3M      | Preempt, normal 4M bid                           |  |
| DJS     | Fit jump   | 1♠-4♣  |
| 4M      | Pre-emptive                                      |  |
| 3♣/♦/♥  | natural invitational as for unpassed hand        |  |

After drury 2♣ or 2♦ - 3M is forcing and slam try inviting cue bidding

### Supplementary note 21; RELAYS AFTER AGREEING THE MAJOR

Relays after a doubt if partner raised the major with 3 card support:

1♥ – 1♠

2♠ - 2NT Next step is general game try

|      |                                       |
|------|---------------------------------------|
| 3♥   | Minimum 3 card support                |
| 3NS  | 3 card support plus singleton         |
| 3♠   | 4 card support minimum                |
| 3NT  | 3 card support maximum balanced       |
| 4♣/♦ | 4 card support with singleton or void |
| 4♥   | 6 card suit plus 4 card support       |
| 4♠   | 4 card suit maximum, no shortage      |

1♦ – 1♠

2♠3♣/♥

3 card support shortage

|       |   |
|-------|---|
| 3♦    | 4252 shape good diamonds minimum        |
| 3♠    | 4252 shape poor diamonds minimum        |
| 3NT   | 4252 maximum with values in short suits |
| 4♣/4♥ | shortage with 4 card support            |
| 4♦    | 4-6 shape                               |
| 4♠    | 4252 maximum                            |