

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually 5 card suit with 2 honours but much less strict at 1 level Responses: jump raise COMP; cue raise INV+ and F1
Can be WK at 1 level (3+ HCP) but 2 level is 10+ unless distribution is very good In 4 th seat a bid of their RESP suit is NAT Eg (1D) P (1H) 2H = NAT good suit (also if partner doubled)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in all seats System as for 1NT opening is ON (STAY, Puppet STAY, TRF's) If our 1NT O/C is X'ed by OPPTS: XX = TRF to C or 2x4card suits, 2C = D TRF, 2D = H TRF, 2H = S TRF Where we O/C 1NT after initial pass = 5/5 in the unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, long suited – typically 6 at 2 level, 7 at 3 level, 8 at 4 level HCP between 4-10 dep on shape and VUL 2NT and 3NT overcalls - see Note 4
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
For Michaels see Note 1 Jump cue bid of OPPT opening suit (3+) asks for stopper Jump cue bid of OPPT opening suit (2 or less) = long suit PRE 4-10 Jump cue to 4 level of OPPT m-opening asks for partner's best M
VS. NT (vs. Strong/Weak; Reopening;PH)
Landy 2C = both M's 4+/4+ vs weak and strong NT (see Note 5) 2D from RESP = no preference, bid your best M If our Landy 2C is DBLD: XX = bid your best major, Pass = let's play 2CX, 2D to play, 2H or 2S = preference Jump suit bids will be NAT, WK (4-10 HCP) and long (6+) X = 15+ after which RESP may make a WK NAT suit bid
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O up to 4S. All can be passed as PEN Cue bid of 2 level PRE = stopper ask. RESP bids 3NT or suit for P/C 2NT O/C of PRE always 15-18/19, 3NT 19/20+ w/ stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = both M's undefined strength 1NT = both m's undefined strength 2C over strong 1C = NAT 10+ HCP 3C over strong 1C = NAT, PRE (4-10HCP and 6+ cards) Over strong 2C – suit bids are NAT, X is L/D, good clubs
OVER OPPONENTS' TAKEOUT DOUBLE
Suits bids are natural 4+ and F1 XX = 10+ HCP interest in PEN

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5 unless raised, then top of nothing OK	
NT	4ths	1/3/5 unless raised, then top of nothing OK/ top of dbltn	
Subseq	Reverse Attitude	As above	
Other: Top of doubleton (sometimes small from x H) / Low from x x H			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Asks for rev attitude	
King	Asks for rev attitude but for standard count in slams	Asks for rev attitude or unblock if partner holds Q	
Queen	Asks for rev attitude	Asks for rev attitude	
Jack	Top or interior	Top or interior	
10	Top or interior	Top or interior	
9	Doubleton or singleton	Top of nothing	
Hi-X	Sx	Sxxx (bad suit to 10 at most)	
Lo-X	HxSx / HxxxS(+)	HxS / HxxS(+) ie 4ths	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev attitude	Std count if useful	Reverse attitude
Suit 2	Standard count		
3			
1	Rev attitude	Std count if useful	Reverse attitude
NT 2	Standard count		
3			
Signals (including Trumps): Reverse attitude, standard count, S/P where singleton on table or Kx or dummy has a good suit in partner's lead. Trump signal – high-low shows S/P for higher suit, not strict			
DOUBLES (SEE NOTE 10)			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12HCP+ unless shapely (singleton or void in OPPT suit, then less HCP OK) T/O up to and incl 4S / NEG DBL to 4H Reopening T/O DBL can be weaker (8-11 HCP) Over OPPT 1C TRF RESP, bidding the TRF suit = distributional T/O			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
If our 1C is DBLD, a RDBL by opener is asking for a rescue bid In a competitive auction eg 1H (1S) 2H (2S) a DBL asks partner to bid game if MAX or 3M with MIN A DBL of 3NT asks for a spade lead unless dummy has bid a suit Where partner has bid and the OPPTS end up in 3NT, X = lead my suit X of an OPPT artificial suit, bid naturally by partner, = I hold A, K or Q SEE Note 10 for supplementary notes on X's and XX's			

W B F CONVENTION CARD
CATEGORY: Green NCBO: New Zealand PLAYERS: Candice SMITH and Kinga HAJMASI EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 game forcing (see Note 13 for more detail) 1NT response non-forcing 1C can be as short as 2 clubs 1NT (14) 15-17 may have 5 card major, 6 card minor or be off-shape with a singleton honour or 2 doubletons Openings can be light if hand is distributional We do not open balanced <11 counts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C opening = strong, may be distributional, FG 2D opening = 6 card unspecified M, 2-7 HCP 2H/2S = 6 card specified M 8-10 HCP 3NT opening = gambling, long SOL minor 6+ in suit Our 2/1 response of 1NT is Non-forcing Michaels cue bids (see Note 1) Transfer Lebensohl after 2-level O/C of 1NT (see Note 2) Lebensohl after partner's DBL of weak 2 opening (see Note 2) (a direct bid here will be 9+) NEG DBL to 4H 1NT from a passed hand shows the 2 unbid suits 5/5 S/S Trial Bids: after finding a major fit a 3 level bid will be a S/S trial – bid game with a good fit (HCP's outside S/S) 4SF – a bid of the fourth suit in sequence is artificial, FG STAY, Puppet STAY and Modified Puppet STAY – see Note 15 1C/1D openings may later use mini/maxi splinter Note 14
SPECIAL FORCING PASS SEQUENCES
See Note 3
IMPORTANT NOTES:
Over 1C (1D) 1M promises 4+, Over 1C/1D (1H) 1S promises 5+ Over 1C (1D) X promises 4/4 in H/S In unclear bidding situations we do not pass
PSYCHICS: Not used

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	11+ 2+C	1D/1H/1S NAT 6+, 1NT 6-10 NF, 2NT 11-12 NF	1NT bal 12-14, 2NT (jump) 18-19, 3NT long	Suit bid RESP = NAT 6-11
				HCP may be less w/ distribution	1H/1S may hold D if 6-11, 2C invert minor Note 6	SOL C suit. May raise M resp with 3- Note 9	Jump bids 2H/2S over 1C/1D
1♦		4	4H	11+ 4+D	1H/1S NAT 6+, 1NT 6-10 NF, 2NT 11-12 NF	1NT bal 12-14, 2NT (jump) 18-19, 3NT long	= long (6 card) and 0-5 HCP
				HCP may be less w/ distribution	2D invert minor Note 6, 3D = 4+ D 6-9HCP	SOL D suit. May raise M resp with 3- Note 9	Inverted m's still apply, good 11
1♥		5	4H	11+ 5+H	1NT 6-11 NF, 2/1 FG, Bergen/Jacoby (Notes 7/8)	After 2/1 FG bids are NAT see Note 13	RESP 1 level NAT 6-11 NF
				HCP may be less w/ distribution	2H 6-9 with 3 card fit, 3H/4H 0-5 HCP 4/5 card fit	Rebid of M may be 3, Jacoby rebids Note 8	2C Drury (Note 16) 2D nat 5+
1♠		5	4H	11+ 5+S, HCP as above	As for 1H above, see Note 8 re Jacoby 2NT	As for 1H above. Note 9: re 3 card M raise	As for 1H above
INT				(14)15-17 can be off-shape (singleton H or 2x doubletons)	2C STAY, 2D/2H TRF to H/S, 2S TRF to C/INQ re range, 2NT TRF to D, 3D/H/S = S/T, 3C Note 15	2S TRF/Range: RESP 2NT min or 3C max See Note 15 for STAY/Puppet sequences	1NT = 6-9 (10 bad)
2♣	√			Artificial FG	2D waiting, 2H/2S/3C/3D = good suit 2 H's	2NT = 23/24 bal, 3NT 25-26, 4NT 27+	RESP as usual
				May be distributional	2NT both m's S/T, 3H/3S = suit set S/T	Other bids natural, jump to 3H/3S = suit set	
2♦	√	6		6 card unspecified M, 2-7 HCP	2H (R) P/C, 2S own suit to play, 3H PRE P/C	After 2NT enquiry, 3C = H min, 3D = S min	(R) or PRE as usual
				See Note 12	4H/4S own suit to play, 2NT 18/19+ enquiry	3H = H max, 3S = S max	
2♥		6		6 card H, 8-10 HCP	Pass when <15 but may bid own long suit NF	After 2NT enquiry (for both 2H/2S):	RESP as usual
					2NT 15+ enquiry, 3H/4H = PRE, 4S to play	Suit bid = S/S, 3H/3S = MIN and no S/S	
2♠		6		6 card S, 8-10 HCP	Pass when <15 but may bid own long suit NF	3NT = MAX (10 HCP) and no S/S	RESP as usual
					2NT 15+ enquiry, 3S/4S = PRE, 4H to play		
2NT				20-22 may be off-shape (as for 1NT)	3C Puppet STAY, 3D/3H TRF to H/S, 3S = both m 4C/4D = TRF to 6+H/6+S, 4H/4S NAT to play	Opener bids 3H/3S = 5 cards H/S 3D = 4CM or 3NT no 4 or 5 card M	RESP as usual
3♣		6 or 7		NAT 4-10 HCP	RESP to all 3 level pre-empts are FG	Opener may rebid their suit / raise RESP suit	From a passed hand a RESP will
3♦		6 or 7		NAT 4-10 HCP	Non-vul PRE can be aggressive QJxxx(x)	or bid 3NT with no fit	be long suit, NF, no fit for partner
3♥		7		NAT 4-10 HCP	VUL PRE promises a good suit, upper range		
3♠		7		NAT 4-10 HCP	Minor PRE 6 or 7 cards, Maj PRE always 7		
3NT		6-7 m		Gambling, long SOL minor	Pass with stops in other suits, 4C or 5C = P/C 4D = S/S enquiry	After 4D S/S enquiry: 4H/4S = S/S in H or S 4NT = no S/S, 5C = S/S in D, 5D = S/S in C	
4♣		7		NAT 4-10 HCP	Resp of a suit = NAT, 4NT – RKC in openers suit		
4♦		7		NAT 4-10 HCP	Resp of a suit = NAT, 4NT – RKC in openers suit		
4♥		8		NAT 4-10 HCP	Resp of a suit = NAT, 4NT – RKC in openers suit		
4♠		8		NAT 4-10 HCP	Resp of a suit = NAT, 4NT – RKC in openers suit		
4NT	√			Specific Ace Ask	5C = no Aces, 5D/5H/5S = AD/AH/AS, 4NT = AC		
5♣		9+		NAT 4-10 HCP	Resp of a suit = NAT, 4NT – RKC in openers suit	HIGH LEVEL BIDDING (SEE NOTE 11)	
5♦		9+		NAT 4-10 HCP	Resp of a suit = NAT, 4NT – RKC in openers suit	Note 11: RKC1430, applies after fit is found, incl RESP TRF long minor suit	
5♥	n/a					After RKCB response the next suit asks for Q; sign-off at lowest level without or bid slam with trump Q. Another suit shows that K plus trump Q. If Q ask is above	
5♠	n/a					5 level of trump suit: 5NT Q no K's, 6 trump suit = no Q, any other suit = K plus Q	
						After OPPT interference DOPI ROPI so that X/XX = 0 KC and Pass = 1 KC	
						Exclusion Blackwood: jump to 5 level asks for KC's excluding that suit	
						Note: after Puppet 5CM, bidding other M sets 5CM as trumps while 4NT = Quant	

Supplementary Sheets p1

Note 1: Michaels Cue Bids:

- apply after a 2+ club opening (except a strong 16+ club where a cue raise will be natural) and all other 3+ suit openings, eg better minor
- after an artificial (2 or less) opening a *jump* raise will be natural, preemptive but after a natural (3+) opening a *jump* raise will ask for a stopper

Both Majors 5/5 (undefined strength)

(1C) – 2C

(1D) – 2D

After (1C) – 2C responder may bid 2D = no preference, bid your best M

Where the OPPTs bid (1m) – (1m/M), then a cue raise of the first suit will be Michael's but a bid of the second suit will be natural, a good suit

Where the OPPTs DBL our Michaels cue raise, a RDBL will mean "bid your better major", a pass will mean "I'm happy to play the DBLD contract"

When the OPPTs are using 1C or 1D Michaels:

1C - (2C)

X = values – a second double will be penalties

1D- (2D)

X = values – a second double will be penalties

2D = natural, competitive only

2H = clubs game-force

2H = clubs, invitational plus

2S = diamonds, invitational plus

2S = diamonds, game-force

3C = clubs, competitive

3C = clubs, competitive

3D = diamonds, competitive only

Major/Minor: (1H) – 2H or (1S) - 2S shows the unbid major and a minor (variable strength 5/5)

3C response = pass/correct (not own suit)

2NT response = INQ - the Michaels-bidder shows MIN or MAX and their minor suit: 3C (MIN C), 3D (MIN D), 3H (MAX C), 3S (MAX D)

When the OPPT's are using Michaels over our major opening:

1H - (2H)

X = values – a second double will be penalties

1S - (2S)

X = values – a second double will be penalties

2S = cue raise in hearts, invitational plus

2NT = Jacoby

2NT = Jacoby

3C/3D = natural forcing

3C/3D = natural, forcing

3H = cue raise in spades, invitational plus

3H = hearts, competitive

3S = spades, competitive

4C/4D = splinter, heart support

4C/4D/4H = splinter, spade support

Leaping Michaels: When the OPPT's open a weak 2H or 2S, a jump to 4m will show that minor and the other major, 5/5.

Responder may pass, bid 5m or 4M or. With a stronger hand, RESP may cue bid opener's suit OR the unbid minor (lowest suit agrees lowest of partner's suits)

Note 2: Transfer Lebensohl after 1NT (suit) / Lebensohl after OPPT Weak 2

(a) After OPPT 2-level O/C of our 1NT

X of a natural overcall is T/O / X of an artificial overcall shows values

2 level suit bid = non forcing, 5+ suit.

2NT = relay to 3C (P/C)

3C/3D/3H are transfer bids, 5+ cards and inv+ / 3S shows both minors 5/5

Responder may transfer to OPPT suit as a stopper ask

(b) After partner's DBL of OPPT's weak 2 = 2NT forces 3C for P/C

Any 2 level bid will be NAT and WK (less than 8 HCP) NF

Any 3 level bid following partner's DBL of a weak 2 shows 9+

Note 3: Forcing Pass Sequences

After our Jacoby 2NT and OPPT's suit bid, PASS means sharp/balanced *without* a control in the OPPT suit and 3NT means sharp/balanced *with* a control – both bids FG

After our Inverted Minor sequence and OPPT's suit bid, PASS means extras *without* a control in the OPPT suit and X means extras *with* a control in the OPPT suit - both bids F1

RKC – where OPPTs interfere over RKC 4NT with a suit bid: X/PASS will be forcing and show 0 or 1 KC respectively (DOPI)

RKC - where OPPTs interfere over RKC 4NT with a double: XX/PASS will be forcing and show 0 or 1 KC respectively (ROPI)

Exclusion Blackwood – once a M trump fit is agreed, if partner jumps to the 5 level in a suit they are asking for key cards *excluding* that suit and DOPI ROPI apply as above

Note 4: 2NT and 3NT Overcalls

(1C) promising 0-2 – 2NT = both minors 5/5 undefined strength
 (1C) promising 3+ – 2NT = lower two suits D and H 5/5 undefined strength
 (1D) promising 0-2 – 2NT = both minors 5/5 undefined strength
 (1D) promising 3+ – 2NT = lower two suits C and H 5/5 undefined strength
 (2D), (2H), (2S) – 2NT = 15-18 with a stopper (puppet STAY and transfers apply)

(2D/2H/2S) – 3NT = 19+ bal w/stopper OR long SOL suit w/stopper (gambling style)
 (3C/3D/3H/3S) – 3NT = 16+ bal w/stopper OR long SOL suit w/stopper (gambling style)

Over 3NT overcall, responding partner can bid 4C = both M's 5/5, 4D/4H = TRF to H or S with a 6 card suit, 4NT – general invite with a strong hand
 3NT bidder may, with no fit for responder's M suits, bid their own suit or 5NT to play

Note 5: Responses After NT Rebid (2-way Checkback)

1m (or 1H) - 1M – 1NT – **2C/2D**

2C: diamond relay (multi purpose as below):

1C 1S
 1NT 2C (2D relay)
 2D Pass = to play
 2H or 2S = natural, invitational
 2NT = natural invitational
 3H = 5S/5H, invitational
 3S = 6 spades, invitational
 3NT = 5-3-3-2 choice of game

2D Game-force:

1D 1S
 1NT 2D = FG, artificial check back

Notes:

1NT - 2NT = 3C relay
 Jump bids FG 5/5
 Resp jump rebid to 3M = suit set

Note 6: Inverted Minors 1C – 2C or 1D – 2D

Denies a 4 card M, shows 5+C or 4+D, 10+ HCP
 RESP by opener: 2M shows stopper in M, 2NT shows stopper in both M's, 3m rebid shows a MIN hand, no stoppers
 A rebid of 3C or 3D by opener shows an unbalanced MIN hand
 A rebid of 3C or 3D by responder shows 10-11 MIN hand
 Inverted minors do not apply over an O/C but do apply over a DBL
 Inverted minors do apply if partner is a passed hand holding a good 10-11
 A rebid of 3NT by opener will show 18-19 balanced
 Any jump bid by opener or responder after a 2C/2D inverted minor bid shows a singleton
 Any major bid after opener's 2NT also shows a singleton
 1C – 3C = 6-9 HCP and 5 clubs
 1D – 3D = 6-9 HCP and 4 diamonds

Note 7: Bergen Responses to Major Openings

1H/1S - 3C = 4 card M support and 6-9 TP, a 3D rebid by opener asks if MIN/MAX

1H/1S - 3D = 4 card M support and 10-11(12) TP

1H - 2S = 3 card H support and 10-11(12) TP

1S - 3H = 3 card S support and 10-11(12) TP

If the OPPTs interfere over 3C eg 1S - P - 3C - 3H opener DBLs to invite - responder will bid 3S with MIN or 4S with MAX

If the OPPTs double over 3C, opener bids 3S MIN, 3D INQ re MIN or MAX, XX happy to play 3CXX or 4S MAX (or control bid)

Note: OPPT O/C of our M:

(a) After 1M (X) = system on

(b) After 1M (suit) including 1H (1S):

Mixed Raises: 4 card support:

3M - 1 (jump) = 4+ trumps 7-9 HCP

If no 3M-1 jump is available, jump to 3H/3S = mixed raise 4+ trumps 7-9 HCP

2NT = 4+ trump, invitational plus: 1S - (2D) - 2NT (includes where responder is a passed hand)

Cue Raises: 3 card support, 10+

If a cue raise is not available 2NT may include 3 card support

Note: Weak responses to 1M opening:

1H/1S - 2H/2S = 3 card support 6-9 HCP, 3H/3S = 4 card support 0-5 HCP, 4H/4S = 5 card support 0-5 HCP

Note 8: Jacoby 2NT Responses to Major Openings

Example: 1S - 2NT = 4 card S fit, FG

Opener will bid: 3C/3D/3H = S/S (singleton).

3S = 15+ no S/S

3NT = 13-14 sharp = 4+ controls, ie 2xA, 4xK, AKK

4C/4D/4H = void

4S = MIN 11-14 (bad)

Notes:

If there is an OPPT O/C, 2NT = 3+ inv+

If the OPPTs bid a suit over our 2NT Jacoby response:

DBL = shortage in that suit

Cue bid = void in that suit

3NT = sharp 3NT hand w/ control in their suit

Pass = sharp 3NT hand w/o control in their suit

3S/4S - as above

If the OPPTs are using Jacoby 2NT, a DBL by partner shows both minors

Note 9: Opener's 3 Card Raise of Responder's Major

Opener may support with 3 of responder's M when no other good rebid is available (eg unbalanced/unable to reverse)

With a WK hand responder will pass, with an INV+ hand responder can investigate with 2NT (F1)

After 2NT INQ opener will bid:

3M (min) or 4M (max) with 4 trumps

Splinter = 4 trumps, singleton and MAX

3 of a minor = 3 trumps MIN

3NT = 3 trumps MAX

Opener may also support with 3 spades where the OPPTs have overcalled 1H and partner makes a NEG DBL:

1S shows 3 spades, MIN (no other good bid available)

2S shows 4 spades, MIN

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Note 10: Important Doubles and Redoubles

1. Support DBL / RDBL
After responder's M bid and OPPT O/C or DBL, a X or XX by opener shows 3 card support (as long as a 2 level bid is available)
Over responder's M bid and OPPT 1NT, a X by opener is not a support DBL but a strong hand (PEN interest)
2. Double of OPPT 1NT opening (any strength) = 15-18 HCP = any bid by partner will be NAT, to play (Note: double of OPPT 1NT response = takeout)
Note that if our 1NT is doubled by OPPTs; XX = TRF to C OR 2x 4 card suits, 2C = TRF to D, 2D = TRF to H, 2H = TRF to S. Responder may pass with 0-5 and 4-3-3-3 shape.
3. Takeout Double – respond at lowest level with 0-8, jump with 9-12, bid game with 13+
1NT response 7-10 (or good 6), lowest suit bid will be discouraging and may not promise 4
Takeout double promises 3 of a M: responder differentiates INV bids:
2M (single jump) – INV (9-11) and 4 trumps
3M (double jump) – INV (9-11) and 5 trumps
A strong hand will make a T/O DBL then bid own suit at lowest level (16+ guide only) or with a jump (19+ guide only)
4. DBL of artificial bid by OPPTs = L/D or length (except at 1 level where it will be T/O or strong)
If OPPTs make a L/D DBL, a RDBL shows a good holding in that suit and willingness to play the contract redoubled

Note 11: Slam / High Level Bidding

4NT = RKC 1430 (5C=1/4, 5D=0/3, 5H=2 w/o Q, 5S=2 w/ Q, 5NT=5)

With a 1-4 or 0-3 response, partner bids 5 (unless RESP is clearly MAX) which will be corrected to 6 if partner holds MAX KC (ie 3 or 4)

When correcting, partner may bid another suit on the way to show a King of that suit

Following 5C/5D RKC response, next lowest suit = Q INQ? Minimum trump raise = No. Next level trump raise = Yes. Another suit shows K in that suit w/ Q trumps

If Q INQ is above 5 of trump suit, answers are: 5NT (Q no K), 6 of trump suit (no Q) 6 of another suit (Q + King in that suit)

If opener or responder holds an extra trump (unknown to partner) they MAY show the Q irrespective of whether they hold it

If partner shows a void during bidding this is *excluded* from RKC RESP

Blackwood 5NT – asks for Kings, show lowest suit K with bid of that suit, with extras may bid Grand Slam

After showing a K, another suit bid by partner, outside of the trump suit, ASKS for the King in that suit for Grand Slam, if No = bid 6, if Yes = bid 7

If 5NT is bypassed with a suit bid this is asking for a 3rd round control (Q or dbltn) in the suit bid

Note 12: Actions Following Interference over our 2D Opening (= 6 card unspecified M 2-7HCP)

1. OPPT O/C at 2 level, X by partner = “pass if you have their suit, or bid your M”.
2. OPPT O/C at 3 level:
2D (3C/3D) X = PEN
3H = P/C
3S = own suit, to play
4H/4S = own suit, to play
4C/4D = bid game in your M
3. OPPT DBLS our 2D:
2D (X) Pass = long diamond suit, let's play 2DX
XX = bid your suit
2NT = 18+ INQ, system on
2H/2S = own suit, to play
3H = fit for both M, PRE P/C
4D = bid game in your M
4H/4S – own suit, to play

Note 13: Our Style of 2/1 – Supplementary Info

1NT NF, 6 – 11 HCP (12 bad)
 Opener with a very good 14 may upgrade to 1NT 15-17
 If responder goes directly to game after 2/1 = MIN hand for FG
 If responder bids below game after 2/1 bid = slam interest
 Our 2M rebid may be with 5 of the suit, MIN or MAX
 Responder may bid 2NT INQ, opener clarifies by rebidding 3M to show 6, another suit to show 5/4 or 3NT bal
 Following 2NT and 3M rebid, a new suit = cue bid, slam interest in M (holding doubleton typically H x)

Opener Rebid Style

If opener has lower ranked side suit (e.g. 5S+4H, or 6-4), bid 2nd suit at 2 level with MIN or MAX
 If opener reverses in a 2nd suit, this shows extras (15+)
 A jump in the opening suit after 2/1 says self-supporting suit set with extras eg 1H – 2C – 3H - bids thereafter are controls
 If opener jumps to 4M after 2/1 = absolute MIN hand (eg 11 HCP or distributional) and a 7 card suit
 If partner jumps to 4M after partner's 2NT INQ = normal opening (12-14) and a 7 card suit

Note 14: MINI/MAXI Splinters

Where opener has a reverse bid available but jumps in a reverse suit = mini or maxi splinter (= fit for responder + singleton):

1C – 1H	1C – 1S	1C – 1S	1D – 1S
3D	3D	3H	3H

A NAT D or H suit would be shown with a reverse at the 2 level F1
 The mini/maxi splinter shows a singleton/void with 16-18 TP (mini) OR a singleton with 19+ TP (maxi)
 Opener's splinter bid at 4 level shows VOID in the splinter suit and 19+ TP

Note 15: STAY, Modified Puppet STAY and Puppet STAY - sequences:

STAY followed by a M bid by opener, RESP may bid the other M to set opener's M suit as trumps, S/T
 STAY with 4-1-4-4 or 1-4-4-4 FG hand - responder checks major fit, if opener bids 2D responder shows their singleton M with a splinter jump bid = choice of game
 Garbage STAY: with both majors 5-4, 4-4, or both majors plus diamonds responder bids 2C. If opener bids 2D, responder may pass or make a M preference to play

Modified Puppet STAY after 1NT: 1NT – 3C = FG

3C = Modified Puppet

3C asks if opener holds a 5CM. Can be used with 3CM(s) and/or 1x 4CM but not 2x 4CMs

1NT – 3C - 3D – no 5 card M, 3H/3S – 5 card H/S

Following a 3D response:

Responder may check for a 4CM by bidding the opposite suit

1NT – 3C – 3D – 3H / 3S = 4 spades / 4 hearts

Responder may bid a natural 4C/4D minor suit, slam interested

1NT – 3C – 3D – 4C / 4D = natural, slam interest

4NT = not interested

5C/5D to play, any other bid is a cue accepting the slam try

Note 1: Opener can show MAX NT and fit in RESP M by a cue bid 4C or 4D

Note 2: After 1NT – 3C – 3D – 3H (showing spades) opener bids 3NT, 3S max, 4S min

After 1NT – 3C – 3D – 3S (showing hearts) opener bids 3NT, 4H min or 4C max with hearts

After 4C max, 4D by RESP = retransfer to H

Note 3: After 3C - 3H/3S response, bid the opposite M to set opener's M as trumps (slam try), 4C/4D is natural, 4NT to play, any other bid = cue

Note 4: 4NT after Stayman or Puppet is delayed quantitative

Puppet STAY and minor suit STAY after 2NT opening or 2C – 2NT rebid (bal 20-22)

Following TRF to a M, a minor bid = natural, second suit, slam interest

To accept the Major slam, bid 4NT RKC / To accept the Minor slam, bid the other major

To decline the slam try, bid 4M (may be doubleton) or 5m

Following 3C: Standard Puppet STAY, 3D from opener shows 1 or more 4CM's

Following opener's 5CM subsequent bids are outlined above under Modified Puppet STAY

Following opener's 3D (= 4CM):

2NT 3C

3D 4D = 4-4 majors, please bid your major

4C = 4-4 majors, slam try (opener bids: 4M sign-off, 4D accept H's / 4NT RKC accept S's)

Minor Suit STAY: after 2NT (opening or rebid) responder can make slam INQ in minor with 3S. Opener will bid 3NT (no minor) or 4C/4D (I hold 4+ in this minor)

Note 16: Drury

After partners 1M opening in 3rd or 4th seat, RESP will bid

2C – invitational raise (9) 10 – 11, 3 trumps (or 4 trumps with a flat hand)

2D – natural 5 card suit 10+

3C / 3D – Bergen 4 card trumps (not a flat hand)

Opener's Bids over 2C:

2M – to play, minimum opening

2D – a bit better, invitational (responder bids 2M min Drury or 4M max Drury)

2M (other major) or 3C/3D = natural, strong 2-suited (slam interest)

3M (other major) or 4C/4D – splinter slam try

4M – to play