2 level 5+ Cards – 10+ Points if good suit or good shape NVul Responses: Unass.Cue Bid= 10+ points and 3/4 card support 1NT immediate Overcall shows 15 to 17 Points system on All jump overcalls are Weak 1NT OVERCALL (2 nd /4 th Live; Responses; Reopening) 2 nd 1NT Overcall shows 15 to 17 points 4 th 1NT Overcall shows 11 to 14 points Responses to 1NT are same as opening 1NT – (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem – cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♣= Single Suited 2★/2♠= named suit and 3 or 4 a minor, 2NT asks for minor. In 4 th /balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+-5+, FG) 2 ★ ★ X - (pass)-2NT = Lebensohl	DEFENSIVE AND COMPETITIVE BIDDING	
Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2▼/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play.	OVERCALLS (Style: Responses: 1/2 Level; Reopening	g)
Responses: Unass.Cue Bid= 10+ points and 3/4 card support 1NT immediate Overcall shows 15 to 17 Points system on All jump overcalls are Weak 1NT OVERCALL (2nd/4th Live; Responses; Reopening) 2nd 1NT Overcall shows 15 to 17 points 4th 1NT Overcall shows 11 to 14 points Responses to 1NT are same as opening 1NT – (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem – cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2 = Both Majors: 2 = Single Suited 2 v/2 = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural Ouble is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3 : 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 * V A X - (pass)-2NT = Lebensohl		
INT immediate Overcall shows 15 to 17 Points system on All jump overcalls are Weak INT OVERCALL (2 nd /4 th Live; Responses; Reopening) 2 nd 1NT Overcall shows 15 to 17 points 4 th 1NT Overcall shows 11 to 14 points Responses to 1NT are same as opening 1NT − (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls − (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades − unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♠= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4 th /balancing, suit is natural Double is for penalty − if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2♠♥ ♠ X - (pass)-2NT = Lebensohl		
All jump overcalls are Weak INT OVERCALL (2 nd /4 th Live; Responses; Reopening) 2 nd 1NT Overcall shows 15 to 17 points 4 th 1NT Overcall shows 11 to 14 points Responses to 1NT are same as opening 1NT – (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♣= Single Suited 2♣/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4 th /balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+-5+, FG) 2♠ ★ A - (pass)-2NT = Lebensohl	Responses: Unass.Cue Bid= 10+ points and 3/4 card suppor	t
INT OVERCALL (2 nd /4 th Live; Responses; Reopening) 2 nd 1NT Overcall shows 15 to 17 points 4 th 1NT Overcall shows 11 to 14 points Responses to 1NT are same as opening 1NT – (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♣= Single Suited 2♣/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4 th /balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2♣ ★ A - (pass)-2NT = Lebensohl		
2nd 1NT Overcall shows 15 to 17 points 4th 1NT Overcall shows 11 to 14 points Responses to 1NT are same as opening 1NT – (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem – cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2 ◆= Single Suited 2 ▼/2 ♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl	All jump overcalls are Weak	
4th 1NT Overcall shows 11 to 14 points Responses to 1NT are same as opening 1NT – (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem – cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ♦ ♥ ♠ X - (pass)-2NT = Lebensohl		
Responses to 1NT are same as opening 1NT – (Systems On) Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2 ◆= Single Suited 2 ▼/2 ♣= named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3 ♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl	2 nd 1NT Overcall shows 15 to 17 points	
Stayman, Trf etc. JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2 = Both Majors: 2 = Single Suited 2 \(\times / 2 \) = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3 \(\tilde{s} \); 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 \(\times \) A \(\tilde{s} \) (pass)-2NT = Lebensohl		
JUMP OVERCALLS (Style; Responses; Unusual NT) 2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2 ◆= Single Suited 2 ▼/2 ♣= named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl	Responses to 1NT are same as opening 1NT – (Systems On)
2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2▼/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ♦ ▼ ♠ X - (pass)-2NT = Lebensohl	Stayman, Trf etc.	
2NT=5-5 in the two lowest suits Weak Jump Overcalls – (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♠= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2♠♥♠ X - (pass)-2NT = Lebensohl	JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak Jump Overcalls — (5-10 points, usually 6 cards) Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades — unlimited values Questem — cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♠= Single Suited 2♠/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty — if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2♠ ♠ X - (pass)-2NT = Lebensohl		
Leaping Michaels over Ops Weak 2 Openings GF 5/5 or better Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♠= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2♠♥♠ X - (pass)-2NT = Lebensohl		
Reopen: Opening Hand or Better DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2♦ ♥ ♠ X - (pass)-2NT = Lebensohl	Leaping Michaels over Ops Weak 2 Openings GF 5/5 or bet	ter
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct cue shows 5/5 in hearts/spades — unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty — if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ♦ ♥ ♠ X - (pass)-2NT = Lebensohl		
Direct cue shows 5/5 in hearts/spades – unlimited values Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2 ◆= Single Suited 2 ▼/2 ♣= named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl)
Questem - cue bid shows 2 highest unbid suits, 2NT, 2 lowest unbid suits, 3C, highest and lowest VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2 ◆= Single Suited 2 ▼/2 ♣ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl		.,
VS. NT (vs. Strong/Weak; Reopening;PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ♦ ♥ ♠ X - (pass)-2NT = Lebensohl		
Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ♦ ♥ ♠ X - (pass)-2NT = Lebensohl		west
Multi Landy- 2♣= Both Majors: 2♠= Single Suited 2♠/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2♠♠ X - (pass)-2NT = Lebensohl		west
2 ▼/2 ♣ = named suit and 3 or 4 a minor, 2NT asks for minor. In 4 th /balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3 ♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl	unbid suits, 3C, highest and lowest	west
4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are natural VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl	vs. NT (vs. Strong/Weak; Reopening; PH)	wesi
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ♦ ♥ ♠ X - (pass)-2NT = Lebensohl	unbid suits, 3C, highest and lowest WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited	
DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ♦ ♥ ♠ X - (pass)-2NT = Lebensohl	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor	
DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ♠ X - (pass)-2NT = Lebensohl	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2 ♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural	r. In
Leaping Michaels over Ops Weak 2's (5+ - 5+, FG) 2 ◆ ▼ ★ X - (pass)-2NT = Lebensohl	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2 ♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural	r. In
2 ♦ ▼ A X - (pass)-2NT = Lebensohl	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are nat	r. In
	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are nat WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	r. In
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♥/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are nat WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play.	r. In
	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♠= Single Suited 2♠/2♠= named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are nat WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+ - 5+, FG)	r. In
	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♦/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are nat WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+-5+, FG) 2♦ ♦ ★ A - (pass)-2NT = Lebensohl	r. In
	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♦/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are nat WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+-5+, FG) 2♦ ♦ ★ A - (pass)-2NT = Lebensohl	r. In
	WS. NT (vs. Strong/Weak; Reopening; PH) Multi Landy- 2♣= Both Majors: 2♦= Single Suited 2♦/2♠ = named suit and 3 or 4 a minor, 2NT asks for minor 4th/balancing, suit is natural Double is for penalty – if partner very weak, all bids are nat WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL = Takeout thru 3♠; 3NT = to play. Leaping Michaels over Ops Weak 2's (5+-5+, FG) 2♦ ♦ ★ A - (pass)-2NT = Lebensohl	r. In

With 'fit' – stretch, 2N, good raise or natural

suit - even 3 card.

XX shows 9+ points, no liking for partners suit & asks for another

			IALS		
~ .	LEADS STYLE				
~ .	Lead	Lead		In Partner's Suit	
Suit	uit 4th/2nd		Hx, Hxx/Hxxx, lowest		
NT	4thfrom H/2	4thfrom H/2 nd from length			
	no H				
Subseq	·			le -small = encourage	
Other:	Top of Noth	ing /MUD	7	Top of Nothing/MUL	
LEADS					
Lead	Vs. Suit		Vs. N	<u> </u>	
Ace	Ask for Atti	tude		r Attitude	
King	Ask for cour	nt	Count	and/or unblock	
Queen	QJ(x)		KQ(x)	, QJ(x)	
Jack	J10(x)			J10: AJ10	
10	2nd / 4th			th	
9	Poor suit		Poor s		
Hi-X	Top of Doub	oleton		ally shows no interest	
Lo-X		Implies Honour / Singleton		Implies Honour	
	IN ORDER OF P		1 1		
	Partner's Lead	Declarer's Le	ad	Discarding	
		Count (H-L =		Revolving	
	Count (H-L = Even)			Revolving	
		(,		
NT I	Jnblock K				
Signals (inc	cluding Trumps):			I	
31811115 (111	riaming Tramps).				
Lavinthal ((McKenney)				
	<u>. </u>	DOUBLES			
TAKEOU'	T DOUBLES (Styl	e; Responses; I	Reopeni	ng)	
11+ points	takeout				
Reopening	8 + points				
	level X transfers esp	pecially after 1 le	evel ope	ning and overcall	
			•		
SPECIAL.	, ARTIFICIAL &	COMPETITIV	E DBL	S/RDLS	
	X = 6 HCP at 1 level				
Double of a	a conventional bid i	s lead directing	mo wing	the other major	
	ubles and redoubles				
**	nse over interferenc		e in hid	cuit	

W B F CONVENTION CARD CATEGORY: GREEN NCBO: Cyprus Bridge Federation PLAYERS: ALL OTHER PLAYERS **EVENT:** World Bridge Federation SYSTEM SUMMARY GENERAL APPROACH AND STYLE 5 Card Major – **2/1** - RKCB 3041 1NT response = Not Forcing 1 **♣**=2+ cards 1 = 4 + cards1 **♥**/♠=5+ cards 1NT=15-17 and 2NT 20 – 22 BAL does not deny a 5 card Major SPECIAL BIDS THAT MAY REQUIRE DEFENSE Weak 2's in the Majors or D ♥.♠ Leaping Michaels Lebensohl over a Weak 2 Opener doubled by partner – suit bid at 2 level is natural & weak, 2N relay to clubs, pass or correct or invite, new bid in a suit that could have been bid at 2 level is invitational, showing 9-11 points Intervention over our 1N, all bids are natural SPECIAL FORCING PASS SEQUENCES 1N,X, pass – no 5 card suit, if no intervening bid opener redoubles, scramble for 4/3 fit or pass XX with 6+ points When it is clear opponents are sacrificing IMPORTANT NOTES Fourth suit forcing, but not after 1♣-1♦-1♥-1♠ 1N rebid or 2N over partners 2 level response is 11-14 2N response over partner's 1 level response is 18-19 Bal May open light in 3rd seat. 9+ points & 5 card suit Rule of 18 in 1,2,3 position with highly distributional hand **PSYCHICS:** Very unusual

ප	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		2	4♥	11-14 bal, 18-19 bal or natural	Suits 4+ points, 4+ Card Suit	Change of Suit is Forcing.	1♣-2♣ inverted minor 6 Clubs
					1NT 5-11 points and denies a Major alert weak Jump shift in major = long suit 5+ weak		
1 •		4	4♥	11-14 bal, 18-19 bal or natural	Suits 5+ points, 4+ Card Suit	Change of Suit is Forcing.	1 ♦ -2 ♦ inverted minor
					1NT 5-11 points and denies a Major alert Jump shift in major = weak long suit 5+		
1♥		5	4♦	10-21 with a 5 Card Suit	Direct Support. Jac 2NT 13+ HCP		Fit Jumps, 2NT 4 card support
					1♠ shows a four card spade suit and 5+ points	Support double shows 3 card support	Cue of ops suit shows 3 card sup
1 🛦		5	4 🔷	10-21 with a 5 Card Suit	Direct Support. Jac 2NT		Fit Jumps, 2NT 4 card support
				1 Major opening can be light on hcp (9+) 3 rd posif shapely NVul.	Splinter = 4C/4D/4H, 10+HCP & singleton or void in suit bid Mod Bergen raises	After suit agreement, change is cue bid showing first round control	Double of ops suit shows 3 card support
INT				15-17 balanced – or Semi Bal 1NT Opening can have 6 in a minor, no more than 2 dblton.	Stayman, Full Transfers, Gerber, 3 Level Slam Interest, 2S enquiring 8 points or 6 cd minor	Super Accept TRF if 17 points with 4 card support 2N =15/16, 3C =17	
					2. Enq, 8+/6 minor, transfer to 3. if 17 points otherwise bid 2NT	Texas Transfers $1NT > 4 •$ is $\checkmark / 4 \checkmark$ is $•$	
2.	X			23+ points or 3 losers (Forcing)	2 ♦ Waiting bid. Other bids natural, positive hand., showing A & K	Bid suit	
2♦	X			Strong long card any suit – 13+ 4 losers 5/5 or better dist	2H relay	Bid suit	
2♥		5-6		Weak 5-10	Pass or correct / Ougust	Natural / Ogust Responses	
2♠		5-6		Weak 5-10	Pass or correct / Ougust	Natural / Ogust Responses	
2NT				20 – 22 BAL - May have 5cM	Puppet Stayman, Transfers, 4NT Quantitative Gerber		
3 ♣		(6) / 7		Weak	Pass or correct	Change of suit is forcing 1 rnd	
3♦		(6) / 7		Weak	Pass or correct		
3♥		(6) / 7		Weak	Pass or correct		
3 A		(6) / 7		Weak	Pass or correct		
3NT				Running Minor no side A or K	4♣ is pass or correct without stops in majors		
4 ♣		(7) / 8		Pre-emptive			
4 •		(7) / 8		Pre-emptive Pre-emptive		HIGH LEVEL BIDDING	
4 ♥		6+		Pre-emptive to play	4NT = RKCB Asking Aces		
4 ♠		6+		Pre-emptive to play	4NT = RKCB Asking Aces	RKCB (03/14) ♣ Shows 3 or 0 and ♦ Shows	1 or 4
4NT	X	5 / 5		Both Minors 5 / 5	2 2	KING ASK reverts to B/WOOD – Showing h	
5 .		(7)/9		Pre-emptive – With no defence		4♣ response to 1NT or 2NT is Gerber 4 • 0/4.	
5 ♦		(7)/9		Pre-emptive – With no defence		5♣,5♦0/4, 5♥ 1, 5♠ 2,5NT 3	, , , , , , , , , , , , , , , , , , , ,
5 ∀		(7)/9		Pre-emptive – With no defence		, , , , , , , , , , , , , , , , , , , ,	
5♠		(7)/9		Pre-emptive – With no defence			



2-Way Checkback Stayman - Essentially after a 1NT or 2NT rebid

2/3♣ Invitational with around 11 - 12 points – Opener must bid 2♦

2/3♦ Game Forcing Stayman Slam tries start with a 3 level bid.

Responses after any initial ♣ or ♦ then showing a ♥ then 1NT rebid are:-

- 2♥ shows 3 card ♥ support (does not deny the other Major)
- 2♠ shows having 4♠'s (denies having 3 card suit in ♥ as support)

2NT denies having either 4 Spades or 3 Hearts

3♣ or 3♦ denies both 4 Spades and 3 Hearts and is showing a good 5♣ or 5♦ suit

Responses after any initial ♣ or ♦ then showing a ♠ then 1NT rebid are:-

- 2♠ shows 3 card ♠ support (denies the other Major)
- 2♥ shows having 4♥'s (does not deny having 3 card suit in ♠ as support)

2NT denies both 4 Hearts or 3 Spades

3♣ or 3♦ denies both 4 Hearts and 3 Spades and is showing a good 5♣ or 5♦ suit

Responses after initially being showed a \checkmark and now prompted to describe their hand because of $2 \clubsuit$ relay to $2 \spadesuit$ are as follows:-

PASS with a weak hand with a long Diamond suit

- 2♥ invitational showing a holding of 5 Hearts
- 2♠ invitational showing a holding of 5 Hearts and 4 Spades
- 3♥ invitational showing a holding of 6 Hearts
- 3♠ invitational showing a holding of 5 Hearts and 5 Spades

Responses after initially being showed a \blacktriangle and now prompted to describe their hand because of $2 \clubsuit$ relay to $2 \spadesuit$ are as follows:-

PASS with a weak hand with a long Diamond suit

- 2♥ invitational showing a holding of 5 Spades, 4 Hearts
- 2♠ invitational showing a holding of 5 Spades
- 3♥ invitational showing a holding of 5 Spades, 5 Hearts
- 3♠ invitational showing a holding of 6 Spades

1NT DOUBLED by Ops for Penalty

1NT - X - XX Wriggle Redouble is typically "SOS", forcing opener to bid 2 ., 2D, trf to H, 2H trf to S. with no 5 card suit, & no intervention, forcing pass by responder & re- double by opener, pass or scramble for best fit

Lebensohl - After Ops Weak Two Openings -

A **2NT** response to Partners **X** is an artificial relay to 3.

Ops Weak 2 Opening – DBL from p – Ops PASS – 2NT is p to relay to $3 \clubsuit$ We will then pass, sign off in a suit, or make another descriptive bid.

Leaping Michaels - Over ops weak 2 ♦/2 ♥ / 2 ♠ Opening

Our 4 Level Leap overcall promises a good 5 – 5 two suited hand 15+ HCP

- 4. jump overcall shows clubs and the unbid major.
- 4♦ jump overcall shows diamonds and the unbid major.

Losing Trick Count Responses to Weak 2 ♥ / 2 ♠ Major Openers

Typically a Weak 2 Opening hand is 8 / 7 Losers

Responses to Weak 2 V/A can be GAME with 6 losers or raise with 7 losers.

A Pre-Empt 3 Level Opening has typically 7 / 6 Losers

Responses to Weak 3 Openings can be GAME in ♥/♠ with 7 or less losers. Change of suit is forcing

Ogust Responses - [2NT Response] to partners Weak 2 Opening

- ♣ Shows Bad hand (5-7 p) with **one** of the top 3 honours in pre-empted suit
- Bad hand (5-7 points), holding **two** of the top three honours
- ♥ Good hand (8-10 points), holding **one** of the top three honours
- ♠ Good hand (8-10 points), with **two** of the top three honours

3NT – Shows a good hand (9-10 points) and holding the A, K, Q in the suit.

Two Suits Overcall –Showing 5 / 5 distribution - Questem

Cue bid of the openers suit shows the two highest unbid suits 5/4

Multi Landy

A X is for Penalties with a holding of 15+ Points 7 tricks on lead, partner to bid naturally if very weak

2. Shows 5/5 or 5/4 in Majors, with 2 or less, or equal length bid 2D, relay

2♦ Shows at a single suited hand, usually major, 11+ points, 2H relay

2♥ Shows at least 5 hearts and 4/3 in a minor 11+

2 Shows at least 5 spades and 4/3 in a minor 11+

2NT Shows at least 5-5 in ♣ clubs and ♦ diamonds (5/4 maybe)

Gambling 3NT shows a solid 7-8 card minor suit - typically denies a void or 4+ card side suit

Partner will normally pass an opening 3NT. If opponents double 3NT for penalty responder may bid 4 % as a runout bid, asking opener to pass or correct to 4 %.

Gerber - 4♣ Response to a No-Trumps Bid

 $4 \diamond \text{shows } 0 \text{ or } 4 \text{ aces.}$

4♥ shows 1 Ace

4♠ shows 2 Aces

4NT shows 3 Aces

If happy with partner's response, the Gerber bidder can bid 5♣ to ask for kings and the answers are the same as above but one level higher. E.g. 5♦ shows 0 or 4 aces.

Inverted Minors - ON after a passed hand but OFF after a X or Overcall

1♣ - 2♣ Shows 10+ points and No 4cM and we have an eight card fit –F 1 Round 1♦ - 2♦ Shows 10+ points and No 4cM and we have an eight card fit –F 1 Round

1♣ - 3♣ Less than 6 points and No 4cM and we have an eight card fit

1 ♦ - 3 ♦ Less than 6 points and No 4cM and we have an eight card fit

Jacoby 2NT - Denotes 4 card support and 13+ points.

After 1♥ – 2NT

3♥ is showing 16+ points, slam interest

4♥ is showing Minimum opener, sign-off

3NT is 13-15 balanced

Three level ♣ ♦ bids show a singleton

Four level ♣ ♦ ♦ ♥ bids shows length (5 or more cards in the suit)

After intervention 2N shows 4 of major & 10+ pts, other jump bids are fit showing with long minor

2NT Shows 5-5 in the two lowest-ranking suits

3. Shows one higher and one lower ranking suit

Roman Discards - Odds / Even

Discard of an Odd card shows interest in that suit (3, 5, 7, 9 Encourages) Discard of an Even card is Lavinthal 2, 4 come the two lower suits, 8, 10 come the higher of the side suits.

RKBC 03-14

- [5 * Shows 0 or 3 Key Cards] including the King of Trumps
- [5 ◆ Shows 1 or 4 Key Cards] including the King of Trumps
- [5 ♥ Shows 2 or 5 Key Cards] without the Queen of Trumps
- [5 \times Shows 2 or 5 Key Cards] with the Queen of Trumps

5NT - KING ASK reverts to REGULAR BLACKWOOD – Showing how many Kings minus the previously shown KING of Trumps

6 ♣ Shows 0 Kings, 6 ♦ Shows 1 King, 6 ♥ Shows 2 Kings, 6 ♠ Shows 3 Kings – keep below agreed suit unless G slam likely or 6 NT

Strong 2 → shows 6 card or 5/5 any suit not necessary → s and 13+ HC Points

4 Losers

2 ♥ Relay

Texas Transfers

Coming after partners **1NT** opening [Promising GAME values, but denying slam values]

- 4♦ Shows at least 6 hearts and game values, asks partner to transfer to 4♥
- 4♥ At least 6 spades and game values, requiring partner to transfer to 4♠

Transfers after 1NT Openings

After a **1NT** Opening [15-17 points]:-

- 2. Stayman
- 2♦ Asks you to transfer to ♥ Super Accept if 17 points with 4 card support
- 2♥ Asks you to transfer to ♠ Super Accept if 17 points with 4 card support
- 2♠ from p is asking you to bid 2NT if you are minimum and 3♣ if you have 17 Points. This can then be subsequently passed or corrected to ♦s to play a

weak hand in the minors.

2NT – Invitation to 3NT