

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
NAT 5+, LTC [D4] or better, may be light (8+ HCP) at 1 Level
ADV: CUE=SUPP, 8+ HCP (10+ HCP after R/O), F1
ADV: New suit F1
ADV: Jump SUPP=PRE
ADV: Jump in new suit below game=SUPP, SPL, INV+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-17(18) HCP, Syson
R/O: 11-14 HCP, Syson
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE 6+, LTC [D4]
ADV: CUE=SUPP, FG
ADV: New suit F1
ADV: Jump SUPP=PRE
2NT=UNT 5+5+ in two unbid suits, LTC [D4] or better
Reopen: 2X=6+, 14-16 HCP; 3X=6+, 14-18 HCP; 2NT=as above
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2♣/♦/♥=4♠5+ in unbid suit, LTC [D4] or better [D6]
2♠=4♥5+ in unbid suit, LTC [D4] or better [D6]
Jump CUE=ASK for stopper
R/O: 2♣/♦=NAT, others as above
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X=14+ HCP (PH: 4M5+m) [D1]
2♣=55/54/45MM; 2♦=6+M; 2M=5M4+m [D1]
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O: 2NT LEB over 2M [D3], Scrambling after X by PH [D8]
CUE=ASK for stopper
Jump=6+, 14-18 HCP
(2/3M)-4m=5+ in suit bid and 5+ in oM [D2]
Against 2♦ Multi: Crowhurst [H2]
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Bahama: DBL=15+ HCP; 1♦/M=NAT; 1-6NT=4+♠4+♦/4+♥4+♣;
2-6X=5+X/ 4+4+ in the two higher ranked suits [H1]
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1Y=4+, F1; 2Y w/o jump=5+, COMP; 2Y w/ jump=6+, PRE
2NT=4+SUPP, 9+ HCP; RDBL=9+ HCP w/o 4+SUPP, F2NT/DBL
3m=REV Bergen over 1M [F14]

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from 2-3, 6 <sup>th</sup> from 6)	4 <sup>th</sup> (2 <sup>nd</sup> from 2-3, 6 <sup>th</sup> from 6)	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from 2-3, 6 <sup>th</sup> from 6)	4 <sup>th</sup> (2 <sup>nd</sup> from 2-3, 6 <sup>th</sup> from 6)	
Subseq			
Other:			
<b>LEADS [B1]</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+) / A(+) ATT	AK(+) / A(+) ATT	
King	AK(+) / KQ(+) CT	AK(+) / KQ(+) CT	
Queen	KQ(+) / QJ(+) / Q(x) ATT	KQ(T+) / QJ(9+) / Q(x) ATT	
Jack	(K)JT(+) / J(x) ATT	(A/K)JT(+) / J(x) ATT	
10	(K/Q)T9(+) / T(x) ATT	(A/K/Q)T9(+) / T(x) ATT	
9	K/Q/J9x / 9 ATT	H/J9x / 9 ATT	
Hi-X	KJ/T/xxS(x) / QT/xxS(x) / K/Q/J/T/xxxS(x) / K/Q/JSx	HHJ/T/xS(x) / HJ/T/xxS(x) / JT/xxS(x) / T/xxxS(x) / H/JSx	
Lo-X	KJ/T/xxS(xS) / QT/xxS(xS) / K/Q/J/T/xxxS(xS) / K/Q/JSx	HHJ/T/xS(xS) / HJ/T/xxS(xS) / JT/xxS(xS) / T/xxxS(xS) / H/JSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	CT
Suit 2	CT	ATT	ATT
3	S/P	S/P	S/P
1	ATT	ATT*	CT
NT 2	CT	CT	ATT
3	S/P	S/P	S/P
Signals (including Trumps): Hi-Lo in trumps: Wake up! (ruff-possibility?)			
*Against NT first time following to declarers lead is ATT in 1 <sup>st</sup> suit led			
CT: Lo-Hi=E			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+HCP with support for all unbid suits or 16+ HCP. ADV CUE=F1			
RESP DBL=Tripple in unbid M up to 3♠. PEN PASS over RDBL.			
R/O=8+ HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG DBL [E3]; RESP DBL [E5]; COMP DBL [E1]; SUPP DBL [E6];			
SUPP RDBL [E7]; L/D DBL [E2]; RESCUE RDBL [E4]			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Danmarks Bridgeforbund</b>
<b>PLAYERS: Peter Teisen/Flemming Bøgh-Sørensen</b>
EVENT Senior
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5+M, 4+♦, 2+♣, responses 6+ Points, WJS, NEG DBL up to 4♥
2/1 F1
1NT=12-14 HCP OPPT VUL, 15-17 HCP OPPT NV
2♦=6+♥, 3-10 HCP or 6+♠, 8-10 HCP
2♥=5+4+(xx) / 4+5+(xx), 3-10 HCP
2♠=5+, 2-7 HCP
PRE=LTC [D4] – LTC=Loosing Trick Count
1 Level Overcalls may be light (8+ HCP)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦=6+♥, 3-10 HCP or 6+♠, 8-10 HCP
2♥=5+4+(xx) / 4+5+(xx), 3-10 HCP
(1♣/♦/♥)-2♣/♦/♥=4♠5+ Unbid suit, LTC [D4] or better
(1♠)-2♠=4♥5+ Unbid suit, LTC [D4] or better
(1X)-2NT=5+5+ Unbid suits, LTC [D4] or better
LTC=Loosing Trick Count
<b>SPECIAL FORCING PASS SEQUENCES</b>
After OPPT overcalls up to 2♥
After 2♣ opening
In COMP after FG
After (1NT)-DBL up to 2♥
After 1X-(DBL)-RDBL up to 2NT
<b>IMPORTANT NOTES</b>
X-Y-NT [A2]; 4SF1 [A1]; Manco [D5]; Lebensohl [D3];
Scrambling [D8]; Near/Distant [D7]
<b>PSYCHICS: Rare, and certainly not systematic</b>

OPENING	TICK IF ART	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√)	2	4♥	12+ HCP/11+ HCP, 7 LTC/10+ HCP, 6 LTC 4+/4432/4423/4333/3433;	2♦=5+♣, 10+ HCP; 2M=6+, 4-8 P; 3♣=5+, 4-8 P; 3X=5+♣, SPL, FG/4♣	2♦: 2M=stopper, FG; 4♣=S/T 2M: 2NT=Ogust [F12]	PH: 2M=54+♣, 7-10 HCP
1♦		4	4♥	12+ HCP/11+ HCP, 7 LTC/10+ HCP, 6 LTC 44mm open 1♦	2M=6+, 4-8 P; 3♣=4+♦, 10+ HCP; 3♦=4+, 4-8 P; 3X=4+♦, SPL, FG/4♦	2M: 2NT=Ogust [F12] 3♣: 3M=stopper, FG; 4♦=S/T	PH: 2M=54+♦, 7-10 HCP
1♥		5	4♦	12+ HCP/11+ HCP, 7 LTC/10+ HCP, 6 LTC	1NT=6-9 HCP; 2♥=3SUPP, 6-9 P; 2NT=Bekkasin [F6]; 3m=REV Bergen [F14]; 4m=4+♥, void, 8-11 HCP; 3♥=4+, 0-6 HCP; 3♠=4+♥, unshown single, 8-11 HCP	2♥: Romex [F17]; 3♠: 3NT=ASK	PH: 2♣=REV Toronto [F15]; 2NT=10-11 HCP
1♠		5	4♥	12+ HCP/11+ HCP, 7 LTC/10+ HCP, 6 LTC	1NT=6-9 HCP; 2♠=3SUPP, 6-9 P; 2NT=Bekkasin [F6]; 3m=REV Bergen [F13]; 4m=4+♠, void, 8-11 HCP; 3♠=4+, 0-6 HCP; 3NT=4+♠, unshown single, 8-11 HCP	2♥: Romex [F17]; 3NT: 4♣=ASK	PH: 2♣=REV Toronto [F15]; 2NT=10-11 HCP
1NT				OPPT VUL: 12-14 HCP OPPT NV: 15-17 HCP	2♣=NF STAY; 2♦/♥/NT/3♣=TRF; 3♦/M=S/T; 2♠=Baron ART INV [F4]	2♣: 2♦-2♥=P/C; TRF: New suit FG	
2♣	√	0		Only F, 1/2/3-suiter/20-21 HCP/25+ HCP	2♦=NEU, F2NT; 2M/3♣=5+, NF; 2NT=5+♦, F1; 3♦/M=HHxxxx, FG	Opener shows suit: Herbert [F10]; Opener bids 2NT: As 2NT opener; Opener bids 3NT: 4♣=Baron [F5]; 4♦=PUP; 4M/5m=S/T (4M=F1)	
2♦	√	0		Multi, 6+♥, 3-10 HCP/6+♠, 8-10 HCP	PLAuken [F13]		
2♥	√)	4		VUL: 5+5+ MM, 3-10 HCP [F9] NV: 5+5+/54/45 MM, 3-10 HCP [F9]	2NT=ASK; Other bids NAT NF	2NT: 3♣=7-10 HCP; 3♦=5521, 3-6 HCP; 3♥=5512, 3-6 HCP 2NT: 3♣=7-10 HCP; 3♦=45; 3♥=54; 3♠=5521; 3NT=5512; 4♣=5530; 4♦=5503	
2♠		5		5+♠, 2-7 HCP [F1]	2NT=Ogust [F12]		
2NT				22-24 HCP	3♣=American STAY [F3]; 3♦/♥=5+♥/♠; 3♠=5+♠4+♥; 4m=NAT S/T	3♠: 4♣=MAX w/♥; 4♦=MAX w/♠	
3♣		6		PRE, 2-9 HCP, H+ in ♣, LTC [D4]	3♦/M=NAT NF; 4♦=CUE; 4M/5♦=NAT		
3♦		6		PRE, 2-9 HCP, H+ in ♦, LTC [D4]	3M=NAT NF; 4♣=CUE; 4M/5♣=NAT		
3♥		6		PRE, 2-9 HCP, H+ in ♥, LTC [D4]	3♠=NAT NF; 4m=CUE; 4♠/5m=NAT		
3♠		6		PRE, 2-9 HCP, H+ in ♠, LTC [D4]	4m=CUE; 4♥/5m=NAT		
3NT	√			SOL m, AKQxxx+ [F2]	4-7♣=P/C; 4♦=ASK; 4M=NAT; 4NT=ASK		
4♣		7		PRE, 2-9 HCP, H+ in ♣, LTC [D4]	4♦=CUE; 4M/5♦=NAT		
4♦		7		PRE, 2-9 HCP, H+ in ♦, LTC [D4]	4M/5♣=NAT		
4♥		7		PRE, 2-9 HCP, H+ in ♥, LTC [D4]	4♠/5m=NAT		
4♠		7		PRE, 2-9 HCP, H+ in ♠, LTC [D4]	5m♥/=NAT		
4NT	√			PRE, 5+5+mm, LTC [D4]	5M=NAT		
5♣		7		PRE, 2-9 HCP, H+ in ♣, LTC [D4]	5♦/M=NAT	<b>HIGH LEVEL BIDDING</b>	
5♦		7		PRE, 2-9 HCP, H+ in ♦, LTC [D4]	5M=NAT	Culbertson 4-5NT [F8]	
5♥		8		PRE, 2-9 HCP, H+ in ♥, LTC [D4]		RKCB w/ LIDO [F16]	
5♠		8		PRE, 2-9 HCP, H+ in ♠, LTC [D4]		Voidwood [F19]	
						CUE [F6]	
						SPL [F18]	
						Josephine 5NT [F11]	

## **A. Conventions Used**

### **[A1] Fourth Suit Forcing**

F1 at the 2 level, FG at the 3 level. If a minimum response from opener is followed by a suit bid, it is S/T.

### **[A2] X-Y-NT**

Over 1x-1y-1NT (12-14/15-17): 2♣ is PUP, either to play 2♦ or follow up with NAT INV, while 2♦ is ART FG; 2M is NF; 2NT PUP to play 3♣; All jumps to 3 level are FG.

## **B. Leads and signals**

### **[B1] Lead of small cards**

The lead of a small card (2-9) is giving count. There is no attitude involved. From 2 cards we lead the lowest, unless the highest is T or better. From 3 cards we lead middle-down-up, unless we have two touching honours, in which case we lead the highest. From 4 or 5 cards we lead the 4<sup>th</sup> highest, and from 6 cards we lead the 6<sup>th</sup>, again with the exception of two touching honours against suit-contracts. An 8 led can be from KJ98, J82, 98 if not single. A 2 led can be from KJ92, 5432, 32, KJ9742 or 765432. So you need two cards to have the final message: high-low is uneven, low-high is even.

## **C. Bids that may require a defense**

## **D. Defensive and competitive bidding**

### **[D1] Defense against 1NT**

DBL=14+ HCP (OPPT can not play 2m/2♥ undoubled); 2♣ is 55/54/45 MM (2♦ ASK for best M); 2♦ is 5+M (2NT is PLAuken [F13]); 2M is 5M4+m (2NT=ASK for m); 2NT is 5+5+mm.

### **[D2] Leaping Michaels**

Over OPPT 2/3M PRE: 4m is 5+5+ in the suit bid and oM.

### **[D3] Lebensohl**

Over (2M PRE)-DBL-(Pass/RDBL), 2NT is TRF to 3♣, either to play or to COMP in another suit or to CUE (showing 4 in oM w/ stopper in M); 3 of a suit is CONST; CUE directly shows 4 in oM w/o a stopper in M. If the DBL comes after an initial Pass, we use Scrambling [D8].

### **[D4] Loosing Trick Count (LTC)**

For every suit one loser is counted for any missing A, K or Q, but not more than one loser for every card in the suit. AJT and KJT is only counted as one loser.

The LTC is applied as a rule of thumb for PRE and O/C taking vulnerability into account. NV vs VUL, a LTC showing 4 more losers than contracted for is ok, NV vs NV and VUL vs VUL 3 more losers is ok, and VUL vs NV only 2 more losers is ok.

The LTC is not always followed strictly, but partner will evaluate the position assuming the LTC has been applied, so it is on the players own risk and responsibility not to do so.

### **[D5] Manco**

When our 4SF or CUE in OPPT's suit is doubled, 3NT shows 2 stoppers in the suit; Pass 1 or ½ stopper (K/Qx/Jxx) (RDBL ASK for full stopper); RDBL 2 or more cards w/o ½ stopper; Anything else implies single or void in the suit doubled.

### [D6] Michaels Cuebid (revised)

A direct CUE over a NAT 1 level opening shows exactly 4 cards in the highest ranked unbid suit and a 5+ suit (not the suit of the opening bid). It is also used over 1♣ that might be only 2 cards and R/O over 1M. It is LTC [D4] or better (does not deny an opening hand) but might be weaker in 3<sup>rd</sup> hand. W/ 4SUPP to the highest ranked suit this is bid on a suitable level.

W/o SUPP ADV can bid one of the possible longer suits as P/C (at any level) or bid 2NT as ASK for the longer suit and possible extra strength. AGG will bid the longer suit if not better than implied by LTC [D4] or if 1 trick better CUE w/ the lowest suit or bid the 4-card suit with the highest suit (reversed over 1♠). If RESP DBL, a RDBL will ASK for the longer suit, while a bid in one of the 2 free suits is NAT, NF. 2NT has the same meaning as w/o the DBL:

(1♣)-2♣-(Pass): 2♦=P/C; 2♥=P/C (to 2♠); 2NT=ASK (3♦/♥=NAT, MIN; 3♣=♦, MAX; 3♠=♥, MAX)  
 (1♣)-2♣-(DBL): RDBL=ASK for long suit; 2♦/♥=NAT, NF; 2NT=ASK (As above)  
 (1♦)-2♦-(Pass): 2♥=P/C (to 2♠); 2NT=ASK (3♣/♥=NAT, MIN; 3♦=♣, MAX; 3♠=♥, MAX); 3♣=P/C  
 (1♦)-2♦-(DBL): RDBL=ASK for long suit; 2♥/3♣=NAT, NF; 2NT=ASK (As above)  
 (1♥)-2♥-(Pass): 2NT=ASK (3♣/♦=NAT, MIN; 3♥=♣, MAX; 3♠=♦, MAX); 3♣/♦=P/C  
 (1♥)-2♥-(DBL): RDBL=ASK for long suit; 3♣/♦=NAT, NF; 2NT=ASK (As above)  
 (1♠)-2♠-(Pass): 2NT=ASK (3♣/♦=NAT, MIN; 3♥=♣, MAX; 3♠=♦, MAX); 3♣/♦=P/C  
 (1♠)-2♠-(DBL): RDBL=ASK for long suit; 3♣/♦=NAT, NF; 2NT=ASK (As above)

### [D7] Near/Distant

When an O/C of our 1 level suit opening shows 2 known suits, RESP can bid the nearest of these suits as an ART FG with 5+ in the unbid suit and the other shown suit as an ART FG with SUPP to openers suit. This allows a bid of the unbid suit as COMP, NF.

### [D8] Scrambling

Over (2M PRE)-DBL-(Pass/RDBL), 2NT is Scrambling, if doubler passed initially. Both hands can now bid 4-card suits up the line. If ADV bids 3m instead of 2NT, this will imply 5+.

## E. Doubles

### [E1] Competitive Double

When OPPS have shown a fit, a double will be COMP. Ex: 1♦-(1♠)-2♣-(2♠)-Pass-(Pass)-DBL.

### [E2] Lead-directing Double

A DBL of a CUE, G/T or other bid that is not NAT is more lead-directing than showing length in the suit. If partner has bid the suit previously, it shows an H in the suit.

### [E3] Negative Double

Over a 1 level opening and an O/C up to 4♥, a DBL from RESP shows the unbid suits (3+) and 6+ P at the 1 level, 8+ P when O/C is 2m and 10+ P when O/C is higher. Over 1♣-(1♦) it shows 44MM. Over 1m-(1♥) it shows exactly 4♠, while 1♠ shows 5+♠. Over 1m-(1♠) it shows 4+♥.

### [E4] Rescue Redouble

A RDBL of a PEN DBL or a DBL converted to PEN is in general not to play. It asks partner to bid something else. Ex: 1NT-(DBL)-2♣(TRF)-(Pass)-2♦-DBL-RDBL asks for better M.

### [E5] Responsive Double

When the OPPTS opening suit is supported by RESP (up to 3♠) over a T/O DBL, a DBL by ADV shows values but no obvious bid. There will typically be 3 in an unbid M, but not 4. The strength is expected to be 7+ HCP at the 2 level and 9+ HCP at the 3 level.

### [E6] Support Double

Over an O/C directly over 1x-(Pass/DBL)-1y-(O/C), a DBL by opener shows 3SUPP to RESP's y, while 2y shows 4SUPP. It applies to O/C's in a suit below 2y except for 1♣-(Pass)-1♦-(1♠), where DBL shows 4♥, not necessarily with extra strength. Where a SUPP DBL to RESP M is available, this will generally be preferred over other bids. Other bids then implies at most 2 cards in y.

### [E7] Support Redouble

A RDBL by opener directly over 1x-(Pass/DBL)-1M- (DBL) shows 3SUPP to RESP's suit, while 2M shows 4SUPP. It applies to DBL's in a suit below 2M. Where SUPP RDBL to RESP's M is available, this is mandatory.

## F. Back of card

### [F1] 2♠ Weak

An opening bid of 2♠ may be very weak (2-7 HCP) with 5+♠. There should be at least Q in ♠, but the LTC [D4] requirement may not be met. Any bid by RESP is NAT, NF, except 2NT [F12].

### [F2] 3NT Solid minor

Shows AKQxxxx in a m and at most a Q in other suits: 4-7♣=P/C; 4M=NAT, NF; 4NT ASK for length (Pass w/ 7, 6m w/ 8); 4♦=ASK for pattern (4M=single; 5♣=single in om, 4NT=7222, 5M=void; 6♣=void in om).

### [F3] American Stayman

3♣ ASK 4- or 5-card M (3M=5 – now a bid of oM=S/T in M; 4m=5+ S/T - ; 3NT=no 4- or 5-card M; 3♦ at least 1 4-card M - now RESP bids the M he doesn't have or 4♦ w/ both).

### [F4] Baron over 1NT

2♠=INV to 3NT with (8-9)/(11-12) HCP or S/T with 15+/18+ HCP in case of 4-4 fit in m. RESP does not have a 4-card M.

Opener bids 2NT w/ MIN or the lowest-ranking 4-card suit w/ MAX. Responder decides the contract. 3NT is to play. 3♦ over 3♣ is a 4-card suit w/o 4♣ (the strong hand). Shifting suit on the 4 level is CUE.

### [F5] Baron over 3NT

4♣ ASK 4- or 5-card suits up to line. A later 4M from RESP is F1. 4NT from RESP is to play.

### [F6] Bekkasin (and INV Bekkasin)

Over 2NT opener bids 3♣=MIN; 3♦=MAX w/o SPL; 3M/NT=MAX w/ SPL in ♣/♦/oM; 4m/4♥=void in ♣/♦/oM. Over 3♣ RESP can ASK for SPL (3♦, shown with 3M/NT as above or denied with 4M or CUE) or show SPL with 3M/NT as above. Over 3♦ RESP will show a SPL with 3M/NT as above or CUE/bid 4M.

### [F7] Cuebids

Cuebids are 1<sup>st</sup>/2<sup>nd</sup> round controls bid up the line. In partners primary suit it will be A/K, otherwise there is no distinction between honour and S/S controls. A CUE is a S/T and should not be made w/o Aces.

### [F8] Culbertson 4-5NT

4NT over a CUE or SPL shows 3 of 5 Aces and control in any skipped suits. Partner to a 2♣ opener needs only 2 Aces. A later 5NT will guarantee that we have all 5 Aces, but is not showing an active interest in a grand slam.

### [F9] Ekren 2♥

VUL: 5+5+MM, 3-10 HCP. All RESP bids are NAT, NF except 4m (NAT, ASK for CUE (not S/S) [F7]), 4NT (RKCB w/ 6 Aces [F16]) and 2NT ASK: 3♣=7-10 HCP (3♦=ASK: 3♥=single ♣; 3♠=single ♦; 4m=void m); 3♦=3-6 HP, S/S ♣; 3♥=3-6 HP, S/S ♦. A later 4♣ from RESP is S/T in ♥, while a later 4♦ is S/T in ♠.

NV: 5+4+/4+5+MM, 3-10 HCP. All RESP bids are NAT, NF except 4m (NAT, ASK for CUE (not S/S) [F7]), 4NT (RKCB w/ 6 Aces [F16]) and 2NT ASK: 3♣=7-10 HCP (3♦=ASK: 3♥=54xx; 3♠=45xx; 3NT=55(21); 4m=void m); 3♦=3-6 HP, 45xx; 3♥=3-6 HP, 54xx; 3♠=3-6 HP, 5521; 3NT=3-6 HP, 5512; 4♣=3-6 HP, 5530; 4♦=3-6 HP, 5503. A later 4♣ from RESP is S/T in ♥, while a later 4♦ is S/T in ♠.

If 2♥ is doubled, RDBL ASK best m. DBL of an O/C is PEN. Opener ignores DBL of 2NT. Over other bids over 2NT, Pass shows, that the answer would have been lower than the O/C; DBL shows, that the answer would have been the O/C; A bid is the normal answer w/o the O/C.

### [F10] Herbert and support

Over 2♣-(Pass)-2♦ followed by a suit bid, RESP will bid the next suit up the line with 0-6 HCP or BAL w/o significant suit (HHxxx). If openers bid is 2♥, 2NT from RESP is ♠ (HHxxx(+)). If openers bid is 2♠, 2NT from RESP is ♣ (HHxxx(+)). After another suit bid by opener after a negative answer, the next suit up the line is again negative (0-6 HCP) as RESP bids NT with 7+ HCP.

With support to openers M, 3M is the strongest support (at least an A and a K). 3NT is also positive SUPP, but at most an A or 2 K's. A direct 4M denies A's or K's. A direct 4m (or 4♥ if ♠ is the agreed suit) is SPL.

### [F11] Josephine 5NT

ASK for 2 out of 3 H in the agreed trump. If you have them, bid 7, otherwise 6.

### [F12] Ogust

Over a WJS 2M or an opening 2♠ [F1], 2NT ASK for strength and suit quality: 3♣=MIN-MIN; 3♦=MIN-MAX; 3♥=MAX-MIN; 3♠=MAX-MAX

### [F13] PLAuken

Over 2♦ Multi, 2NT ASK: 3♣=MAX (3♦=ASK: 3M shows oM); 3♦/♥=MIN w/ ♥/♠. A direct 3/4♥=P/C. If 2♦ is doubled, RDBL=ASK for M, while 2M is NAT, NF.

### [F14] Reverse Bergen

Over 1M, 3♣ is 4SUPP, 9-11 HCP; 3♦ is 4SUPP, 6-8 HCP. If space permits, 3 below the agreed M from opener is a G/T (in the longest suit, if both red suits are available).

### **[F15] Reverse Toronto**

2♣ by a PH over 1M shows 3SUPP and 9-11 HCP. Now 2♦ = Not (sub)MIN opening; 2M (including 2♥ after 1♠) = (sub)MIN; 2♠ over 1♥ = FG; 3NT = ASK CUE. With 4SUPP a PH will still use Reverse Bergen [F14].

### **[F16] Roman Key Card Blackwood w/ LIDO**

A jump to 4NT, when it is not quantitative, or 4NT w/o prior CUE or SPL is RKCB-1430. After a CUE or SPL it is Culbertson 4-5NT [F8]. When a bid over 4NT interferes, we bid our normal bid if available. Otherwise a DBL shows an even number of Aces and Pass an uneven number.

### **[F17] Romex Trialbids**

Over 1M-2M, we use Romex to combine short and long suit trialbids. The next bid up the line from 2M shows an unspecified long suit. RESP can bid 3/4M or ASK for the long suit with the next bid up the line. It is shown by bidding it og bid 3M to show the suit, that can't be bid. By contrast, a bid in a lower suit on the 3 level is a short suit, as 2NT is short ♠, when ♥ are trumps. Romex is also used in defensive bidding after an O/C supported to the 2 level.

### **[F18] Splinter**

Single or void shown by a jumpshift shows SUPP to the latest suit bid and is usually GF. Ex: 1♦-1♠-2♣-3♥. RESP can alternatively make a FG by bidding 4♣ or bid 2♦ (4SF) and follow up with a ♣-bid. That implies at least 2♥.

### **[F19] Voidwood**

A CUE one level higher than necessary shows void and ASK for Aces outside the suit. With 0, the trump suit is bid. Otherwise, bids up the line omitting the trump suit shows 1, 2, 3 or 4 Aces. Over the answer the next bid up the line ASK for trump Q, unless the bid is the trump suit. The Q is denied by bidding trumps. With the Q it is mandatory to CUE a K below 6 in trumps.

## **G. Others**

### **H. Prepared defences**

#### **[H1] Bahama against strong 1♣/2♣**

Bahama as specified in the convention card is used against unambiguously strong 1♣ openings - not against strong 2♣ openings. It can be weaker than LTC [D4] permits.

**[H2] Crowhurst against 2♦ Multi**

- (2♦)-DBL: 13-15 HCP, BAL / 19+ HCP, BAL / 17+ HCP, unbalanced
- (2♦)-DBL-(Pass)-Pass: Penalty of ♦
- (2♦)-DBL-(Pass)-2M: 5+, 0-7 HCP
- (2♦)-DBL-(Pass)-2NT: LEB, weak ♣ or INV 5+M
- (2♦)-DBL-(Pass)-3m: 5+, INV
- (2♦)-DBL-(Pass)-3M: 5+, FG
- (2♦)-DBL-(2♥)-2♠: 5+ CONST, NF
- (2♦)-DBL-(2M)-DBL: 9+ HCP, 4+M (A later 3M=5+, INV) or 4oM - NAT continuation w/ PEN DBL
- (2♦)-DBL-(2M)-2NT: LEB, TRF to play at the 3 level, INV if M
- (2♦)-DBL-(2M/3♣)-3m: 5+, INV
- (2♦)-DBL-(2M/3mi)-3M: 5+, FG
- (2♦)-DBL-(RDBL)-Pass: PEN or weak or 9+ HCP, BAL
- (2♦)-DBL-(RDBL)-2M: 5+, CONST, NF
- (2♦)-DBL-(RDBL)-2NT: LEB, TRF to play at the 3 level, INV if M
- (2♦)-DBL-(RDBL)-3m: 5+, INV
- (2♦)-DBL-(RDBL)-3M: 5+, FG
- (2♦)-2M: 5+, 11-16 HCP: 2NT=ASK for strength and suit quality: 3♣=MIN-MIN; 3♦=MIN-MAX;  
3♥=MAX-MIN; 3♠=MAX-MAX
- (2♦)-2NT: 15-18 HCP BAL: 2NT syson
- (2♦)-3m: 5+, 11-16 HCP (3M=5+, FG)
- (2♦)-3M: 6+, 11-16 HCP
- (2♦)-3NT: 5+M5+♦: 4♣=3+ SUPP ♦, S/T (4♦=5+♥; 4M/5♣=CUE w/ 5+♠); 4♦=ASK M (Over 4M  
4♠/NT/5♣=S/T w/ M; 5♦=NF); 4M=P/C
- (2♦)-4♣: 5+M5+♣: 4♦=ASK M (Over 4M 4♠/5♦=S/T w/ M; 5♣=NF); 4M=P/C; 4NT=RKCB w/ ♣
- (2♦)-4♦: 5+m5+m: 4M=CUE (4NT=Culbertson [F8] w/ 6 Aces). Later 6m from ADV=to play
- (2♦)-Pass-(2M)-DBL: T/O of one M / 19+ HCP, BAL / 17+ HCP, unbalanced
- (2♦)-Pass-(2♥)-2♠: 5+, 11-16 HCP: 2NT=ASK for strength and suit quality: 3♣=MIN-MIN;  
3♦=MIN-MAX; 3♥=MAX-MIN; 3♠=MAX-MAX
- (2♦)-Pass-(2M)-2NT: 15-18 HCP, BAL: 2NT syson
- (2♦)-Pass-(2M)-3m: 5+, 11-16 HCP (3M=Stopper for NT)
- (2♦)-Pass-(2M)-3♥: 5+, 11-16 HCP (3♠=ASK Stopper for NT?)
- (2♦)-Pass-(2M)-3♠: 5+, 11-16 HCP
- (2♦)-Pass-(2/3M)-Pass-(any): DBL=PEN from both hands
- (2♦)-Pass-(2/3M)-4m: 5+M5+m: 4♦=3+SUPP ♣, S/T; 4M=P/C