




DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBFC Convention Card 	
OVERCALLS (Style; Responses; ½ level; Reopening)	OPENING LEADS STYLE			NCBO Logo & Colored Stickers: 	
8-17 HCP (occ. Light)		Lead	In Partner's Suit		
RESP: New Suit at 2-Level=NF, 1NT/2NT/3NT=Limit with stopper CUE=F1;	Suit	4 th best ;	4 th best; High-Low from 2 small		
Pass out 1NT = 11-14	NT	4 th best; 2nd top poor suit	Low From Hxx or Lead Thru'		
Reopen: 6+HCP & 4+card at 1-Level RESP: CUE=F1	Subseq	Low = suggest honor	Low = suggest Honor	CATEGORY: GREEN 	
1NT OVERCALLS (2nd / 4th; Responses)	LEADS			NCBO: Hong Kong, China EVENTS: PLAYERS: Wendy Simpson/Pauline Ling August 27 2024	
2 nd Seat: 15-18 HCP RESP: System-On if LHO of 1NT-Overcaller Pass	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
(1Z) -1NT-(DBL) (Penalty)-P-(P)- RDBL =Pass or run to 4-card suit	Ace	AK (+), Ax (+)	AQ10 (+), Ax (+)		
Resp:XX=2C Pass /correct: 2♣=Stayman, & Major Transfers On	King	KQ (+), AK, Kx, KQ109 (+)	KQx(+),		
(1Z) -1NT - (New Suit): System off and LEB applies	Queen	QJ (+), KQ, Qx, QJ109 (+)	QJ (+), AQJx (+),		
4 th Seat: -DITTO-	Jack	J10 (+), QJ, J10, Jx	J10x (+),		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109 (+), 10x, 109 (+)	109x (+),H109x (+)		
1-Suit: PRE 6+card Suit, NV; [Resp: 2NT= ogust]	9	9x, 9xx,	9xx (+), 987x (+)	2♥/♠= weak 54 M+lower; 2NT= 20-22 bal	
2-Suit: 2NT (Direct Seat)=2 Lowest [Resp: CUE=F1]	Hi-x	Sx, xSxx	Sxx (+), xSxx	LEBENSORHL; JACOBY; JORDAN; splinters	
2 ranges. PRE or very offensive	Lo-x	HxxSx(+), xxxSx(+)	HxxS(+), xxxS(+), HxS	DRURY x 1; MICHAELS/leaping; unusual NT; TEXAS;	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
MICHAELS: weak or strong – 54+	1	low=ENCRG	High=odd	low=ENCRG	1 Lebensohl: after 1NT, Opps O/C 2L; wk 2 (inc overcall); after reverse
Q m = 2M ;QM = other M and m; 2NT=2 lowest	MUD in suit only or Top of nothing			2 Gambling 3 NT	
Leaping Michaels over opp weak 2. That m and other M =GF 5/5 str	Udca/simple suit preference			3 BARON after 4NT quant: if accept bid 4 cards up the line	
	DOUBLES			4 Negative free bid ie 1/3 levels force/2 non force (Note 10)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				5 Weak Jump Shift in Response at 2 level	
vs. Opp's PRE at 2-L (excluding MULTI 2♦): DBL = T/O[Resp: LEB applies]				6 Rev Capp str 1NT:2c=54M/2d=1 suit/2M=M&m/2nt=mm. Other nat (Note 16)	
vs. MULTI 2♦ : 2nt= 15-18; x = TO♣; ♥=TO♥; others natural				7 BERGEN Raise: 1♥/ 1♠ -[3♣/♦]=COMP/INV 4+Trump FIT	
3NT is always To Play				Preempt Raise: 1♥-[3♥] & 1♠-[3♠]=PRE 4+Trump FIT	
VS. ARTIFICIAL STRONG OPENINGS					
vs. STR 1♠, x=44 major, 1nt=54 minor, 2c=suit, 2D=55 major, 2nt=55 minor	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
	NEG DBL:	up to 3♠		After FG situation has been established (or nearly established)	
OVER OPPONENTS' TAKEOUT DOUBLE	LIGHTNER's DBL:	against slam contracts and 3NT		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
RDBL =9+HCP; F to 2NT	SUPP DBL & RDBL:	up to 2♥		After 1NT- DBL (Penalty) : Pass: RDBL = Pass or run to 4-card suit	
	Passed/unp Hand COMP:	DBL = [44]+ in Two unbid suits; 1NT=[55]+		Resp:XX = bid 2C Pass /correct: 2♣=stayman. All Transfers On	
Bergen On after X or passed hand				4 th suit =FG (Note 7),	
Over Major Open Bid: JORDAN 2NT= INV(+) with 3+card Trump FIT,	vs. Interference over our 1NT Opening: Negative DBL up to 3♠			XYZ-after 3bids at 1 level, 2c=trans d/invite;2d= GF (note 6)	
				PSYCHICS: Rare; Random & Uncontrolled	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	10-21 HCP	1NT/2NT/3NT=6-9 / 10-12 / 13-15 , No 4-card Major 2♣=INVERTED=5♣+ (Note 8) ; 2♦/2♥/2♠: WJS 3♣=PRE (4-9 HCP) 5 card	1♣-1M-2M-[New Suit] = Help Suit Try (remove 2 losers) 1♣-2♣- F to 2NT/3♣ only New Suit after Minor FIT = stopper showing UPWARDS	[1♣]: New Suit: NF Inv minor: System On
1♦		4	3♠	10-21 HCP	-DITTO- Except 2♦=INVERTED = 4♦+ (Note 8); 2♣=FG	-DITTO-	Inv Minor: System On
1♥		5	3♠	10-21 HCP may be light at 3 rd Position	1♠= 4+♠/1NT=5-12 HCP, F1; 2♣/2♦=FG 2+/5+ (Note 2, 3) 2♥=3♥/6-9hpc; JACOBY 13+; 2NT=4+♥/3NT=3♥flat(Note 4) 2♠=WJS; 3♣/3♦=BERGEN w/str (System On after X) 3♥=4+♥, PRE Raise; 3NT=3334 13-14 hcp	1♥-2NT= Jacoby: [New Suit at 3-Level]=SPL; [4♣/4♦]=(55)+♥ & ♣/♦ [3♥] = str; [3NT] = flat 3♥ medium str; [4♥] =Weakest 1♥-2♥-[New Suit]=Help Suit Try 1♥/1♠- 1nt (f) – 2c/d =3+	[1♥]- 1♠=NF BERGEN & WJS System On 1NT= semi force Jordan/reverse Drury System On (Note 9)
1♠		5	3♥	10-21 HCP, may be light at 3 rd Position	2♣/2♦/2♥=FG 2+/5+/5+ -DITTO-	-DITTO-	See above all
1NT		N/A		Bal 14-16 exp pass out (11-14) May have 5-card Major Bal. or Semi-Bal.	2♣ = STAYMAN; 2♦/2♥= TRF 2♠/2NT=TRF ♣/♦; 3♣/3♦=[55] Weak / FG 3♥/ 3♠= singleton. Likely short other M also eg 3145 4♣=GERBER; 4♦/4♥=TEXAS; 4NT=QT	Smolen- other M at 3level shows 54M after 2♦ 1NT-2c-2M-other M now GF M TRF=super-accept by not bidding M. retrf only after 2NT(max 3+) m TRF=super-accept by bidding suit below (Note 1)	[1NT]: System On
2♣	✓	0		20+hcp if Unbal, 22+HCP if Bal Or 16+hcp 8.5 +Tricks	[2♦]=Waiting; 2NT=Bal 6+, 2 controls/ONLY stayman on New Suit: 5+cards = random 2 controls/6+pts (Note12)	2♣-2♦-Kokish 2♥ cheapest m 2nd neg Over STR 2NT: 3♣= Puppet; 3♦/3♥ = TRF	[2♣]: System On
2♦	✓	0		weak M	2NT by responder ask: 3♣/♦= weak♥/♠; 3♥/♠=str♥/♠ (Note 13)		[2♦]: System On
2♥/♠	✓	5		2♥ weak –♥ and minor 54+ 2♠ weak –♠ and lower suit 54+	2NT –relay 2 nd suit. May not be strong New suit non force in weak 2		[2♥]: System On
2NT	✓			20-22. Bal. May have 5CM	Puppet 4C/4N= Gerber, Quant (Baron) (Note 11) 3♠=pup to 3NT to allow m or 3NT (Note 11)		[2NT]: System On
HIGH LEVEL BIDDING							
3♣/3♦		6		PRE: 7+cds IF VUL; 6+cds IF NV	New Suit=F1; 3NT=To Play; 4NT=RKB	4NT= RKB (14-30) & (4) Step Responses inc: 5NT=2 KC with a useful void	Cue-bid style: skip the suit denies 2 nd Rd CTL King ask = specific OR other 2
3♥/3♠		6		-DITTO-		New Suit at 6-L below Trump: 1/3 KC with that void Trump Suit at 6-Level: 1/3 KC with void above Trump	RKCB 1430 5NT=King Ask= specific or other 2 Jump to 5H/5S= Raise if 2/3 Trump honors; else pass
3NT		N/A		GAMBLING:7+card SOLID ♣/♦ No outside A	4♣/ 5♣/ 6♣= Pass or Correct; 4D=P/C; 4H/4S =To play	After RKB & Step Resp 1 or 2: Cheapest New suit at 5-L=Asking for T-Q	Skip to 5NT=GSF Step Resp:0123 Top Honor=6cdhs MINORWOOD (1403) (note 15)
4♣		7		Pre emptive		Trump at 5/6-L denies Q, New suit=T-Q + Specific K or	X Key Card B (Voidwood)
4♦		7		Pre emptive		Other 2;	DOP1/ ROP1 after intervention of 2♣; Stolen bid after
4♥/4♠		7		To play		5NT promises T-Q but No side suit King	RKC, DEPO/REPO at 5L above trump
5♣/5♦				To play			

1. 1NT Development (14-16 or 11-14 passed out hand or 15-18 overall)

- 2♣ = Stayman, does not promise M when INV, follow with Smolen in 3-level ;
- 2♦ = Transfer to 2♥ ;
- 2♥ = Transfer to 2♠ ;
- 2♠ = Transfer to 3♣ ;
- 2NT = Transfer to 3♦ ;
- 3♣ = weak both minors, 5+5+ ;
- 3♦ = GF, both minors, 5+5+ ;
- 3♥ = 31(54), GF
- 3♠ = 13(54), GF
- 3NT = To play ;
- 4♣ = GERBER ;
- 4♦/♥ = Texas Transfer ;
- 4NT = quantitative

Stayman

After 1NT – 2♣–2♦ :

- 2♥ = invite with 5♥ & 4♠ ;
- 2♠ = invite with 5♠ & 4♥ ;
- 2NT = invite to 3NT, might or might not have M ;
- 3♣/♦ = 5+cards with an unknown 4 cards M, Slam Try;
- 3M = SMOLEN, 4 cards in M & 5 cards in other M, GF ;
- 3NT = To play ;
- 4♦ = transfer to ♥ ;
- 4♥ = transfer to ♠ ;

After 1NT – 2♣–2♥ :

- 2♠ = gf in ♥ ;
- 2NT = invite to 3NT
- 3♣/♦ = 5+cards suit with 4♠, Slam Try;
- 3♠ = SPL in ♠ ;
- 3NT = To play ;
- 4m = SPL in m;

After 1NT – 2♣–2♠ :

- 2NT = invite to 3NT, may OR may not have 4♥ ;
- 3♣/♦ = 5+cards with 4♥, Slam Try;
- 3♥ = gf in ♠ ;
- 3NT = To play ;
- 4m = SPL in m;
- 4♥ = SPL in ♥ ;

Smolen

After 1NT – 2♣–2♦–3♥(5♠4♥) - 3NT : Then 3♠=accept 3343;

- 4♣ = 5404, mild Slam Try ; minorwood
- 4♦ = 5440, mild Slam Try ; minorwood

After 1NT – 2♣–2♦–3♠(4♠5♥)– 3NT :

- 4♣ = 4504, mild Slam Try ; minorwood
- 4♦ = 4540, mild Slam Try ; minorwood

Jacoby Transfer

After 1NT – 2♦ :

- 2♥ = Normal Accept ;
- THEN 2♠ = NAT, INV, 5+5+; THEN 2NT = to play;
- 3♥ = to play;
- 4M = to play;

- 2NT = INV ;
- 3m = NAT, 4+ cards, Game Force ;
- 3♥ = INV with 6+cards ♥ ;
- 3♠ = SPL in ♠, 6+♥ ;
- 4♣/♦ = SPL in m, 6+♥ ;
- 4♥ = mild Slam Try, normally with at most 5 losers;
- 4NT = INV quantitative;

- 2♠ = Super Accept, 4+♥, weak doubleton, max ;
- 2NT = Super Accept, 3♥, max ;
- 3m = Super Accept, 4+♥, weak doubleton, max ;
- 3♥ = Super Accept, 4+♥, min ; invitation

After 1NT – 2♥ :

- 2♠ = Normal Accept ;
- THEN 2NT = INV ;
- 3m = NAT, 4+ cards, Slam Try ;
- 3♥ = NAT, GF with 5+5+; THEN 3♠ = ♠ fit;
- 4m = ♥ fit with m cue;
- 4♥ = ♥ fit with no slam

- 3♠ = INV with 6+♠ ;
- 4♣/♦ = SPL in m, 6+♠ ;
- 4♥ = SPL in ♥, 6+♠ ;
- 4♠ = mild Slam Try, normally with at most 5 losers;
- 4NT = INV quantitative ;

- 2NT = Super Accept, 3♠, no weak doubleton, max;
- 3m = Super Accept, 4+♠, weak doubleton, max;
- 3♥ = Super Accept, 4+♠, weak doubleton, max;
- 3♠ = Super Accept, 4+♠, min; invitational

After Super Accept,

- 3♦ is re-transfer to ♥ (while 3♥ is for ♠), subsequent new suit = cue-bids;
- 4 level new suit = SPL;

Texas Transfer

4NT after Texas = RKCB ; 4NT after stayman and 2M is quantitative ;

After Intervention

- a) After Intervention of 2♣/2♦, if intervention is 1suitor X=staymen; if intervention is 2M, X= value in that suit; bid=natural in the level being intervened; Texas transfer on at 4th level if intervention is below 4 level, natural if intervention is at 4 level.
- b) After transfer bid being X e.g 1nt – (P) – 2♥ (x), xx= 3♠ strong, 2♠=3cd ♠ weak hand, 2nt=super accept, P= no support;
- c) Lehensohl on even after 2 suitors intervention

Minor Suit Transfer

After 1NT – 2♠ :

2NT = fit ♣, at least Hxx OR 4+cards (could be Hx with max)

THEN 3♣ = weak 6+♣, sign off ;
3♦ = GF+, 6+♣, values/features
3M = GF+, 6+♣, values/features
3NT = sign off;
4♣ = Minorwood in ♣

3♣ = no ♣ fit, either xx OR Hx OR xxx

THEN Pass = weak 6+♣, sign off ;
3♦ = GF+, 6+♣, values/features
3M = GF+, 6+♣, values/features
3NT = sign off;
4NT = Quantitative with long ♣ and no shortage;

After 1NT – 2NT :

3♣ = fit ♦, at least Hxx OR 4+cards (could be Hx with max)

THEN 3♦ = weak 6+♦, sign off ;
3M = GF+, 6+♦, values/features
3NT = sign off;
4♣ = GF+, 6+♦, values/features
4♦ = Minorwood in ♦ ;

3♦ = no ♦ fit, either xx OR Hx OR xxx

THEN Pass = weak 6+♦, sign off ;
3M = GF+, 6+♦, values/features
3NT = sign off;
4♣ = GF+, 6+♦, values/features
4NT = Quantitative with long ♦ and no shortage;

2. Two Over One Game Force

After 1♥/1♠ - 2♣/2♦/2♥ (for 1♠)=2+♣/5+♦/5+♥

2♦ = 5 cd
2♥ = 6+♥;
2♠ = NAT, 14+ with 4 cards, not reverse;
2NT = Nat, bal or semi bal;
3♣ = 4 card ♣
Jump to 3 = strong hand 15+
3♥ = set trumps 15+hcps ;

3. Semi-Forcing 1NT

Over 1M opening, 1NT is Semi-Forcing, opener can pass with min 5332 or 4522

After 1♥ – 1NT :

2♣/♦ = 2+♣ (for 4522 hand)/3+♦ ;
2♥ = 6+♥, 10-14 hcps ;
2♠ = Reverse, 4+cards ♠ ;
2NT = 17-19 semi bal, almost GF ;
Responder bid natural
THEN opener show 5-4;
3m = GF, 5+cards suit ;
3♥ = 6+♥, good hand, 16-18 ;
3NT = to play ;
4♥ = to play ;

After 1♠ – 1NT :

2♣/♦ = 3+♣/3+♦ ;
2♥ = 4+♥, NF ;
2♠ = 6+♠, 10-14 hcps ;
2NT = 17-19 semi bal, almost GF ;
Responder bid natural
THEN opener show 5-4;
3m = GF, 5+card ;
3♠ = 6+♠, good hand, 16-18 ;
3NT = 7+cards solid suit ;
4♠ = to play ;

After 1♥ – 1NT – 2m :

2♦ = NAT, 6-9 hcps, 5+ cards ;
2♥ = NAT, 2+ cards ;
2♠ = INV, 4+ m fit ;
3m = Non-Forcing ;
3♥ = INV, 10-12 hcps, 3 cards fit ;
3NT = to play ;

After 1♠ – 1NT – 2m :

2♦ = NAT, 6-9 hcps, 5+ cards ;
2♥ = NAT, 6-9 hcps, 5+ cards ;
2♠ = NAT, 2+ cards ;
3m = INV, 5+ m fit ;
3♥ = INV, 10-12 hcps, 6+♥ ;
3♠ = INV, 10-12 hcps, 3 cards fit ;
3NT = to play ;

4. Bergen Raises and Jacoby 2NT

System ON for Bergen Raises for passed hand or doubled

After 1♥ opening :

2NT = Jacoby 2NT, 4+ cards support, GF ;
THEN 3m = sing/void in m ;
3♥ = max 16+
3♠ = sing/void in ♠ ;
3NT = medium hand 14-15;
4m = 5+cards m, good suit ;
4♥ = min hand 11-13 ;
3♣ = 7-9 hcps (weak Bergen- Compete), 4+ cards support ;
3♦ = 10-11 hcps (strong Bergen- INV), 4+ cards support ;
3♥ = 3-6 hcps, 4+ cards support, PRE ;
4♥ = To play ;
Any new bid at 3 level is positive, cue bid or showing values

5. Jordan (system on with passed hand)

After 1M (X), 2NT=invitation hand with 3 trumps
Jordan doesn't apply to minor hand.

6. XYZ

System ON after 3 bids (1x, 1y, 1z- including 1NT, X & XX) at 1 level

e.g (1m – 1M– 1NT / 1♣ – 1♦ – 1NT / 1♥ – 1♠ – 1NT)

System ON when passed hand ;

System ON when opponents interfere with overcall or X;

System OFF when the third bid is at 2 level

e.g. (1♦, 1♥, 2♣, 2♦ = nf, not XYZ)

System OFF when opponent bid after 1NT (except DBL) ;

General Principles after the 3rd bid or 1NT rebid :

2♣ = puppet to 2♦, either Stop Bid OR INV ;

2♦ = any GF ;

Subsequent response for opener = bid up the line ;

All INV shall go through 2♣ ;

2NT = INV without 5 cd major ;

Jumping to any 3 level without going through 2♦ is nf, though INV

e.g. 1♥, 1♠ – 1NT – 3♦ = 4cd♠ + long ♦ nf

Note: 1♦, 1♥, 1♠, 2♣ = XYZ puppet to 2♦ Stop bid/INV, not 4th suit forcing

Note: 1♣, 1♠, 2♣, 2♦ = new minor forcing, not XYZ

Note: 1♦, 1♠, 2♦, 2♥ = new cheapest suit, F1

Game Forcing 2♦

1m – 1♥ – 1NT – 2♦ – 2♥ – 2♠ = GF with 5♥ + 4♠ ;

1m – 1♠ – 1NT – 2♦ – 2♥ – 2♠ = GF with 5♥ + 4♠ ;

Checkback for 2NT rebid

After 1♣ – 1♥ – 2NT (17-19 bal including 5422) :

3♦ (new minor forcing) : Opener 3♠ (can have 3cd♥)

Responder then 3NT = 4cd♥

Opener can pass or bid 4♥ with 3 cd♥;

Or cue with 4♣/4♦ with good 3 cd♥;

Responder direct 3nt = 4cd♥;

After 1♣ – 1♥ – 2NT (17-19 bal including 5422) :

Rebid of opener original suit or responder suit = weak long suit nf

7. Fourth Suit GF

Fourth suit at 1 level forcing for 1 round.

Fourth suit at 2 level = gf

Playing together with XYZ, some bids are not 4th suit forcing

(1♦ – 1♥ – 1♠ – 2♣ = XYZ INV, not 4th suit GF)

(1♣ – 1♥ – 1♠ – 2♦ = XYZ GF, not 4th suit GF)

1♣ – 1♦ – 1♥ – 1♠ = 4th suit at 1 level = F1 ;

1♣ – 1♦ – 1♥ – 2♠ = GF with 4♠ ;

1♣ – 1♦ – 1♥ – 3♦ = normal game INV, 10-11, 6+♦ ;

1♣ – 1♥ – 1♠ – 3♥ = normal game INV, 10-11, 6+♥ ;

8. Inverted minors

System ON when passed hand ;

After Inverted minors, opener bid suit UP THE LINE with (13+)

After 1♣ – 2♣ (10+hcp, ♣suit) :

2nt = weak non forcing 13-

3♣ = weak non forcing 13-

Bid up the line = 13+

4♣ = Minorwood;

After 1♣ – 3♣ (weak 5-9hcp, ♣suit) :

Bid up the line = Forcing

4♣ = Minorwood;

9. Reverse Drury

General Principles

Passed hand, 2♣ shows 3 / 4 cards support in M, 9-11 hcps;

After 1♥ – 2♣ (same for 1♠ – 2♣)

2♦ = normal opening hand, not light opening

2♥ = 9-11, 5+♥ (light open) NF

Reverse, jump shift, jump to 3♥ = strong hands

3nt = 14-16, bal hand

10. Negative Free Bids

2-level new suit = NF, 7-11 hcps, 5+ cards ;

3-level new suit = Forcing, 5+ cards ;

11. 2NT Opening (20-22)

Puppet Stayman

- 3♣ = ask 5 card major (puppet stayman)
- 3♦ = transfer to 3♥
Then 3♠ = 5♥4♠
- 3♥ = transfer to 3♠
Then 4♥ = 5♠5♥
- 3♠ = puppet to 3NT for play or for pull out to 4 minor asking bid,
(see Hardy convention below)
- 3NT/4♦/4♥ = transfer to 4♣/4♥/4♠

After 2NT-3♣

- 3♦ = at least one 4 card maj;
Then 3♥ = 4 card ♠
3♠ = 4 card ♥
3NT = 33 major or less
4♣ = both majors
4♦ = 5♠4♥
- 3♥ = 5 card ♥
- 3♠ = 5 card ♠
Then new suit is cue bid with slam interest, fit M
3NT = stop bid
- 3NT = no major (3-3) or less
Then 4♣ = minor asking
Then 4♦ = one 5 card minor :
Then 4♥ = relay :
Then 4♠ = ♣
4NT = ♦
- 4♥ = 4 card ♣
- 4♠ = 4 card ♦
- 4NT = 4-4 minor

After 2NT-4NT = Quantative, Baron (bid 4 cd suit up)
After 2NT- 4♣ = Gerber

Hardy Convention

- 3♠ relay to 3NT, could be either Stop Bid OR Slam Try in one minor OR both minors ;
- After 2NT – 3♠ – 3NT :
4♣/4♦ = suit, mild slam try, minorwood ;

- Strongest bid = go through Hardy ;
- Intermediate bid = go through 2NT – 3NT – 4m – 5m ;
- Weakest bid = direct jump to 5m over 2NT ;

12. Strong 2C Opening

Strong artificial, 8+playing tricks, 17+hcps or 22+BAL

After 2♣-

- 2♦ = waiting (0-12 hcp, 0-1 control)
Then 2♠; Then 3♣=2nd negative/Then 4♠=weak;
- 2♥ = 5+card, 2 controls/ 6+ hcp
- 2♠ = 5+card, 2 controls/ 6+ hcp
Then cheapest minor = 2nd negative, can stop below game ?
- 2NT = 2+ controls, usually bal, can have 4441,
Then 3♣ = simple stayman
- 3♣-3♠=6+ cards with 2 top honours out of AKQ, nothing else
- 3NT = for play

After 2♣-2♦-

- Any suit = 5+cards(except ♥), Forcing
- 2NT = 23-24
- 2♥ = 5cd ♥ or Kokish (strong balance):
Then 2♠ = waiting;
Then 2NT = 25-26
Then 3NT = 27+
Then 3 any = 5 cd ♥ and 4cd other suit;
Then 3♥ = 6 cd ♥

After 2♣-2♦-2NT or Kokish 2NT:

- 3♣ = puppet staymen?
- 3♠ = puppet to 3NT (see Hardy)

After 2♣-2♦- Kokish 3NT

- 4♣ = simple stayman? (not minorwood)
- 4♦/4♥ = Texas transfer (natural after say intervention at 4 level)

4NT in response to strong 2NT or Kokish NT = quantative, Baron

DOPI/ROPI after Intervention

After 2♣(2♦-3♠)

- X = 2♦ (lowest step) usually below 6 hcp
- Pass = 2 controls/6+hcp, no 5 card suit
- Suit = 5 card suit, 2 controls/6+hcp
- 2NT = 2+controls/6+hcp, BAL, have stopper

13. Multi-2 ♦ (weak 2♥ / 2♠) Responses :

- 2M = Pass / Correct ; (If 2♠ by responder, usually can stand 3♥)
 2NT = Asking ;
 3m = Constructive non forcing ;
 3M = Pass / Correct ;
 3NT = to play ;
 4M = pass or correct

System ON when Opponents X over Openings ;
 System OFF when Opponents overcalled over Openings,
 Cue bid over intervention = bid your Major ;
 New suit = NAT ;

After 2♦ – 2NT :

- 3♣ / 3♦ = weak 6+♥ / ♠ ;
 3♥ / 3♠ = stronger 6+♥ / ♠ ;

14. 2M Openings (5 major + 4+ min)

2NT = ask for second 5 cd suit; may not be strong

System ON when Opponents X over openings ;
 New suit non forcing at two level.

15. Slam Going Sequences

Gerber

System On for 1NT/2NT - 4♣
 After 1NT – 4♣ :

- 4♦ = 1/4 Aces ;
 4♥ = 0/3 Aces ;
 4♠ = 2 Aces,

Then 5♣ = Ask K

5NT Bid

1♥ - 5NT = Bid 6 with 1 honour and 7 with 2

Roman KeyCard Blackwood

- 4NT after obvious agreed trumps, 140322
 5NT = 2 KC plus a useful void ;
 6m = 1/3 KC plus a useful void (if below trump) ;
 6 trump = 1/3 KC plus a useful void above trump ;
 Next step after 140322 response : queen and side K asking ;
 Responder bid 6 with queen and K of that suit ;
 Responder will respond as having queen with 5 card support ;
 Then 5NT ask for K : bid suit with K or trump suit without side K
 After interference (5♦ or below): Stolen bid
 Double = exactly the step
 Pass = the step cannot bid
 Suit = bid as usual
 After interfere (5♥ or more), DEPO
 Double = Even number of keycards (including zero)
 Pass = Odd number of keycards
 5NT (ask K) = K specific (or other 2)

Minorwood (4 minor as keycard asking in that suit)

System ON in a non-intervened minor game or slam going hand; Can stop at 4NT;

System ON when beyond 3nt and a minor has been mentioned on the way

System OFF if a major had been agreed, 4 minor will be a cuebid

System OFF in a non-forcing passable hand;

System OFF in a competing situation or after intervention, e.g.

1. 1♣, (X), 2♣, (2♥),
 3♣, (3♥), 4♣=competing, not minorwood
2. 1♣ (3NT) 4♣ = competing, not minorwood
3. 3♣ (P) P (3NT)
 4♣ by opener or responder = competing, not minorwood

System ON in a competing situation when it is obvious that it is a game forcing hand e.g.

1. 1♣, (2♠), X, (P) 3NT
 4♣=minorwood
2. 1♦- (1♠), 3h, (3♠), 4♦=minorwood
3. (3♠), 3NT, (P), 4♣/♦ = minorwood, 4♥=to play, 4NT=quantitative

After 1♣ -2♣ -4♣ (minorwood): response 140322, can stop at 4NT

Next step is Q asking – response is with Q and K specific or other 2;

5 level new suit is K asking – response K specific or other 2

e.g. 1♦-2♦, 4♦-5♣ (2+Q), 5♥ (ask K): 5♠=♠K or ♣K+♥K;

5NT= ♥K or ♠K+♣K; 6♦=no K; Stollen bid after intervention

Voidwood (Jump to new suit beyond game for RKC excluding that suit e.g 4S,5C,5D,5H)

e.g. 1♥-2♥-4♠/5♣/5♦

Principles:

Trump suit must be clearly established;

Response is 140322

Ask K = K specific or other 2

16. Defense Sequences

Reversed Cap (Defense against normal 1NT=14+ opening)

- X = same strength or above ;
After passing and setting up penalty, subsequent X = penalty ;
- 2♣ = both Majors, 4+4+ ;
- 2♦ = 1 Major ;
- 2M = normally 5+M & 4+m ;
- 2NT = both minors, 5+5+ ;
- 3m = PRE against Strong NT (14+), Constructive against weak NT ;
- 3M = PRE against Strong NT (14+), Constructive against weak NT ;

Defense against weak NT=below 14

Natural

Defense against Multi-2 (2♦=one major)

- 2♥ = TO in ♥
- X = TO in ♠
- 2♠ = 5 cards

Defense against Precision (1♣ opening)

- x = 44 majors
- 1NT = 54 minors
- 2♣ = ♣ suit
- 2♦ = 55 majors (Michael's)
- 2NT = 55 minors (Michael's)

17. Competitive Sequences

Doubles

After partner X= jump with 9 points and 4 cards, jump to 3 level is weaker with 5 cds ;
XX with 9+ hcp

Lebensohl (3 situations) – Opener no lebensohl

Case 1 : Over partner's takeout DBL on opponent Weak 2 openings ;

2NT (0-7) = Relay to 3♣, showing weaker ;

Case 2 : 1NT opening being interfered (including 2 suitors) e.g 1NT (2M) :

2NT = puppet to 3♣; Then 3 of a suit or 3NT (with stopper) ;

Direct jump to 3NT= no stopper

Case 3 : Opener reverse ;

After 1m – 1♠ – 2♥ :

2NT = LEB

Limit Raise or Above

Cue by responder = limit raise; cue by opener = almost GF;

Cue opps lower suit = 3 cd support, cue opps upper suit = 4 cd support;

Mixed raise = 4 card support, stronger than 3 of the suit

After 2 suits bid by opps

X = 44+; 1nt = 55

18. After 1NT Being X (equal strength)

System ON after 1NT being (X), e.g. 1NT (X), 2♣ (by responder)=stayman, 2♦=transfer;

Pass (by responder) – opener must XX, Then responder pass if strong and run to 4 cd suit if weak;

XX (by responder)= bid 2♣, Pass or Correct, bid suit up

19. After 1NT Being Intervened

1NT - (2♣ = 2 majors)

X = values

1NT - (2♣ = 1 suitor)

X = takeout

1NT - (x = suit e.g. 4M6m)

XX= strength

2 level responder bid = nf