| OVERCALLS (Style: Responses: 1/2 Level; Reopening)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | OPENIN                                         |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|
| General style = Regular                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 1                                              |
| Responses: jump raise = weak                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Suit                                           |
| Cue bid = limit raise+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | NT                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Subseq                                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Other:                                         |
| 1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | LEADS                                          |
| $2^{\text{nd}}$ position = $15 - 18$ HCP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Lead                                           |
| Responses = same as 1NT opening                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Ace                                            |
| 4 <sup>th</sup> position = 11 – 14 HCP–stayman and transfers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | King                                           |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Queen                                          |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Jack                                           |
| JUMP OVERCALLS (Style; Responses; Unusual NT)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 10                                             |
| Unusual 2NT = 2 lowest unbid suits                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 9                                              |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Hi-X                                           |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Lo-X                                           |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | SIGNAL                                         |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                |
| Direct cue bid = Michaels, may be light or 16+ HCP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Sui                                            |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                |
| VS. NT (vs. Strong/Weak; Reopening; PH)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | N                                              |
| 2C - 6+ card any suit (12+ HCP, 10+ in balancing)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 1                                              |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | G: 1                                           |
| 2D - both majors, $4+5+/5+4+$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Signals (                                      |
| 2D - both majors, 4+ 5+/5+ 4+<br>2H - hearts and minor, 4+ 5+/5+ 4+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                |
| 2H - hearts and minor, 4+ 5+/5+ 4+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                |
| 2H - hearts and minor, 4+ 5+/5+ 4+<br>2S - spades and minor, 4+ 5+/5+ 4+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                |
| 2H - hearts and minor, 4+ 5+/5+ 4+<br>2S - spades and minor, 4+ 5+/5+ 4+<br>2NT - both minors, 5+ 5+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                |
| 2H - hearts and minor, 4+ 5+/5+ 4+<br>2S - spades and minor, 4+ 5+/5+ 4+<br>2NT - both minors, 5+ 5+<br>X - penalty 16+ HCP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Upside d                                       |
| 2H - hearts and minor, 4+ 5+/5+ 4+ 2S - spades and minor, 4+ 5+/5+ 4+ 2NT - both minors, 5+ 5+ X - penalty 16+ HCP VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Upside o                                       |
| 2H - hearts and minor, 4+ 5+/5+ 4+<br>2S - spades and minor, 4+ 5+/5+ 4+<br>2NT - both minors, 5+ 5+<br>X - penalty 16+ HCP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Upside of TAKEO Regular                        |
| 2H - hearts and minor, 4+ 5+/5+ 4+ 2S - spades and minor, 4+ 5+/5+ 4+ 2NT - both minors, 5+ 5+ X - penalty 16+ HCP VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | TAKEO Regular Cuebid f                         |
| 2H - hearts and minor, 4+ 5+/5+ 4+ 2S - spades and minor, 4+ 5+/5+ 4+ 2NT - both minors, 5+ 5+ X - penalty 16+ HCP VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | TAKEO Regular Cuebid f                         |
| 2H - hearts and minor, 4+ 5+/5+ 4+ 2S - spades and minor, 4+ 5+/5+ 4+ 2NT - both minors, 5+ 5+ X - penalty 16+ HCP  VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) Michaels                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | TAKEO Regular Cuebid f Reopeni                 |
| 2H - hearts and minor, 4+ 5+/5+ 4+ 2S - spades and minor, 4+ 5+/5+ 4+ 2NT - both minors, 5+ 5+ X - penalty 16+ HCP  VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) Michaels                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | TAKEO Regular Cuebid f Reopeni                 |
| 2H - hearts and minor, 4+ 5+/5+ 4+ 2S - spades and minor, 4+ 5+/5+ 4+ 2NT - both minors, 5+ 5+ X - penalty 16+ HCP  VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) Michaels                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | TAKEO Regular Cuebid f Reopenin                |
| 2H - hearts and minor, 4+ 5+/5+ 4+  2S - spades and minor, 4+ 5+/5+ 4+  2NT - both minors, 5+ 5+  X - penalty 16+ HCP  VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)  Michaels  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or 2 over the orea of th | TAKEO Regular Cuebid f Reopenin                |
| 2H - hearts and minor, 4+ 5+/5+ 4+  2S - spades and minor, 4+ 5+/5+ 4+  2NT - both minors, 5+ 5+  X - penalty 16+ HCP  VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)  Michaels  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or 2 over the orea of th | TAKEO Regular Cuebid f Reopenin SPECIA Takeout |

|               |          | LEADS A            | AND SIGN        | ALS             |                  |
|---------------|----------|--------------------|-----------------|-----------------|------------------|
| OPENING       | LEADS    |                    | LID DIGIT       |                 |                  |
|               | 8        | Lead               |                 | In Partn        | er's Suit        |
| Suit          |          | 4th                |                 | 4th             |                  |
| NT            |          | 4 <sup>th</sup>    |                 | 4 <sup>th</sup> |                  |
| Subseq        |          |                    |                 |                 |                  |
| Other:        |          | •                  |                 | •               |                  |
|               |          |                    |                 |                 |                  |
| LEADS         |          |                    |                 |                 |                  |
| Lead          |          | Vs. Suit           |                 | Vs. NT          |                  |
| Ace           |          | AKx, Ax, A, (Axx+) |                 |                 | Jx+, AKJT+       |
| King          |          | KQx+, KQ,          |                 | KQJ+, I         | KQT+, AKQ+       |
|               |          | AK, AKxx+          |                 |                 |                  |
| Queen         |          | QJ(+), Qx, Q       |                 |                 | Qx, QJ9+,        |
| Jack          |          | JT+, JX, J         |                 | JT9+, J         | T8+, KJT+, AJT+  |
| 10            |          | KT9+, QT9          | +, T9+          | (A/K/Q          | )T9+, T98+, T97+ |
| 9             |          | 9x, 9              |                 | 9x, 9           |                  |
| Hi-X          |          | Xx                 |                 | Xx              |                  |
| Lo-X          |          | xxX, hxX           |                 | xxX, hx         | iX               |
| SIGNALS I     | 1        | ER OF PRIC         |                 |                 |                  |
|               | Partne   | er's Lead          | Declarer'       |                 | Discarding       |
| 1             | Hi=Dl    | ISC                | HI=EVEN         |                 | ODD=ENC          |
|               | <u> </u> |                    |                 |                 | EVEN=SP          |
| Suit 2        | Count    |                    | Suit preference |                 | Count            |
| 3             |          | reference          |                 |                 |                  |
| 1             |          |                    | Count           |                 | ODD=ENC          |
|               |          |                    |                 |                 | EVEN=SP          |
| NT 2          | Count    |                    | Suit prefe      | erence          | Count            |
| 3             | Suit p   | reference          |                 |                 |                  |
| Signals (incl |          | 'rumps): Hi-L      | o for ruff      |                 |                  |
|               |          | e signals (Lo      |                 | ging, Hi-Lo     | o is even, etc)  |
|               |          | -                  |                 | _               |                  |
|               |          | DC                 | OUBLES          |                 |                  |
|               |          |                    |                 |                 |                  |
|               | DOUB     | LES (Style; l      | Responses       | Reopenir        | ng)              |
| Regular       |          | _                  |                 |                 |                  |
| Cuebid forci  |          | T                  |                 |                 |                  |
| Reopening 7   | 1/O      |                    |                 |                 |                  |
|               |          |                    |                 |                 |                  |
| SPECIAL,      | ARTIF    | ICIAL & CO         | MPETITI         | VE DBLS         | S/RDLS           |
| Takeout dou   | bles thr | u 3S               |                 |                 |                  |
|               |          |                    |                 |                 |                  |
|               |          |                    |                 |                 |                  |
|               |          |                    |                 |                 |                  |
|               |          |                    |                 |                 |                  |
|               |          |                    |                 |                 |                  |
|               |          |                    |                 |                 |                  |

## W B F CONVENTION CARD ATEGORY: Green CBO: Canada LAYERS: Terry Xiao, Michelle Yang SYSTEM SUMMARY ENERAL APPROACH AND STYLE 1, 5-card Majors trong 2C (22+HCP or 8.5+ playing tricks) ımp raise weak NT response = forcing over majors onger minor - club if 3-3, diamonds if 4-4 pside down attitude PECIAL BIDS THAT MAY REQUIRE DEFENSE C Opening = strong, near Game Force - any suit(s), any D Opening = Weak D 6+ (5-11 HCP) H Opening = Weak H 6 + (5-11 HCP)Opening = Weak S 6+ (5-11 HCP)NT Opening = Gambling, 9-11 HCP, solid 7-card minor NT Overcall = Two lowest unbid suits egative Doubles to 3S PECIAL FORCING PASS SEQUENCES MPORTANT NOTES SYCHICS: Rare

| OP         | AR<br>TIF<br>ICI<br>AL                           | MIN.<br>NO.<br>OF<br>CARD<br>S | .DB<br>L |                                             |                                                                                                                                                                                                                                                              |                                                                        |                                                                         |  |
|------------|--------------------------------------------------|--------------------------------|----------|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|-------------------------------------------------------------------------|--|
| ENI<br>NG  |                                                  |                                |          | DESCRIPTION                                 | RESPONSES                                                                                                                                                                                                                                                    | SUBSEQUENT ACTION                                                      | COMPETITIVE &<br>PASSED HAND<br>BIDDING                                 |  |
| 14         |                                                  | 3                              | 3S       | 11 - 21 HCP                                 | Single raise = 11+(forcing to 2NT or 3C),<br>4+C, double raise = weak, weak jump shifts<br>in comp and not in comp, 5+C                                                                                                                                      | 4 <sup>th</sup> suit forcing to game;<br>Over 1NT rebid 2C → 2D, 2D GF |                                                                         |  |
| 1♦         |                                                  | 3                              | 3S       | 11 - 21 HCP                                 | Single raise = 10+(forcing to 2NT or 3D),<br>4+D, double raise = weak, weak jump shifts<br>in comp and not in comp, 5+D                                                                                                                                      | As above                                                               |                                                                         |  |
| 1♥         |                                                  | 5                              | 3S       | 11 - 21 HCP                                 | 1NT = forcing, 1H-2S weak 2NT = GF with 4+ H, 3C = limit w 4+ H (3D asks shortness), 3D = constructive (7-9) w support (3S asks shortness)1H-3H weak 3NT=12-15; 4 level splinter, weak jump shifts in comp and not in comp                                   | 4 <sup>th</sup> suit forcing to game;<br>Over 1NT rebid 2C → 2D, 2D GF | Cue bid over comp = limit raise or better 2C Drury- return to suit weak |  |
| 1♠         |                                                  | 5                              | 3S       | 11 - 21 HCP                                 | As for 1H, weak jump shifts in comp and not in comp                                                                                                                                                                                                          | 4th suit forcing to game;                                              | As for 1H                                                               |  |
| INT        |                                                  |                                | 3S       | 15 – 17 HCP                                 | Stayman, Jacoby and Texas transfers( <u>up to</u> <u>and including 3C interference</u> ), 2S = range ask or clubs; 2NT-or both minors weak; 3C puppet stayman; 3D gf both m; 3H/3S shortness both m; 4C Gerber (0/1/2/3) (up to and including 2NT interfere) |                                                                        | ignore dble and 2C                                                      |  |
| 2♣         | yes                                              |                                | 3S       | Artificial, strong - any suit(s), any shape | 2D = waiting<br>2H = double negative<br>2S/3C/3D/3H = 5+ card suit, 8+ HCP, <sup>2</sup> / <sub>3</sub> + top<br>honours                                                                                                                                     | NT systems on over opener's 2NT puppet                                 |                                                                         |  |
| 2♦         |                                                  | 6                              |          | 5 – 11 HCP                                  | 2NT = Ogust, new suit forcing                                                                                                                                                                                                                                |                                                                        |                                                                         |  |
| 2♥         |                                                  | 6                              |          | 5 – 11 HCP                                  | 2NT = Ogust, new suit forcing                                                                                                                                                                                                                                |                                                                        |                                                                         |  |
| 2♠         |                                                  | 6                              |          | 5 – 11 HCP                                  | 2NT = Ogust, new suit forcing                                                                                                                                                                                                                                |                                                                        |                                                                         |  |
| 2NT        |                                                  |                                |          | 20 – 21 HCP                                 | Puppet Stayman, Jacoby and Texas transfers                                                                                                                                                                                                                   |                                                                        |                                                                         |  |
| 3♣         |                                                  | 7                              |          | Pre-emptive                                 | New suit forcing                                                                                                                                                                                                                                             |                                                                        |                                                                         |  |
| 3♦         |                                                  | 7                              |          | Pre-emptive                                 | New suit forcing                                                                                                                                                                                                                                             |                                                                        |                                                                         |  |
| 3♥         |                                                  | 7                              |          | Pre-emptive                                 |                                                                                                                                                                                                                                                              |                                                                        |                                                                         |  |
| 3♠         |                                                  | 7                              |          | Pre-emptive                                 |                                                                                                                                                                                                                                                              |                                                                        |                                                                         |  |
| 3NT        | <del>                                     </del> |                                | ļ        | Gambling                                    | m = P/C                                                                                                                                                                                                                                                      |                                                                        |                                                                         |  |
| 4 <b>♠</b> | <del>                                     </del> | 8                              | ļ        | Pre-emptive                                 |                                                                                                                                                                                                                                                              |                                                                        |                                                                         |  |
| 4♦         |                                                  | 8                              | ļ        | Pre-emptive                                 |                                                                                                                                                                                                                                                              |                                                                        |                                                                         |  |
| 4♥         |                                                  | 8                              |          | Pre-emptive                                 |                                                                                                                                                                                                                                                              |                                                                        |                                                                         |  |
| 4♠         |                                                  | 8                              | ļ        | Pre-emptive                                 |                                                                                                                                                                                                                                                              | HIGH LEVEL BI                                                          | DDING                                                                   |  |
| 4NT        |                                                  |                                |          | Ace ask                                     |                                                                                                                                                                                                                                                              | 1430, Gerber, Splinter, D1/4P 0/3                                      |                                                                         |  |