



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level usually 5 cards: 7-17 HCP. 2 level constructive New suit: F1. UCB usually promises 3 card support. * After 1M overcall: 2NT=4 card raise INV+, mixed raises, jump fits If 3 <sup>rd</sup> hand passes - 2♣ = range ask. [Note 14] If 3 <sup>rd</sup> hand bids below 1NT then transfer advances If 3 <sup>rd</sup> hand bids 1NT or above then as above*
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd: 15-18. Responses as for 1NT opening 4 <sup>th</sup> : 11-14 v m, 12-16 v M. Stop in opened suit not necessary 2♣ range ask v 12-16, other as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask 2-Suit: Ghestem 5+5+ [note 2] 3m intermediate over nebulous minor openings <b>Reopen:</b> Intermediate, 2NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem [note 2] Jump cue asks stop Cue in 4th is any 2 suits intermediate+ 1M - P - 2M then cue is stop ask and 4m = 5m/5OM
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = ♥+ any, 2♦ = ♠+ any (anchor to the shorter (weaker) M if both M) Then 2♥/♠ = (3) 4+ and 2NT = ask invitational + 2M Natural. 2NT = Distributional 2 suit (minor orientated) X = Penalty vs weak. Vs 15+ or passed hand = 1m or both M's (equal)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid asks stop. After 3 minor: cue = 5/5M 4om = 6(5)om + 4M. After 3M: 4m = 6(5) m + 4OM and 4NT = minor 2suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP After 1♦/M opening: RDBL = 10+, then subsequent DBLS takeout forcing to penalty or 2 Opps suit, 1NT to 2 under = transfers ( NF or F1), TRFS to opening suit=3card supp inv+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	4 <sup>th</sup> (2nd from bad suits)	Low from odd	
<b>NT</b>	4 <sup>th</sup> (2nd from bad suits)	Low from odd	
<b>Subseq</b>	Attitude V NT, low from odd V suit		
<b>Other:</b>			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Akx(+) Ax(+)	Akx(+) Ax(+)	
<b>King</b>	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+) KQ	
<b>Queen</b>	KQx(+)	KQx(+)	
<b>Jack</b>	QJx(+) QJ	QJx(+) QJ	
<b>10</b>	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)	
<b>9</b>	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)	
<b>Hi-X</b>	xSxx xSx Sx	xSxx xSx	
<b>Lo-X</b>	HxxS HxS	HxxS HxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
<b>Suit 2</b>	Hi/Lo = E	S/P	
<b>3</b>	S/P		
<b>1</b>	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
<b>NT 2</b>	Hi/Lo = E	S/P	E = ENCRG, O =SP
<b>3</b>			
<b>Signals (including Trumps):</b>			
Smith Signal vs NT (low enc or neutral) [Note 3] Remainder Count = Standard S/P in Trump suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with perfect shape, May have 2 cards in unbid minor  Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9 Jumps to 3M weak. Raise in comp auction shows slightly better than minimum Double in re-opening position may be weak			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL. Higher X = cards, co-op T/O Responsive DBL through 4♥. Often game try when no UCB available Higher doubles card showing (Transferable values) 1♣ - 1M - 3♣ then double shows OM and 3♦ game try Support DBL and RDBL though 2♣ Most low level DBLS = Take Out. When we have agreed a suit double of unsupported suit is penalty unless no space when it is game try			

W B F CONVENTION CARD		
<b>CATEGORY</b>		
Open		
<b>NCBO</b>		
Ireland		
<b>PLAYERS</b>		
Hugh Mc Gann Tom Hanlon		
		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
1♣ = 11 - 13 Balanced or 17+ any 1♦ = 4+♦. may have longer clubs and is usually unbalanced 1 Major = 5+M, 10-16, 1NT response semi-F Fairly aggressive style  1NT Openings: 14 - 16		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
1♣ Opening and canapé responses 2♦ Opening = 11 - 16, 3 suited short diamonds 3NT Opening = Pre-empt in ♣ or ♦ in 1 <sup>st</sup> & 2 <sup>nd</sup> position  1♣ - 2♥ = both minors GF, 2♣ = one minor GF or 19-21 balanced [Note 4] 1M-2♣ = GF relay, 2 under = 3 card support inv+. 2♦ over 1♠ = ♥s: 9+ [Note 7,8] Transfers advances when opponents overcall our one level suit opening (Note 1)  Transfer advances after double of 1X and 2M opening (Note 1) Defence to 1 club which may be 2 cards ( including Polish) [Note 12]		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣		
<b>IMPORTANT NOTES</b>		
]		
<b>PSYCHICS: Seldom</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♣	11 - 13 BAL or any 17+	1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=14-18 1♥/♠=8+ hcp (may have minor suit canape)2♣/♦ =8-13 NF 2♥ = GF both minors [note 4] 2♠ = 19 - 21 bal or 1 minor GF [note 4] 3♣/♦ INV opp 11 - 13 opener 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17-18, 2♥-3♦ = Game Forcing, 2NT = 22/23 3♥ - 4♦ = Natural and Control Ask, 3NT = 24+ After 1M: 1♠= 11-13 or 17+, 5 cards. 1NT = 11 - 13 (Then 2 way check-back) 2♣= ART GF [Note 4], 2NT= 4+ support 17+	2♥/♠ Weak (<2M opening)  3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2♣ nat GF, 2NT = 11 - 12, 3NT to play , Inverted Raises, 2M = weak, Splinters, 3♣ inv 6 card suit	1♦ - 1M[note6 ]1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4 After1♦-1NT2NT:3♥=GFask,then3♣/3NT=short♥/♠	2♥/♠/3♣ = Jump Fit
1♥	No	5	4♦	10 - 16	1NT 6-12 semi-F, 2♣ = art GF[note 7],2♦=3card supp 1nv+,2M=5-9 2♠ =weak, 2NT/3♣/♦ = 4 card support 3♣= void spl, 3NT = ♠ spl(N9)	After 1NT rebid 2♣ is ask, inv+ with spades or any GF After 1♥ - 2♦ and 1♠ - 2♥: [note 8]	2♣ = 3 card Drury Jump fits, 2♦ Natural NF
1♠	No	5	4♥	10 - 16	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥/NT = void splinters 10 - 14/14+, 4♣/♦/♥ = Splinters	After 1♠ - 2♦: [note 10] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
INT	No	1	4♦	14 - 16 5M,6m or 5/4 possible	2♣ = stayman, 2♥/♥/♠/NT = Transfers 3♣ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♦/4♣ GF, 3M slam try 4♣ = Gerber 4♥/♥ = Transfers , 4♠ = 4 - 4 minors inv+	2♣ - 2♦ (no M), then 2M weak 5/4. 2NT/3♣=4/4Ms min/max. Then Transfers. 3M=5 After 2♠/NT: 2 steps = Accept, After 3♣/♦ Next = ask After Texas, then 4NT = RKCB, New = ERKB	
2♣	No	5	4♦	10 - 16, 6♣ or 5+♣ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 11] 4♦=RKCB	
2♦	Yes	0		Short ♦'s 4=4=1=4, 4=4=0=5 or 4-3=1=5 11-16	2NT = ask Inv+, 2♥ correction M 2♠, 3♣ to play. 3M playing strength. 4♣ =slam/4♦=game, 4♥,♠, NT=RKCB	After 2NT: 3♣ = Min, 3♦ =4=4=1=4, 3♥ = 4=3=1=5 3♠=3-4-1-5, 3NT=4=4=0=5	
2♥	No	5		Weak 2, May have 4 OM ,	2NT: Enquiry, 2♠:F1, 3m:F1, 3♠ TS, 4♣:RKCB	[ Note 13]	
2♠	No	5		Wide range in 3 <sup>rd</sup> , 11-13 in 4th	3♣:5+♥ F1, 3♦:F1, 3♥:GF with ♦	[ Note 13]	
2NT	No		4♦	19-21	Puppet Stayman, 3♦/♥:TRF, 3♠ =m's, 4♣:1 minor, 4♦/♥:Texas, 4♠:4-4 m's	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦, 4NT to play	
3♣		6		Pre - empt, Good suit in 1/2nd	New suit nat F1, 4♣ = Trump ask, CABS		
3♦		6		As 3♣	As above		
3♥		6		Pre - empt (fairly classic in 2nd)	As above		
3♠		6		As 3♥	As above		
3NT		6		Pre in ♣ or ♦To play in 3 <sup>rd</sup> /4th	4♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening. Nat 3 <sup>rd</sup>	4♦ = Ask	<b>High Level Bidding</b>	
4♦		7		Strong 4♠ opening. Nat 3 <sup>rd</sup>	4♥ = Ask	CUE: 1st + 2nd round equally. Positive and Negative cue bids. Serious 3NT and non shortage 3NT in defined situations. RKCB: 1430, Exclusion RKCB, then 5NT asks specific kings and 5/6 above trumps may be 3rd round control ask. Control asks after PRE Special response to RKCB after 1♣ 1♦. 5NT=pick slam	
4♥		6	Pre - empt	CABS			
4♠		6	Pre - empt	CABS			
4NT			Specific ace Ask				

**Note 1: Transfers in competitive auctions**

After 1♣ opening and 1X overcall:

Transfers from X showing 8+, 1♠ (X over 1♠) = 8+ transfer to 1NT. Transfer cue= 1-4-4-4 GF, 2NT over 1M=5/5 minors inv+. Transfer to 2M which can be shown at 1 level = 6(5) cards GF

After 1♣ opening and opponents double::

XX=12+, 1R=transfer, 1♠ = 8-11 no Major, 1NT = 5/4 minors 8-11, 2 minor natural in theory 8-12, 2M weak, 2NT 5/5 minors, 3X pre-emptive

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support 4 if diamonds, 3 cards if 1M invitational strength

After 1♦ and 1M opening and opponents overcall at the 1 level, 2M or 2♣ over 1♦ :

1NT/2NT to 2/3 under are transfers. Transfer to opened suit is support invitational strength

In response to new suit transfer 2NT by opener is fit with 14-16. In response to transfer showing support 2NT is 14-16 and new suits are natural game tries

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After double by LHO: Redouble is one suiter, puppet to 2♣. 2X shows X and higher suit

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opponent's suit is staymanic.

Transfer to a minor is NF or GF. Transfer to a Major is Inv+

### Note 2: Ghestem

Ghestem 5+/5+. Non vul: usually weak or strong. Vul: intermediate +

Wide ranging with both Majors

2NT = lowest suits, Cue = Extreme suits

After 1M -3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue= Majors and 3♣ shows clubs and spades

After 1 club/ diamond showing 2+ we play 2♣=10-14 5/4M and 2♦=5/5M

### Note 3: Leads and Signals

We lead 4th best Vs NT and suit contracts with second highest from poor suits.

Subsequent leads are Attitude Vs NT and low from odd Vs suit.

Rusinow on opening lead and subsequent leads. An honour thru declarer suggests a higher honour (though not necessary a touching honour) or shortage. No Rusinow V slam, partner or dummies suit

On opening leads our primary method is attitude (low= enc)

Otherwise our primary signal is Count- High = Even.

On the first discard we use count but if this is not relevant or attitude is paramount we use Even/Odd, Even = Enc and Odd = Disc with SP if it is clear Subsequent discards are random or SP. SP: high = high suit, low = low suit. Middle suit encourages suit lead. 2nd highest if applicable is SP for trumps.

We use smith Vs NT. A high card from both sides suggests a switch whilst a low card is enc or neutral.

**Note 4: 1♣-2M auctions**

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors 2NT:  
No 4+minor 11-13, 3♣/♦:4/5m 11-13, 2♠: 17+, artificial ask After 2♠:  
2NT:5+/5+ minors, 3♣/♦ :6 /4. 3♥/♠: shortage, 3NT; 2=2-5-4

1♣-2♠ - 6+ minor GF or 19-21 balanced (not 4-4 minors) Forces 2NT, unless  
1 suiter semi solid+ 3♣/♦ GF, 3♥/♠ semisolid+ in respective minor

**Note 5: 1♣ -1M - 2♣: artificial GF: usually clubs or balanced**

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

**Note 6: 1♦-1M**

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣ =diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

**Note 7: 1M-2♣**

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural  
invitational (slam try type)

### Note 8: 1M-2 under

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X <14 hcp

4X Jump to 3X: void in X <14 hcp

### Note 9: Responding to 1M opening with 4 card support

Responding to 1 Major with 4 card support

1M – 2NT: 4 card support GF

1M - 3♣: 4 card support 10-12 hcp

1M- 3♦: 4 card support 7-9 hcp

1♥-3NT/4♣/♦ is a splinter in ♠/♣/♦ with 10-14 HCP. 1♥ - 3♠ = any void

1♠-4♣/♦/♥ are splinters 10-14 HCP. 1♠ - 3♥ = any void 10-14 HCP. 1♠-3NT = any void 14+ HCP

1M-4M: very wide ranging, may be 3 card support

### Note 10: 1M-2 under

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

### Note 11: Response to 2♣ opening

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.

### Note 12: Defence to 1♣ opening which can be 2 cards

X= 12-14 or 17+ then subsequent bidding as if we opened 1♣

1♦ = take out of clubs, 3+♦ NF

2♣ = 5/4 Majors 10-14

2♦ = 5/5 Majors

2NT = 5/5 minors

3 minor = intermediate

### Note 13: Bidding after 2 Major Opening

#### 2NT enquiry

3♣=bad/bad or good/good. Then 3M asks good/good to bid game and 3♦ is GF shortage ask

3♦ = Good hand/bad trumps. Then 3♥ = GF shortage ask

3♥=good trumps/bad hand

3♠=4 card in OM, at least reasonable weak 2

3NT=good trump suit (ideally 1 loser v singleton)

4♣/♦ =6M/5m

#### 2♠ after 2♥ opening is F1.

Then 2NT: XXX support or doubleton honour, 3minor natural, 3H no support or very good suit, 3S xx support, 4minor splinter with 3 card support, 4♥ shows 3=6=2=2, Hxx support

#### 3♣ after 2♠ opening is 5+ hearts F1

Then 3♦=XXX support or doubleton honour, 3♥ = xx support, 3♠= no support or very good suit, 4 minor splinter with xxx support, 4♥ = 6-3-2-2, Hxx support

After Double: 2NT to 3 under the Major are transfers. A transfer to a suit is either natural or lead directing with fit. Transfer to the Major is invitational.

Redouble strong with subsequent penalty doubles from both sides

After overcall: Double penalty, new suits natural NF

### Note 14: Response to 1M overcall ([Non passed hand])

#### 1) 3<sup>rd</sup> hand passes

#### Responses to 1♥ overcall

1♠ : 4+ cards F1

2♣: ask 12+ (usually 3 card supp or balanced without suitable stop)

2♦: 12+ 5 cards F

2M: 8-11 with 4 or 5 cards

New: 12+ natural descriptive with 4M

2♣ asks range then

2♦: shows 12 plus

2M: shows 7-11.

New suit is 12 plus 5-5

2OM: is 5/4. 3M 12 6 cards, 12+HCP.

After 2♦ then 2/3M is invitational others natural GF

After 2M then new suit is 13 plus NF

2♦: 9-12, 5+ cards in unbid minor

2♠: 6 cards 7-10

#### Responses to 1♠ overcall

2♣: asks range

2♦: 5+ hearts 9-12 or 13+

2♥: 9-12, 5+ cards in unbid minor

#### 2) 3<sup>rd</sup> hand bids below 1NT

Transfers from 1NT to 2 under

Transfer shows 8-11 ( 6m or 5+H) or stronger with 5+ suit

Transfer to opponents suit is UCB

#### 3) 3<sup>rd</sup> hand bids 1NT or higher

X: Take out

New suit natural F1

UCB usually has 3+ support

Passed Hand: New suits natural constructive and standard UCB

## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS** (Style; Responses; 1/2 level; Reopening)  
 6-17 HCP and possibly good 4 card suit at one-level. Sound at two-level, but more aggressive when opponents have a fit.  
 Responses: All raises weak. New suit F1 [23]. Jump in new suit=FIT, Double jump=SPL below game in our suit [8]. CUE=F1 with support, limit+ [23]. If two cues are available the lower shows 3 trumps and the higher 4 trumps. Jump cue=SPL with 4 trumps.

**1NT OVERCALL** (2nd/4th Live; Responses; Reopening)  
 1NT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-15 (11-16 over 1♠). Responses as over 1NT opening.  
 3 level transfers [1] with PEN DBL after intervention.  
 Reopening 2NT=19-21 BAL with responses as over 2NT opening. (1X)-(2X)=NAT with continuations as over a 2NT opening.

**JUMP OVERCALLS** (Style; Responses; Unusual NT)  
 1-suit: WEAK. New suit response F1, 2NT=relay for side card.  
 2-suit: Constructive 55+. (1m)-2NT=♥+om, (1M)-2NT=♦+♣, 1♦-3♣=♥+♠, 1♥/♠-3♣=OM+♦. 4th "live" 2NT=2 unbid suits.  
 Reopen: Intermediate (10-15) including natural 3♣.

**DIRECT AND JUMP CUE BIDS** (Style; Responses; Reopen)  
 Direct Cue: 2-suited constructive 55+. (1m)-2m=♠+om, (1M)-2M=OM+♣. 1♣-3♣=♥+♠, 3♦/♥/♠ jump cue=ASKS FOR STOPPER usually with a solid minor. (1x)-(1y)2x/y=NAT.  
 Reopen Cue=MICHAELS, opening values, 55+. See [18].  
 VS. NT (vs. Strong / Weak; Reopening; PH)  
 2♣=♥+any, 2♦=♠+any, show longer M if ♥+♠ or bid 2♣ if 44.  
 Responses: 1st step=P/C (to 5M or 2nd suit with only 4M), 2nd step=3 card support, 2NT=FG relay, new suit=NF. See [10].  
 3M=weak, 3m=opening values. X=1m or 55♥+♠ over strong NT (14-16 or better) or by PH. By PH: 2♣=♣+a M, 2♦=♦+a M.  
 DBL of Stayman/transfer=bid suit (strong NT) or 15+ (weak NT).  
 VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)  
 DBL=T/O. LEB AFTER T/O DBL OF 2M [2]. (2x)-2NT=15-18. (2x)-3x asks for stop. (2x)-4m=LEAPING MICHAELS. Natural continuations after (3x)-3NT. (3x)-4x=any 2-suits STR. [3], [17].  
 VS. ARTIFICIAL STRONG OPENINGS  
 Over strong 1♣: X=♥, 1♦=♠, 1♥/♠/NT=2 suits CRO [12], 2NT=strong 2 suiter. X/1NT/2♣ also CRO after 1♣-1♦ and strong 1♦.  
 Over strong 2♣/♦: DBL=bid suit, 2NT=any 2 suits.

**OVER OPPONENTS' TAKEOUT DOUBLE**  
 All direct raises=weak. FIT-SHOWING JUMPS (Limit+) with 4+ trumps. Double jump=splinter. 2NT=Limit raise+ with 4 trumps. RDBL=10+HCP BAL/semi-BAL with penalty possible.  
 New suit NF if opener has 11-13BAL. Pass then DBL=T/O.

## LEADS AND SIGNALS

**OPENING LEADS STYLE**

	Lead	In Partnership Suits
Suit	4th best; 2nd from xxx(+)	3rd/low incl H98(+)
NT	4th best; top from xx	3rd/low
Subseq	ATT	ATT

Other: Ace for ATT. King for count v suit. King for unblock or count v NT. Trump leads are suit preference.

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AK(+), A(+)	AK(+), A(+)
King	AK(+), KQ(+), Kx	Strong holding, Kx
Queen	KQ(+), QJ(+), Qx	KQ(+), QJ(+), Qx
Jack	J10(+), AJ10(+), KJ10(+), Jx	J10(+), AJ10(+), KJ10(+), Jx
10	109x(+), H109(+), 10x	109x(+), H109(+), 10x
9	9x, H98(+)	9x, H98(+)
Hi-x	Sx, xSx(+)	Sx
Lo-x	HxxS(+), HxS	HxxS(+), HxS, xxxS(+), xxS

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=DISCG [5]	Hi=odd [6]	Hi=DISCG [7]
	2 Hi=odd [5]	Suit preference[6]	Hi=odd [7]
	3 Suit preference[5]		Suit preference[7]
NT	1 Hi=DISCG [5]	"SMITH" [6]	Hi=DISCG [7]
	2 Hi=odd [5]	Hi=odd [6]	Hi=odd [7]
	3 Suit preference[5]	Suit preference[6]	Suit preference[7]

Signals (including Trumps): TRUMP SIGNAL=Suit preference.

**DOUBLES**

**TAKEOUT DOUBLES** (Style; Responses; Reopening)  
 Any strong hand or 3+ card support for unbid suits, opening values. CUE=8+ HCP any 2 suits not promising a rebid. Reopening DBL may be 3 HCPweaker. After XX of any T/O DBL then P=to play.  
 LEB-VARIATIONS / SCRAMBLING 2NT after DBL of 2M [2].  
 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES  
 NEG DBL: 1♣-(1♦)-DBL=<4♥ and <5♠, 1m-(1♥)-DBL=<4♠, others non-specific take-out. SUPPORT X and XX up to 2♠ after 1 or 2 level response (but not over 1NT intervention). T/O X: (a) OPPT have agreed a suit and auction is live, (b) partner has overcalled, (c) after a 3 level overcall of our 1NT opening or o'call.  
 PENALTY DBL (at least Hxx under) after (1NT)-DBL-(2X) and (1NT)-DBL-(2X)-P-P. DBL after 1X-1NT (2Y) is PEN unless partner has unusual distribution. Game try DBL when no space.

# WBF Convention Card

CATEGORY: **Green**                      DATE: **20th November 2007**  
 NCBO: **England & Ireland**              EVENT:  
 PLAYERS: **Tom Hanlon & Paul Hackett**

## SYSTEM SUMMARY

**GENERAL APPROACH AND STYLE**  
 4-card majors, frequently 11-13 BAL. 1 bids usually follow rule of 19. Occassionally open 4M before 5m [11]. Jump shift responses weak at 2-level, invitational at 3-level. NAT weak 2-bids.  
 Weak PRE 1+3 seat NV; other PRE sound. Wide-range overcalls, strongish at 2-level. Fit jumps in COMP auctions. Frequent use of non-penalty DBL and artificial 2NT in COMP auctions.  
 1NT Opening: 14-16 1st & 2nd position. 15-17 3rd & 4th position.  
 2 OVER 1 Response: FG with no COMP. F1 with COMP [23].

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

WEAK JUMP RESPONSES at 2-level. Invitational at 3-level.

3 level transfers after intervention over 1NT opening/overcall [1].  
 LEB-VARIATIONS [2] after take-out double of a major.  
 SCRAMBLING 2NT [2] after reopening take-out double of 2M.

COMPETITIVE CUE=LIMIT RAISE or better.  
 FIT-SHOWING JUMPS in COMP.

1M-2♣=natural FG or a limit raise [25]

**SPECIAL FORCING PASS SEQUENCES**  
 Opponents bid below 2x after 1x-(DBL)-RDBL.  
 Opponents 2♣/♦/♥ after (1NT)-DBL.  
 Any time we have shown the high card values for game.  
 After our penalty RDBL.

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

PSYCHICS: Occasional 1M response on 3 cards.



				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1x		4	3♠	Most BAL 11 HCP hands are opened. UnBAL hands usually follow rule of 19. With (4432) 11-13 choice is ♥ 1st, ♠ 2nd, ♦ 3rd. With (4432) 17+ either suit may be opened. Occassionally open 4 card suit with lower 5 card suit when <17 HCP [11].	1M may be 5 HCP or less with fair suit. 1♣-1M BYPASSES DIAMONDS (<11 HCP). 1♣-1NT=8-11 with 4+♣; otherwise 1NT=5-12 (semi-F). 2 OVER 1 FG but 1M-2♣=NAT FG or a limit raise[25]. WEAK JUMP RESPONSES at 2-level. Intermediate jump responses at 3-level, usually without 3-card support. Jump raise is PRE (weak NV, 6-9 VUL). See [26] for constructive raises. See [14] for responses after 2 suited overcall.	1x-1y-1NT=11-13 (singleton y rare) with 2♣ PUP to 2♦[9]. 1x-1y-2NT=17-18 without a 4 card major which could be bid at the 1 level - see [24] for continuations. After 1♠-1NT-2NT: 3m=to play, 3♥=5+♥ FG. 1x-1y-3NT=long suit with doubleton support. 1x-2y-2NT=11-13 or 17+ (responder assumes 11-13). LONG SUIT TRY after a raise or 1x-2NT. 4SF is FG except 1♣-1♦-1♥-1♠ [15]. Jump in 4th suit =NAT 2-suited FG. Splinter jumps after a 2-level response. See [15] for other continuations.	FIT-SHOWING JUMPS 2NT=good raise to 3. 1x-1y-1NT=11-14. 1x-1y-2NT=18-19. 2 over 1=natural, 9+ HCP except 1M-2♣=9-10 HCP, either 3+M or 5+♣.
1NT				14-16 BAL 1st & 2nd pos. 15-17 BAL 3rd & 4th pos. 5332 with 5M is usually opened 1NT. (5422) and 6m possible.	“PUPPET STAYMAN” (NT rebids by RESP deny 4M). FOUR-SUIT TRANSFERS (2♠=♣, 2NT=♦). 3x=SPL, (4441)or(5431) with poor 5m. 4♣=ace ask. 4♦=♥+♠ 55+ seeking preference. 1NT(2x)DBL=PEN but 1NT(3x)DBL=T/O.	1NT-2♣-2♦-2♥-2♠=4♥ F1. 1NT-2♣-2♦-2M-2any-3m=NAT FG. 1NT-2♣-2x-3M=invitational, 1NT-2♣-2x-3m=FG. 1NT-2♦/♥-2M-3M=slam try. 1NT-2♦/♥-2M-3 new suit=F1 (not FG). After 1NT-2♠/NT: 1st step=no fit and 2nd step=fit; over these a new suit=NAT. See [4] & [13].	
2♣	√			22-24 BAL or FG.	2♦=waiting. Suit positive shows 2 of top 3 honours. 2NT=8-11 BAL. 2♣-(2x)-DBL=PEN, 2♣-(2x)-P-P-DBL=22-24 BAL.	2♣-2♦-2♥=NAT or 22-24 BAL with 2♠ relay(or 2NT=both minors 0-4, 3m=Qxxxxx 0-2, 3♥=5+♥<4♠ FG). 2♣-2♦-2♠-3♣ & 2♣-2♦-3♣-3♦=-ve or nat. Jump by responder=SPL.	
2♦/ 2♥/ 2♠		5		3-9 HCP (3-13 in 3rd, 9-13 in 4th). 5+ cards NVvVUL 1st posn or NV 3rd posn.	2x=NAT constructive NF. 2NT=(R). Over 2♥/♠ 3x lower than raise=TFR. Raise=PRE with an honour. 3x after DBL is natural NF.	After 2x-2NT: 3x=MIN, 3y=best side card non-MIN, 3NT=4 cards in OM (or good suit after 2♦), 4y=SPL. A 3 level transfer invites in new suit but not 3NT or in opener's suit.	
2NT				19-21 1st & 2nd. 20-22 3rd & 4th. 5M frequent. (5422) and 6m sometimes. Singleton honour possible.	“PUPPET STAYMAN” (NT rebids by RESP deny 4M). 3♦/♥=TRF. 3♠ asks for 4 card minor. 4♣=ace ask. 4♦=♥+♠ 55+ seeking preference. 4M=NAT slam try NF.	2NT-3♣-3NT=<3♠ & <4♥. 2NT-3♣-3♦=4M or 3♠. 2NT-3♣-3♦-3♥-3♠=4♥. 2NT-3♦/♥-3NT=5 cards in OM. See [22] for other continuations.	
						<b>HIGH LEVEL BIDDING</b>	
3x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit F1. Jump (incl 4M)=CUE asking for control in any bypassed suit [16].	CUE style is show first round controls before second except K in partners suit. 4NT=NAT when raise of NT or when same hand bid 3NT on previous round or when partner's last bid was a NAT F 4m, eg 1♥(3♠)4m(P)4NT. Otherwise 4NT=RKCB (3041) for agreed or last bid suit. See [19] for continuations, [20] for 6AB when 2 agreed suits and [21] for EKCB.	
3NT				To play. Often a long suit.		Over intervention: DBL/RDBL= PEN, Pass=0 or 3, 1st step=1 or 4, etc. 5NT (5♠ when ♣ trumps) asks for trump honours when trump suit is known [27]. Otherwise 5NT is 'pick a slam'.	
4x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit over 4M=CUE asking for control in any bypassed suit [16]. Om over 4m=ART slam try.	When cue bid is doubled then pass is encouraging and RDBL by either side=1st round control. Pass then pull is stronger than direct pull when pass is F. Unnecessary jump=SPL. LIGHTNER.	

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PLAYERS: Tom Hanlon & Paul Hackett**NOTE 1: 3 LEVEL TRANSFERS AFTER INTERVENTION OVER OUR INT**

After 1NT-(2x), (1x)-1NT-(2x or 2y), (1NTweak)-DBL-(2x) or (1NTweak)-P-(2x=Stayman/transfer)-DBL, (2♦multi)DBL then over 2M:-

2NT asks for better minor; over this 3♦=to play, 3M=4 cards in OM with a stop, 3OM=5 cards in OM FG with a stop, 3NT=no major with a stop.

If 2NT is not used then 3♣=to play, 3♦/♥=transfer with the transfer cue showing 4 cards in OM and no stop and transfer to OM showing 5+ cards either to play (invitational if the suit could have been bid at the 2 level) or FG without a stop, 3♠=5+♣, 3NT denies a stop, 4♣=5+♦.

After a natural 2m intervention:-

2NT asks for 4 card M (3♣ shows one or both, 3♦ denies); after this 3♦ asks for the major, 3M shows 5 cards FG with a stop, 3NT=no major with a stop.

If 2NT is not used then 3♣=to play over 2♦ or shows 5+♦ invitational+ over 2♣, 3♦/♥=transfers either FG without a stop or invitational, 3♠=5+♣ (over 2♦), 3NT denies a stop.

After 1NT-(2♣=♥+♠):-

DBL=penalty double of at least one major (3 level transfers apply over 2M on the next round), 2♦=to play, 2M=stop, 2NT asks for better minor, 3♣=to play, 3♦=F,

3M=SPL.

After 1NT-(DBL or 2♣=unspecified suit):-

2 bids=NAT NF, 2NT=FG 2 suiter, 3 bids=suit above FG.

After 1NT-(2♦=unspecified major):-

2 bids=NAT NF, 2NT=either both minors or to play 3♦, 3♣=to play, 3♦+=suit above FG.

Over an intervention which does not show a specific suit the 3 level transfers also apply by responder when a suit (or potential suit if pass/correct) has first been shown.

This applies when responder initially passes or doubles to show values. Once the opponents have bid 2 suits, eg 1NT-(2♥)-DBL-(2♠), then 2NT and higher bids are

natural.

**NOTE 2: 2NT AFTER PARTNER'S TAKE-OUT DOUBLE**

After a T/O of a major when partner has not yet bid and at least one hand is not limited, eg (2M)DBL, (1M)DBL(2M), (2♦multi)P(2M)DBL, 1x(2M)P(P)DBL then

2NT=PUP to 3♣. Direct suit bids are NF but show invitational values; suit bids after the PUP are weaker. Direct 3NT denies a stop; 3NT after the PUP shows a stop.

After a T/O of a major when both hands are limited, eg (1M)P(2M)P(P)DBL, then 2NT is SCRAMBLING with any 2 suits below the M. After a T/O of 2M where

partner has already bid, eg 1x(2M)DBL then 2NT is NAT. After a T/O DBL of a minor then 2NT is NAT.

**NOTE 3: DEFENCE TO MULTI 2♦ OPENING**

DBL=13-16 BAL or strong, 2NT=16-19, 2M=NAT (may only be 4 card) without the OM. In response to a 2M overcall then a new suit (incl OM) is natural even by

a passed hand and 2NT is an enquiry (3♣=MIN 4M, 3♦=MIN 5+M, 3♥=MAX 4M, 3♠=MAX 5+M). Pass then DBL=PEN. DBL then DBL=strong T/O.

After (2♦)DBL(2M) then DBL is PEN and 3 level transfers apply [1]. (2♦)P(2M)DBL=T/O + LEB [2].

**NOTE 4: CONTINUATIONS AFTER 4TH SEAT INTERVENTION OVER A STAYMAN OR TRANSFER RESPONSE TO INT**

After 1NT(P)2♣(DBL): 2M=5 cards, Pass=4 fair clubs, RDBL=strong clubs, 2♦=poor clubs or <4♣. After 1NT(P)2♣(DBL)2♦/2M the auction continues as without the DBL except that 3♣ by responder asks for a stopper. After 1NT(P)2♣(DBL)P(P):- RDBL=to play, 2♦=to play, 2M=4 cards in OM, 2NT=NAT, 3♣ asks

for stopper. After 1NT(P)2♣(2x):- DBL by either hand=PEN, 2M by responder=NAT 4 cards invitational NF, 2NT+ by responder is 3 level transfer [1]. After 1NT(P)2♣(3x) or 1NT(P)2♣(P)2♦(3x):- DBL by opener=PEN, DBL by responder=T/O, new suit by responder=5 card FG. After 1NT(P)2♣(P)2♦(2x):-DBL by responder=PEN, DBL by opener=T/O, 2M by responder=NAT 4 cards invitational NF, 2NT+ by responder is 3 level transfer [1].

After 1NT(P)2♦/♥(DBL):- RDBL=strong in bid suit, Pass=only 2♥/♠, 2♥/♠=3 cards, others as transfer break [13]. After 1NT(P)2♦/♥(DBL)P(P):- RDBL=to play,

others are as if opener had completed the transfer (thus 2NT+ are natural, not 3 level transfers). After 1NT(P)2♦(2♠)P(P) or 1NT(P)2♦(P)2♥(2♠) or

1NT(P)2♦(2♥)P(2♠):- DBL by responder=cooperative, ie PEN unless opener has significant unshown distribution, 2NT=LEB-SLOW, 3 suit=FG.

After 1NT(P)2♦/♥(3x)P(P) or 1NT(P)2♦/♥(P)2♥/♠(3x) or 1NT(P)2♦/♥(2♥/♠)P(3x):- DBL by responder=T/O, new suit below responder's suit=NF, 3 responder's

suit=NF. After a transfer any DBL by opener of a new suit is PEN.

After 1NT(P)P(2x):- DBL by opener=PEN, DBL by responder=T/O, 2NT by responder=2 suits, 3y by responder=NAT NF.

After 1NT(3x):- DBL=T/O, 3m=NAT NF, 3M=NAT F.

**NOTE 5: SIGNALS ON PARTNER'S LEAD**

The initial signal is ENCRG/DISCG except on K lead or when ENCRG is impossible. The initial signal is then count. The initial signal is only suit preference when partner is expected to retain the lead and a switch is evident or there is a singleton or void in dummy v suit. If there is a singleton in dummy v suit and 3rd hand is

known to hold length in both trumps and the suit led then middle cards encourage a continuation.

The second card in the same suit is reverse original count unless already known. Subsequent cards are suit preference.

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**NOTE 6: SIGNALS ON DECLARER'S LEAD**

The initial signal is always count unless "SMITH" or partner is winning the trick and a switch is evident. Subsequent signals in the same suit are suit preference.

With "SMITH" high-low from either defender encourages the suit led. If a "SMITH" signal is not available in the first suit played by declarer, eg because a defender

only had one affordable card or because dummy has a long suit with no side entry, then the first discard or the next suit played by declarer (whichever is sooner) is a

"SMITH" signal. All trump signals are suit preference.

**NOTE 7: DISCARDING**

The first discard in each suit is ENCRG/DISCG unless already known. Subsequent discards in the same suit are reverse original count first followed by suit preference.

**NOTE 8: JUMPS IN COMPETITIVE AUCTIONS**

Single jump below game in partner's suit=FIT, double jump below game in partner's suit=SPL, any jump above game in partner's suit=NAT.

After a fit jump then 4NT and 5NT are RKCB/GSF for the agreed suit (not 6AB or 'pick a slam').

**NOTE 9: DEVELOPMENTS AFTER A 1NT REBID**

After 1x-1y-1NT, 2♣ is a PUP to 2♦ then: 2M=INV, 2NT=INV with 5y, 3x=INV in a minor but FG with 3 card support in ♥, 3y=6+card suit mild slam try, 3z=54 FG, 3NT shows 5y if a M, 4z=65.

Without the puppet: 2 suit=weak, 2NT=INV only interested in 3NT, 3x=3+ card slam try, 3y=6 card suit slam try, 3z=55 FG, 4z=66.

**NOTE 10: DEVELOPMENTS AFTER INTERVENTION AFTER A 2m OVERCALL OF OPPONENTS 1NT OPENING**

After (1NT)-2m-(DBL): Pass=P/C, RDBL=values. Other responses are unchanged by the DBL.

After (1NT)-2m-(bid): DBL=T/O for second suit, bids=NAT NF, CUE=FG relay.

After (1NT)-P-(P) 2m-(bid): DBL=PEN, bids=P/C, 2NT=FG relay.

After (1NT)-2m-(P)-2NT-(P): 3m=4+ cards in bid suit, 3♥=4 cards in other major, 3♠ after 2♣=both majors equal length, 3♠ after 2♦=5 good ♠ plus 4♥.

**NOTE 11: CHOICE OF OPENING BID WITH (5422) and (5431) HANDS OF < 17 HCP**

5M is usually opened 1M, but may open 1NT with a poor 5M in a (5422) with 14-16 HCP. Otherwise the longest suit is opened first unless this gives a rebid problem

because we like a 1NT rebid to not have a singleton in responder's suit. Such a rebid problem usually only arises when the 4 card suit is higher ranking than the 5 card

suit and a singleton is higher ranking than both suits. In this case the 4 card suit opened and the 5 card suit rebid. The 4 card suit may also be opened with (5422)

11-13 where the 4 card suit is higher ranking and the 5 card suit is poor. In this case the rebid is 1NT. In the same circumstances with 14-16 HCP 1NT may be opened

with (5422).

**NOTE 12: CONTINUATIONS AFTER OUR 2 SUITED INTERVENTION OVER A STRONG 1♣**

Dbl/1♦ over a strong ♣ is not just obstructive; it is either constructive or lead directing. CRO bids may just be obstructive.

Over a 2 suited CRO bid:- 1NT=constructive enquiry for the longest suit and suit bids are pass/correct. If next hands bids or doubles then DBL/RDBL shows a wish to

play in own suit instead of the CRO bidder's suits; bids are still pass/correct.

Pass over a strong ♣ may be a good hand. 1♣-1♦-1NT is defended as a strong NT opening with all bids showing at least opening values

**NOTE 13: TRANSFER BREAKS AFTER A 1NT OR 2NT OPENING**

After a 2♦/♥ transfer over a 1NT opening opener is expected to break the transfer with any hand having 4 card support. He breaks to a new suit with a doubleton other

than Qx (irrespective of hand strength). 2NT and 3M show maximum/minimum without a doubleton to break to, ie either 4333 or the doubleton is Qx.

After a 3♦/♥ transfer over a 2NT opening opener is expected to break with any hand which offers fair play for game opposite 5 trumps and no values. A break to a

new suit shows a strong holding with a source of tricks and 4M shows any other transfer break. 3NT by opener shows 5 cards in OM - it is not a transfer break.

After any transfer break a repeat of the bid suit at minimum level is a retransfer. When a retransfer is available then bidding the trump suit is a long suit game try (NF)

in the retransfer suit at the 3 level and a cue bid in the retransfer suit at game level.

**NOTE 14: RESPONSES AFTER OPPONENT'S 2 SUITED OVERCALL**

If the overcall shows 2 specific suits then lower cue=limit raise+, higher cue=unbid suit FG, unbid suit=NF, simple raise=weak, jump cue=SPL, dbl=bal values suggesting penalty, 2NT (if available)=NAT.
If the overcall only shows one specific suit then cue=limit raise+, new suit=F1, simple raise=weak, jump cue=SPL, dbl=bal values suggesting penalty, 2NT (if available)=NAT.

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**NOTE 15: CONTINUATIONS AFTER 1 LEVEL OPENINGS**

1x-1y-1z is F1 if responder has 6+ HCP. A jump to 2z is either a cue bid (A or K) agreeing responder's suit or natural FG close to a 2C opening in values. Responder

assumes a cue bid. Opener must rebid the 3rd suit for it to become natural. Opener's minimum rebid at the 2 level is NF after a 1 level response.

After 1♣-1♦-1♥-1♠ opener raises with 4♠, jumps (FG) to 2NT or 3 of a suit with 15+ HCP, rebids 1NT with a spade stop and <15 HCP or bids 2♣/♦/♥ with <15.

Responder's rebid in his own suit is invitational. A jump rebid in his own suit is FG often a slam try.

After 4th suit forcing at the 2 level then opener's 2NT=11-13 or 17+, 3NT=14-16 and a raise of 4th suit is natural unless this isn't possible in which case it shows extras

without any natural bid being suitable.

After 1x-1y and a 2 level reverse by opener then the lower of 4th suit and 2NT is ART and creates a NF sequence; any higher rebid by responder is FG; any lower F1.

If responder bids the 4th suit or 2NT then a 3rd round jump in the 4th suit is a SPL agreeing opener's last bid suit, eg 1♣-1♠-2♦-2♥-2♠-4♥.

After 1x-1y a jump reverse by opener is a non-FG splinter.

**NOTE 16: CONTINUATIONS AFTER A PREEMPTIVE OPENING**

Opener's rebids after responder's cue bid asking for control in a bypassed suit are:- 5x=sign-off with no control, 6x=2nd round control, 5NT=1st round control plus

a side king, new suit=first round control in the bypassed suit plus a singleton in the newly bid suit.

**NOTE 17: DEFENCE TO 3NT OPENING SHOWING A LONG MINOR**

Dbl=bal values, 4m=3 suited take-out short in the other minor, 4M=NAT.

**NOTE 18: OTHER CUE BIDS**

After (1M)-(2M):- 3M asks for stop, 4m=LEAPING MICHAELS.

After (1X)-(1NT):- 2X=MICHAELS, 3X asks for stop.

After (2♠=natural):- 3♠=any 2 suits.

**NOTE 19: RKCB RESPONSES WITH A VOID AND DEVELOPMENTS AFTER AN RKCB RESPONSE**

With a void the responses to RKCB are 5NT=2 key cards+an unspecified void, 6x below trump suit=3 key cards+void in the named suit, 6 trump suit=3 key cards+

higher ranking void. With less than 2 key cards the normal key card response is given.

After an initial RKCB response, the next step asks for the trump Q (trump suit denies; new suit=lowest side king + trump Q, jump in trump suit=trump Q with no side

K, 5NT=a hand for which no response is available below 6 of trump suit). 5NT after the RKCB response asks for specific kings (lowest first). 5 of a new suit above the

trump Q enquiry asks for 2nd round control and 6 of a new suit asks for 3rd round control except that in 2 suited auctions the lowest new suit offers choice of the 2 suits

Over a naturl 4NT then a raise to 5NT is natural. We always bid on when we have 3+key cards when the response is 2-way.

**NOTE 20: SIX ACE BLACKWOOD**

When 2 suits have been agreed then 4NT is six ace Blackwood with responses 5♣=0 or 3, 5♦=1 or 4, 5♥=2 or 5 with neither Q, 5♠=2 or 5 with one Q, 5NT=2 or 5

with both queens. After 5♣ or 5♦ the responses to a Q ask are:- 1st step=0, 2nd step=1, 3rd step=2 + king in bid suit.

**NOTE 21: EXCLUSION KEY CARD BLACKWOOD**

A jump to a level above that for a splinter, or a jump to above 4 of an already agreed suit, is exclusion key card Blackwood with responses:- 1st step=0 or 3, 2nd step=1

or 4, 3rd step=2 without trump Q, 4th step=2+trump queen. Continuations are as over RKCB.

If EKCB is doubled then Pass=0 or 3, Rdbl=1 or 4, 1st step=2 without trump Q, 2nd step=2+trump queen.

**NOTE 22: CONTINUATIONS AFTER A 2NT OPENING**

2NT-3♣-3♦-4m and 2NT-3♣-3♦-3M-3NT-4m are NAT. After 2NT-3♦/♥-3M then 4NT=NAT and 5NT asks opener to choose between 6M and 6NT.

3♦/♥ transfers are only broken with a suitable hand; a transfer break to a new suit shows a source of tricks in the bid suit.

**NOTE 23: CONTINUATIONS AFTER ONE ROUND FORCES**

After a 2 over 1 in competition only 2NT is NF; any suit bid below game is F.
After a new suit response to an overcall a raise of responder's suit or a repeat of overcaller's suit are NF; 2NT or a new suit rebid are F. If opponents bid again after a
new suit response then dbl is penalty from both sides.
If an unassuming cue bid is doubled then Pass=encouraging (F to minimum level of our suit) and rebidding our suit is not encouraging.
After a negative double of our overcall then Rdbl shows the ace or king.

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**NOTE 24: CONTINUATIONS AFTER A JUMP 2NT REBID**

1x-1y-2NT-3♣ is checkback. Any other 3 level continuation over 2NT is NAT F but responder can pass simple preference. A jump to 4x or 4 of a new suit is a splinter setting y as trumps.

**NOTE 25: CONTINUATIONS AFTER 1M-2♣**

1M-2♣=FG with 4+♣ or a limit raise with 3 card support (possibly 4 card support with a poor limit raise).

After 1♥-2♣: 2♦=5+♥ (any strength), 2♥=4♥ minimum, 2♠=17-19 BAL with 44 in majors, 2NT=17-19 BAL with 4♥ and not 4♠, 3♣=5+♥ and 4+♣ extra values, 3♦=5+♥ and 5+♦ extra values with good suits, 3♥=6+♥ extra values, 3♠=6+♥ and 5+♠ extra values with good suits, 3NT=3532 17-19.

After 1♠-2♣: 2♦=5+♠ and <4♥ (any strength), 2♥=4+♥ F1, 2♠=4♠ minimum, 2NT=17-19 BAL with 4♠, 3♣=5+♠ and 4+♣ extra values, 3♦=5+♠ and 5+♦ extra values with good suits, 3♥=5+♠ and 5+♥ extra values with good suits, 3♠=6+♠ extra values, 3NT=5332 17-19.

After 1M-2♣-2♦: 2M=3 card limit raise or poor 4 card limit raise (then 1st step=some short-suit try, 2nd-4th steps=long suit try, raise=all round try), 2OM=NAT with

5+♣ FG, 2NT=13-15 or 18+ with ♣, 3♣=NAT FG denies 3M, 3♦=5+♣ and 4+♦ FG, 3M=4+♣ and 3M FG, 3NT=16-17 BAL with ♣.

After 1♥-2♣-2♦-2♠: 2NT=NAT but may have long ♦, 3♣=3+♣, 3♦=4SF, 3♥=6+cards not enough for 3♥ over 2♣ and unsuitable for 4♥ now, 3♠=4♠ (may have

♣ shortage and extra values), 3NT=3532 minimum, 4♣="picture" good ♥ and 4+♣ minimum, 4♦=SPL for ♠, 4♥=NAT no slam interest, 4♠=NAT with ♣ shortage minimum.

After 1♠-2♣-2♦-2♥: 2♠=6+cards not enough for 3♠ over 2♣ and unsuitable for 4♠ now, 2NT=NAT but may have long ♦, 3♣=3+♣, 3♦=4SF, 3♥=singleton splinter for ♣, 3♠=singleton splinter in ♦ for ♣, 3NT=5332 minimum, 4♣="picture" good ♠ and 4+♣ minimum, 4♦/♥=void splinter for ♣, 4♠=NAT no slam interest.

After 1M-2♣-3♣: 3M=limit raise with some slam suitability or FG with M and ♣, 4M=limit raise with no slam suitability, others=descriptive with ♣ FG.

When the 2♣ bidder is passed hand then the continuations are similar except that a 3rd round 3♣ bid by opener is NF.

**NOTE 26: CONSTRUCTIVE RAISES OF 1 LEVEL OPENINGS**

2NT=4 card limit raise or 16+ with 4+ card support, 3NT=12-15 BAL with 4+ card support, Double jump=SPL with game values.

Over 1M all 3 card limit raises go via 2♣ response - see [25].

After 1x-2NT: New suit=natural assumed initially to be a long suit game try, 1M-2NT-3NT=slam interest opposite 16+ but no slam interest opposite a limit raise.

**NOTE 27: RESPONSES TO GRAND SLAM FORCE**

6 trump suit=0, 1st step=1, 2nd step (if not trumps)=A or K with extra length, 7 trump suit=2.



## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS** (Style; Responses; 1/2 level; Reopening)  
 6-17 HCP and possibly good 4 card suit at one-level. Sound at two-level, but more aggressive when opponents have a fit.  
 Responses: All raises weak. New suit F1 [23]. Jump in new suit=FIT, Double jump=SPL below game in our suit [8]. CUE=F1 with support, limit+ [23]. If two cues are available the lower shows 3 trumps and the higher 4 trumps. Jump cue=SPL with 4 trumps.

**1NT OVERCALL** (2nd/4th Live; Responses; Reopening)  
 1NT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-15 (11-16 over 1♠). Responses as over 1NT opening.  
 3 level transfers [1] with PEN DBL after intervention.  
 Reopening 2NT=19-21 BAL with responses as over 2NT opening. (1X)-(2X)=NAT with continuations as over a 2NT opening.

**JUMP OVERCALLS** (Style; Responses; Unusual NT)  
 1-suit: WEAK. New suit response F1, 2NT=relay for side card.  
 2-suit: Constructive 55+. (1m)-2NT=♥+om, (1M)-2NT=♦+♣, 1♦-3♣=♥+♠, 1♥/♠-3♣=OM+♦. 4th "live" 2NT=2 unbid suits.  
 Reopen: Intermediate (10-15) including natural 3♣.

**DIRECT AND JUMP CUE BIDS** (Style; Responses; Reopen)  
 Direct Cue: 2-suited constructive 55+. (1m)-2m=♠+om, (1M)-2M=OM+♣. 1♣-3♣=♥+♠, 3♦/♥/♠ jump cue=ASKS FOR STOPPER usually with a solid minor. (1x)-(1y)2x/y=NAT.  
 Reopen Cue=MICHAELS, opening values, 55+. See [18].  
 VS. NT (vs. Strong / Weak; Reopening; PH)  
 2♣=♥+any, 2♦=♠+any, show longer M if ♥+♠ or bid 2♣ if 44.  
 Responses: 1st step=P/C (to 5M or 2nd suit with only 4M), 2nd step=3 card support, 2NT=FG relay, new suit=NF. See [10].  
 3M=weak, 3m=opening values. X=1m or 55♥+♠ over strong NT (14-16 or better) or by PH. By PH: 2♣=♣+a M, 2♦=♦+a M.  
 DBL of Stayman/transfer=bid suit (strong NT) or 15+ (weak NT).  
 VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)  
 DBL=T/O. LEB AFTER T/O DBL OF 2M [2]. (2x)-2NT=15-18. (2x)-3x asks for stop. (2x)-4m=LEAPING MICHAELS. Natural continuations after (3x)-3NT. (3x)-4x=any 2-suits STR. [3], [17].  
 VS. ARTIFICIAL STRONG OPENINGS  
 Over strong 1♣: X=♥, 1♦=♠, 1♥/♠/NT=2 suits CRO [12], 2NT=strong 2 suiter. X/1NT/2♣ also CRO after 1♣-1♦ and strong 1♦.  
 Over strong 2♣/♦: DBL=bid suit, 2NT=any 2 suits.

**OVER OPPONENTS' TAKEOUT DOUBLE**  
 All direct raises=weak. FIT-SHOWING JUMPS (Limit+) with 4+ trumps. Double jump=splinter. 2NT=Limit raise+ with 4 trumps. RDBL=10+HCP BAL/semi-BAL with penalty possible.  
 New suit NF if opener has 11-13BAL. Pass then DBL=T/O.

## LEADS AND SIGNALS

**OPENING LEADS STYLE**

	Lead	In Partnership Suits
Suit	4th best; 2nd from xxx(+)	3rd/low incl H98(+)
NT	4th best; top from xx	3rd/low
Subseq	ATT	ATT

Other: Ace for ATT. King for count v suit. King for unblock or count v NT. Trump leads are suit preference.

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AK(+), A(+)	AK(+), A(+)
King	AK(+), KQ(+), Kx	Strong holding, Kx
Queen	KQ(+), QJ(+), Qx	KQ(+), QJ(+), Qx
Jack	J10(+), AJ10(+), KJ10(+), Jx	J10(+), AJ10(+), KJ10(+), Jx
10	109x(+), H109(+), 10x	109x(+), H109(+), 10x
9	9x, H98(+)	9x, H98(+)
Hi-x	Sx, xSx(+)	Sx
Lo-x	HxxS(+), HxS	HxxS(+), HxS, xxxS(+), xxS

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=DISCG [5]	Hi=odd [6]	Hi=DISCG [7]
	2 Hi=odd [5]	Suit preference[6]	Hi=odd [7]
	3 Suit preference[5]		Suit preference[7]
NT	1 Hi=DISCG [5]	"SMITH" [6]	Hi=DISCG [7]
	2 Hi=odd [5]	Hi=odd [6]	Hi=odd [7]
	3 Suit preference[5]	Suit preference[6]	Suit preference[7]

Signals (including Trumps): TRUMP SIGNAL=Suit preference.

**DOUBLES**

**TAKEOUT DOUBLES** (Style; Responses; Reopening)  
 Any strong hand or 3+ card support for unbid suits, opening values. CUE=8+ HCP any 2 suits not promising a rebid. Reopening DBL may be 3 HCPweaker. After XX of any T/O DBL then P=to play.  
 LEB-VARIATIONS / SCRAMBLING 2NT after DBL of 2M [2].  
 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES  
 NEG DBL: 1♣-(1♦)-DBL=<4♥ and <5♠, 1m-(1♥)-DBL=<4♠, others non-specific take-out. SUPPORT X and XX up to 2♠ after 1 or 2 level response (but not over 1NT intervention). T/O X: (a) OPPT have agreed a suit and auction is live, (b) partner has overcalled, (c) after a 3 level overcall of our 1NT opening or o'call.  
 PENALTY DBL (at least Hxx under) after (1NT)-DBL-(2X) and (1NT)-DBL-(2X)-P-P. DBL after 1X-1NT (2Y) is PEN unless partner has unusual distribution. Game try DBL when no space.

# WBF Convention Card

CATEGORY: **Green**                      DATE: **20th November 2007**  
 NCBO: **England**                      EVENT:  
 PLAYERS: **David Bakhshi & Paul Hackett**

## SYSTEM SUMMARY

**GENERAL APPROACH AND STYLE**  
 4-card majors, frequently 11-13 BAL. 1 bids usually follow rule of 19. Occassionally open 4M before 5m [11]. Jump shift responses weak at 2-level, invitational at 3-level. NAT weak 2-bids.  
 Weak PRE 1+3 seat NV; other PRE sound. Wide-range overcalls, strongish at 2-level. Fit jumps in COMP auctions. Frequent use of non-penalty DBL and artificial 2NT in COMP auctions.  
 1NT Opening: 14-16 1st & 2nd position. 15-17 3rd & 4th position.  
 2 OVER 1 Response: FG with no COMP. F1 with COMP [23].

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

WEAK JUMP RESPONSES at 2-level. Invitational at 3-level.

3 level transfers after intervention over 1NT opening/overcall [1].  
 LEB-VARIATIONS [2] after take-out double of a major.  
 SCRAMBLING 2NT [2] after reopening take-out double of 2M.

COMPETITIVE CUE=LIMIT RAISE or better.  
 FIT-SHOWING JUMPS in COMP.

1M-2♣=natural FG or a limit raise [25]

**SPECIAL FORCING PASS SEQUENCES**  
 Opponents bid below 2x after 1x-(DBL)-RDBL.  
 Opponents 2♣/♦/♥ after (1NT)-DBL.  
 Any time we have shown the high card values for game.  
 After our penalty RDBL.

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

PSYCHICS: Occasional 1M response on 3 cards.

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1x		4	3♠	Most BAL 11 HCP hands are opened. UnBAL hands usually follow rule of 19. With (4432) 11-13 choice is ♥ 1st, ♠ 2nd, ♦ 3rd. With (4432) 17+ either suit may be opened. Occassionally open 4 card suit with lower 5 card suit when <17 HCP [11].	1M may be 5 HCP or less with fair suit. 1♣-1M BYPASSES DIAMONDS (<11 HCP). 1♣-1NT=8-11 with 4+♣; otherwise 1NT=5-12 (semi-F). 2 OVER 1 FG but 1M-2♣=NAT FG or a limit raise[25]. WEAK JUMP RESPONSES at 2-level. Intermediate jump responses at 3-level, usually without 3-card support. Jump raise is PRE (weak NV, 6-9 VUL). See [26] for constructive raises. See [14] for responses after 2 suited overcall.	1x-1y-1NT=11-13 (singleton y rare) with 2♣ PUP to 2♦[9]. 1x-1y-2NT=17-18 without a 4 card major which could be bid at the 1 level - see [24] for continuations. After 1♠-1NT-2NT: 3m=to play, 3♥=5+♥ FG. 1x-1y-3NT=long suit with doubleton support. 1x-2y-2NT=11-13 or 17+ (responder assumes 11-13). LONG SUIT TRY after a raise or 1x-2NT. 4SF is FG except 1♣-1♦-1♥-1♠ [15]. Jump in 4th suit =NAT 2-suited FG. Splinter jumps after a 2-level response. See [15] for other continuations.	FIT-SHOWING JUMPS 2NT=good raise to 3. 1x-1y-1NT=11-14. 1x-1y-2NT=18-19. 2 over 1=natural, 9+ HCP except 1M-2♣=9-10 HCP, either 3+M or 5+♣.
1NT				14-16 BAL 1st & 2nd pos. 15-17 BAL 3rd & 4th pos. 5332 with 5M is usually opened 1NT. (5422) and 6m possible.	“PUPPET STAYMAN” (NT rebids by RESP deny 4M). FOUR-SUIT TRANSFERS (2♠=♣, 2NT=♦). 3x=SPL, (4441)or(5431) with poor 5m. 4♣=ace ask. 4♦=♥+♠ 55+ seeking preference. 1NT(2x)DBL=PEN but 1NT(3x)DBL=T/O.	1NT-2♣-2♦-2♥-2♠=4♥ F1. 1NT-2♣-2♦-2M-2any-3m=NAT FG. 1NT-2♣-2x-3M=invitational, 1NT-2♣-2x-3m=FG. 1NT-2♦/♥-2M-3M=slam try. 1NT-2♦/♥-2M-3 new suit=F1 (not FG). After 1NT-2♠/NT: 1st step=no fit and 2nd step=fit; over these a new suit=NAT. See [4] & [13].	
2♣	√			22-24 BAL or FG.	2♦=waiting. Suit positive shows 2 of top 3 honours. 2NT=8-11 BAL. 2♣-(2x)-DBL=PEN, 2♣-(2x)-P-P-DBL=22-24 BAL.	2♣-2♦-2♥=NAT or 22-24 BAL with 2♠ relay(or 2NT=both minors 0-4, 3m=Qxxxxx 0-2, 3♥=5+♥<4♠ FG). 2♣-2♦-2♠-3♣ & 2♣-2♦-3♣-3♦=-ve or nat. Jump by responder=SPL.	
2♦/ 2♥/ 2♠		5		3-9 HCP (3-13 in 3rd, 9-13 in 4th). 5+ cards NVvVUL 1st posn or NV 3rd posn.	2x=NAT constructive NF. 2NT=(R). Over 2♥/♠ 3x lower than raise=TFR. Raise=PRE with an honour. 3x after DBL is natural NF.	After 2x-2NT: 3x=MIN, 3y=best side card non-MIN, 3NT=4 cards in OM (or good suit after 2♦), 4y=SPL. A 3 level transfer invites in new suit but not 3NT or in opener's suit.	
2NT				19-21 1st & 2nd. 20-22 3rd & 4th. 5M frequent. (5422) and 6m sometimes. Singleton honour possible.	“PUPPET STAYMAN” (NT rebids by RESP deny 4M). 3♦/♥=TRF. 3♠ asks for 4 card minor. 4♣=ace ask. 4♦=♥+♠ 55+ seeking preference. 4M=NAT slam try NF.	2NT-3♣-3NT=<3♠ & <4♥. 2NT-3♣-3♦=4M or 3♠. 2NT-3♣-3♦-3♥-3♠=4♥. 2NT-3♦/♥-3NT=5 cards in OM. See [22] for other continuations.	
						<b>HIGH LEVEL BIDDING</b>	
3x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit F1. Jump (incl 4M)=CUE asking for control in any bypassed suit [16].	CUE style is show first round controls before second except K in partners suit. 4NT=NAT when raise of NT or when same hand bid 3NT on previous round or when partner's last bid was a NAT F 4m, eg 1♥(3♠)4m(P)4NT. Otherwise 4NT=RKCB (3041) for agreed or last bid suit. See [19] for continuations, [20] for 6AB when 2 agreed suits and [21] for EKCB.	
3NT				To play. Often a long suit.		Over intervention: DBL/RDBL= PEN, Pass=0 or 3, 1st step=1 or 4, etc. 5NT (5♠ when ♣ trumps) asks for trump honours when trump suit is known [27]. Otherwise 5NT is 'pick a slam'.	
4x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit over 4M=CUE asking for control in any bypassed suit [16]. Om over 4m=ART slam try.	When cue bid is doubled then pass is encouraging and RDBL by either side=1st round control. Pass then pull is stronger than direct pull when pass is F. Unnecessary jump=SPL. LIGHTNER.	

NCBO: England

PLAYERS: David Bakhshi &amp; Paul Hackett

**NOTE 1: 3 LEVEL TRANSFERS AFTER INTERVENTION OVER OUR INT**

After 1NT-(2x), (1x)-1NT-(2x or 2y), (1NTweak)-DBL-(2x) or (1NTweak)-P-(2x=Stayman/transfer)-DBL, (2♦multi)DBL then over 2M:-

2NT asks for better minor; over this 3♦=to play, 3M=4 cards in OM with a stop, 3OM=5 cards in OM FG with a stop, 3NT=no major with a stop.

If 2NT is not used then 3♣=to play, 3♦/♥=transfer with the transfer cue showing 4 cards in OM and no stop and transfer to OM showing 5+ cards either to play (invitational if the suit could have been bid at the 2 level) or FG without a stop, 3♠=5+♣, 3NT denies a stop, 4♣=5+♦.

After a natural 2m intervention:-

2NT asks for 4 card M (3♣ shows one or both, 3♦ denies); after this 3♦ asks for the major, 3M shows 5 cards FG with a stop, 3NT=no major with a stop.

If 2NT is not used then 3♣=to play over 2♦ or shows 5+♦ invitational+ over 2♣, 3♦/♥=transfers either FG without a stop or invitational, 3♠=5+♣ (over 2♦), 3NT denies a stop.

After 1NT-(2♣=♥+♠):-

DBL=penalty double of at least one major (3 level transfers apply over 2M on the next round), 2♦=to play, 2M=stop, 2NT asks for better minor, 3♣=to play, 3♦=F,

3M=SPL.

After 1NT-(DBL or 2♣=unspecified suit):-

2 bids=NAT NF, 2NT=FG 2 suiter, 3 bids=suit above FG.

After 1NT-(2♦=unspecified major):-

2 bids=NAT NF, 2NT=either both minors or to play 3♦, 3♣=to play, 3♦+=suit above FG.

Over an intervention which does not show a specific suit the 3 level transfers also apply by responder when a suit (or potential suit if pass/correct) has first been shown.

This applies when responder initially passes or doubles to show values. Once the opponents have bid 2 suits, eg 1NT-(2♥)-DBL-(2♠), then 2NT and higher bids are natural.

**NOTE 2: 2NT AFTER PARTNER'S TAKE-OUT DOUBLE**

After a T/O of a major when partner has not yet bid and at least one hand is not limited, eg (2M)DBL, (1M)DBL(2M), (2♦multi)P(2M)DBL, 1x(2M)P(P)DBL then

2NT=PUP to 3♣. Direct suit bids are NF but show invitational values; suit bids after the PUP are weaker. Direct 3NT denies a stop; 3NT after the PUP shows a stop.

After a T/O of a major when both hands are limited, eg (1M)P(2M)P(P)DBL, then 2NT is SCRAMBLING with any 2 suits below the M. After a T/O of 2M where

partner has already bid, eg 1x(2M)DBL then 2NT is NAT. After a T/O DBL of a minor then 2NT is NAT.

**NOTE 3: DEFENCE TO MULTI 2♦ OPENING**

DBL=13-16 BAL or strong, 2NT=16-19, 2M=NAT (may only be 4 card) without the OM. In response to a 2M overcall then a new suit (incl OM) is natural even by

a passed hand and 2NT is an enquiry (3♣=MIN 4M, 3♦=MIN 5+M, 3♥=MAX 4M, 3♠=MAX 5+M). Pass then DBL=PEN. DBL then DBL=strong T/O.

After (2♦)DBL(2M) then DBL is PEN and 3 level transfers apply [1]. (2♦)P(2M)DBL=T/O + LEB [2].

**NOTE 4: CONTINUATIONS AFTER 4TH SEAT INTERVENTION OVER A STAYMAN OR TRANSFER RESPONSE TO INT**

After 1NT(P)2♣(DBL): 2M=5 cards, Pass=4 fair clubs, RDBL=strong clubs, 2♦=poor clubs or <4♣. After 1NT(P)2♣(DBL)2♦/2M the auction continues as without the DBL except that 3♣ by responder asks for a stopper. After 1NT(P)2♣(DBL)P(P):- RDBL=to play, 2♦=to play, 2M=4 cards in OM, 2NT=NAT, 3♣ asks

for stopper. After 1NT(P)2♣(2x):- DBL by either hand=PEN, 2M by responder=NAT 4 cards invitational NF, 2NT+ by responder is 3 level transfer [1]. After 1NT(P)2♣(3x) or 1NT(P)2♣(P)2♦(3x):- DBL by opener=PEN, DBL by responder=T/O, new suit by responder=5 card FG. After 1NT(P)2♣(P)2♦(2x):-DBL by responder=PEN, DBL by opener=T/O, 2M by responder=NAT 4 cards invitational NF, 2NT+ by responder is 3 level transfer [1].

After 1NT(P)2♦/♥(DBL):- RDBL=strong in bid suit, Pass=only 2♥/♠, 2♥/♠=3 cards, others as transfer break [13]. After 1NT(P)2♦/♥(DBL)P(P):- RDBL=to play,

others are as if opener had completed the transfer (thus 2NT+ are natural, not 3 level transfers). After 1NT(P)2♦(2♠)P(P) or 1NT(P)2♦(P)2♥(2♠) or 1NT(P)2♦(2♥)P(2♠):- DBL by responder=cooperative, ie PEN unless opener has significant unshown distribution, 2NT=LEB-SLOW, 3 suit=FG.

After 1NT(P)2♦/♥(3x)P(P) or 1NT(P)2♦/♥(P)2♥/♠(3x) or 1NT(P)2♦/♥(2♥/♠)P(3x):- DBL by responder=T/O, new suit below responder's suit=NF, 3 responder's

suit=NF. After a transfer any DBL by opener of a new suit is PEN.

After 1NT(P)P(2x):- DBL by opener=PEN, DBL by responder=T/O, 2NT by responder=2 suits, 3y by responder=NAT NF.

After 1NT(3x):- DBL=T/O, 3m=NAT NF, 3M=NAT F.

**NOTE 5: SIGNALS ON PARTNER'S LEAD**

The initial signal is ENCRG/DISCG except on K lead or when ENCRG is impossible. The initial signal is then count. The initial signal is only suit preference when partner is expected to retain the lead and a switch is evident or there is a singleton or void in dummy v suit. If there is a singleton in dummy v suit and 3rd hand is

known to hold length in both trumps and the suit led then middle cards encourage a continuation.

The second card in the same suit is reverse original count unless already known. Subsequent cards are suit preference.

NCBO: England

PLAYERS: David Bakhshi &amp; Paul Hackett

**NOTE 6: SIGNALS ON DECLARER'S LEAD**

The initial signal is always count unless "SMITH" or partner is winning the trick and a switch is evident. Subsequent signals in the same suit are suit preference.

With "SMITH" high-low from either defender encourages the suit led. If a "SMITH" signal is not available in the first suit played by declarer, eg because a defender

only had one affordable card or because dummy has a long suit with no side entry, then the first discard or the next suit played by declarer (whichever is sooner) is a

"SMITH" signal. All trump signals are suit preference.

**NOTE 7: DISCARDING**

The first discard in each suit is ENCRG/DISCG unless already known. Subsequent discards in the same suit are reverse original count first followed by suit preference.

**NOTE 8: JUMPS IN COMPETITIVE AUCTIONS**

Single jump below game in partner's suit=FIT, double jump below game in partner's suit=SPL, any jump above game in partner's suit=NAT.

After a fit jump then 4NT and 5NT are RKCB/GSF for the agreed suit (not 6AB or 'pick a slam').

**NOTE 9: DEVELOPMENTS AFTER A 1NT REBID**

After 1x-1y-1NT, 2♣ is a PUP to 2♦ then: 2M=INV, 2NT=INV with 5y, 3x=INV in a minor but FG with 3 card support in ♥, 3y=6+card suit mild slam try, 3z=54 FG, 3NT shows 5y if a M, 4z=65.

Without the puppet: 2 suit=weak, 2NT=INV only interested in 3NT, 3x=3+ card slam try, 3y=6 card suit slam try, 3z=55 FG, 4z=66.

**NOTE 10: DEVELOPMENTS AFTER INTERVENTION AFTER A 2m OVERCALL OF OPPONENTS 1NT OPENING**

After (1NT)-2m-(DBL): Pass=P/C, RDBL=values. Other responses are unchanged by the DBL.

After (1NT)-2m-(bid): DBL=T/O for second suit, bids=NAT NF, CUE=FG relay.

After (1NT)-P-(P) 2m-(bid): DBL=PEN, bids=P/C, 2NT=FG relay.

After (1NT)-2m-(P)-2NT-(P): 3m=4+ cards in bid suit, 3♥=4 cards in other major, 3♠ after 2♣=both majors equal length, 3♠ after 2♦=5 good ♠ plus 4♥.

**NOTE 11: CHOICE OF OPENING BID WITH (5422) and (5431) HANDS OF < 17 HCP**

5M is usually opened 1M, but may open 1NT with a poor 5M in a (5422) with 14-16 HCP. Otherwise the longest suit is opened first unless this gives a rebid problem

because we like a 1NT rebid to not have a singleton in responder's suit. Such a rebid problem usually only arises when the 4 card suit is higher ranking than the 5 card

suit and a singleton is higher ranking than both suits. In this case the 4 card suit opened and the 5 card suit rebid. The 4 card suit may also be opened with (5422)

11-13 where the 4 card suit is higher ranking and the 5 card suit is poor. In this case the rebid is 1NT. In the same circumstances with 14-16 HCP 1NT may be opened

with (5422).

**NOTE 12: CONTINUATIONS AFTER OUR 2 SUITED INTERVENTION OVER A STRONG 1♣**

Dbl/1♦ over a strong ♣ is not just obstructive; it is either constructive or lead directing. CRO bids may just be obstructive.

Over a 2 suited CRO bid:- 1NT=constructive enquiry for the longest suit and suit bids are pass/correct. If next hands bids or doubles then DBL/RDBL shows a wish to

play in own suit instead of the CRO bidder's suits; bids are still pass/correct.

Pass over a strong ♣ may be a good hand. 1♣-1♦-1NT is defended as a strong NT opening with all bids showing at least opening values

**NOTE 13: TRANSFER BREAKS AFTER A 1NT OR 2NT OPENING**

After a 2♦/♥ transfer over a 1NT opening opener is expected to break the transfer with any hand having 4 card support. He breaks to a new suit with a doubleton other

than Qx (irrespective of hand strength). 2NT and 3M show maximum/minimum without a doubleton to break to, ie either 4333 or the doubleton is Qx.

After a 3♦/♥ transfer over a 2NT opening opener is expected to break with any hand which offers fair play for game opposite 5 trumps and no values. A break to a

new suit shows a strong holding with a source of tricks and 4M shows any other transfer break. 3NT by opener shows 5 cards in OM - it is not a transfer break.

After any transfer break a repeat of the bid suit at minimum level is a retransfer. When a retransfer is available then bidding the trump suit is a long suit game try (NF)

in the retransfer suit at the 3 level and a cue bid in the retransfer suit at game level.

**NOTE 14: RESPONSES AFTER OPPONENT'S 2 SUITED OVERCALL**

If the overcall shows 2 specific suits then lower cue=limit raise+, higher cue=unbid suit FG, unbid suit=NF, simple raise=weak, jump cue=SPL, dbl=bal values suggesting penalty, 2NT (if available)=NAT.
If the overcall only shows one specific suit then cue=limit raise+, new suit=F1, simple raise=weak, jump cue=SPL, dbl=bal values suggesting penalty, 2NT (if available)=NAT.

NCBO: England

PLAYERS: David Bakhshi &amp; Paul Hackett

**NOTE 15: CONTINUATIONS AFTER 1 LEVEL OPENINGS**

1x-1y-1z is F1 if responder has 6+ HCP. A jump to 2z is either a cue bid (A or K) agreeing responder's suit or natural FG close to a 2C opening in values. Responder

assumes a cue bid. Opener must rebid the 3rd suit for it to become natural. Opener's minimum rebid at the 2 level is NF after a 1 level response.

After 1♣-1♦-1♥-1♠ opener raises with 4♠, jumps (FG) to 2NT or 3 of a suit with 15+ HCP, rebids 1NT with a spade stop and <15 HCP or bids 2♣/♦/♥ with <15.

Responder's rebid in his own suit is invitational. A jump rebid in his own suit is FG often a slam try.

After 4th suit forcing at the 2 level then opener's 2NT=11-13 or 17+, 3NT=14-16 and a raise of 4th suit is natural unless this isn't possible in which case it shows extras

without any natural bid being suitable.

After 1x-1y and a 2 level reverse by opener then the lower of 4th suit and 2NT is ART and creates a NF sequence; any higher rebid by responder is FG; any lower F1.

If responder bids the 4th suit or 2NT then a 3rd round jump in the 4th suit is a SPL agreeing opener's last bid suit, eg 1♣-1♠-2♦-2♥-2♠-4♥.

After 1x-1y a jump reverse by opener is a non-FG splinter.

**NOTE 16: CONTINUATIONS AFTER A PREEMPTIVE OPENING**

Opener's rebids after responder's cue bid asking for control in a bypassed suit are:- 5x=sign-off with no control, 6x=2nd round control, 5NT=1st round control plus

a side king, new suit=first round control in the bypassed suit plus a singleton in the newly bid suit.

**NOTE 17: DEFENCE TO 3NT OPENING SHOWING A LONG MINOR**

Dbl=bal values, 4m=3 suited take-out short in the other minor, 4M=NAT.

**NOTE 18: OTHER CUE BIDS**

After (1M)-(2M):- 3M asks for stop, 4m=LEAPING MICHAELS.

After (1X)-(1NT):- 2X=MICHAELS, 3X asks for stop.

After (2♠=natural):- 3♠=any 2 suits.

**NOTE 19: RKCB RESPONSES WITH A VOID AND DEVELOPMENTS AFTER AN RKCB RESPONSE**

With a void the responses to RKCB are 5NT=2 key cards+an unspecified void, 6x below trump suit=3 key cards+void in the named suit, 6 trump suit=3 key cards+

higher ranking void. With less than 2 key cards the normal key card response is given.

After an initial RKCB response, the next step asks for the trump Q (trump suit denies; new suit=lowest side king + trump Q, jump in trump suit=trump Q with no side

K, 5NT=a hand for which no response is available below 6 of trump suit). 5NT after the RKCB response asks for specific kings (lowest first). 5 of a new suit above the

trump Q enquiry asks for 2nd round control and 6 of a new suit asks for 3rd round control except that in 2 suited auctions the lowest new suit offers choice of the 2 suits

Over a naturl 4NT then a raise to 5NT is natural. We always bid on when we have more than 3 key cards where the response is 2-way

**NOTE 20: SIX ACE BLACKWOOD**

When 2 suits have been agreed then 4NT is six ace Blackwood with responses 5♣=0 or 3, 5♦=1 or 4, 5♥=2 or 5 with neither Q, 5♠=2 or 5 with one Q, 5NT=2 or 5

with both queens. After 5♣ or 5♦ the responses to a Q ask are:- 1st step=0, 2nd step=1, 3rd step=2 + king in bid suit.

**NOTE 21: EXCLUSION KEY CARD BLACKWOOD**

A jump to a level above that for a splinter, or a jump to above 4 of an already agreed suit, is exclusion key card Blackwood with responses:- 1st step=0 or 3, 2nd step=1

or 4, 3rd step=2 without trump Q, 4th step=2+trump queen. Continuations are as over RKCB.

If EKCB is doubled then Pass=0 or 3, Rdbl=1 or 4, 1st step=2 without trump Q, 2nd step=2+trump queen.

**NOTE 22: CONTINUATIONS AFTER A 2NT OPENING**

2NT-3♣-3♦-4m and 2NT-3♣-3♦-3M-3NT-4m are NAT. After 2NT-3♦/♥-3M then 4NT=NAT and 5NT asks opener to choose between 6M and 6NT.

3♦/♥ transfers are only broken with a suitable hand; a transfer break to a new suit shows a source of tricks in the bid suit.

**NOTE 23: CONTINUATIONS AFTER ONE ROUND FORCES**

After a 2 over 1 in competition only 2NT is NF; any suit bid below game is F.
After a new suit response to an overcall a raise of responder's suit or a repeat of overcaller's suit are NF; 2NT or a new suit rebid are F. If opponents bid again after a
new suit response then dbl is penalty from both sides.
If an unassuming cue bid is doubled then Pass=encouraging (F to minimum level of our suit) and rebidding our suit is not encouraging.
After a negative double of our overcall then Rdbl shows the ace or king.



NCBO: England

PLAYERS: David Bakshi &amp; Paul Hackett

**NOTE 24: CONTINUATIONS AFTER A JUMP 2NT REBID**

1x-1y-2NT-3♣ is checkback. Any other 3 level continuation over 2NT is NAT F but responder can pass simple preference. A jump to 4x or 4 of a new suit is a splinter setting y as trumps.

**NOTE 25: CONTINUATIONS AFTER 1M-2♣**

1M-2♣=FG with 4+♣ or a limit raise with 3 card support (possibly 4 card support with a poor limit raise).

After 1♥-2♣: 2♦=5+♥ (any strength), 2♥=4♥ minimum, 2♠=17-19 BAL with 44 in majors, 2NT=17-19 BAL with 4♥ and not 4♠, 3♣=5+♥ and 4+♣ extra values, 3♦=5+♥ and 5+♦ extra values with good suits, 3♥=6+♥ extra values, 3♠=6+♥ and 5+♠ extra values with good suits, 3NT=3532 17-19.

After 1♠-2♣: 2♦=5+♠ and <4♥ (any strength), 2♥=4+♥ F1, 2♠=4♠ minimum, 2NT=17-19 BAL with 4♠, 3♣=5+♠ and 4+♣ extra values, 3♦=5+♠ and 5+♦ extra values with good suits, 3♥=5+♠ and 5+♥ extra values with good suits, 3♠=6+♠ extra values, 3NT=5332 17-19.

After 1M-2♣-2♦: 2M=3 card limit raise or poor 4 card limit raise (then 1st step=some short-suit try, 2nd-4th steps=long suit try, raise=all round try), 2OM=NAT with

5+♣ FG, 2NT=13-15 or 18+ with ♣, 3♣=NAT FG denies 3M, 3♦=5+♣ and 4+♦ FG, 3M=4+♣ and 3M FG, 3NT=16-17 BAL with ♣.

After 1♥-2♣-2♦-2♠: 2NT=NAT but may have long ♦, 3♣=3+♣, 3♦=4SF, 3♥=6+cards not enough for 3♥ over 2♣ and unsuitable for 4♥ now, 3♠=4♠ (may have

♣ shortage and extra values), 3NT=3532 minimum, 4♣="picture" good ♥ and 4+♣ minimum, 4♦=SPL for ♠, 4♥=NAT no slam interest, 4♠=NAT with ♣ minimum.

After 1♠-2♣-2♦-2♥: 2♠=6+cards not enough for 3♠ over 2♣ and unsuitable for 4♠ now, 2NT=NAT but may have long ♦, 3♣=3+♣, 3♦=4SF, 3♥=singleton splinter for ♣, 3♠=singleton splinter in ♦ for ♣, 3NT=5332 minimum, 4♣="picture" good ♠ and 4+♣ minimum, 4♦/♥=void splinter for ♣, 4♠=NAT no slam interest.

After 1M-2♣-3♣: 3M=limit raise with some slam suitability or FG with M and ♣, 4M=limit raise with no slam suitability, others=descriptive with ♣ FG.

When the 2♣ bidder is passed hand then the continuations are similar except that a 3rd round 3♣ bid by opener is NF.

**NOTE 26: CONSTRUCTIVE RAISES OF 1 LEVEL OPENINGS**

2NT=4 card limit raise or 16+ with 4+ card support, 3NT=12-15 BAL with 4+ card support, Double jump=SPL with game values.

Over 1M all 3 card limit raises go via 2♣ response - see [25].

After 1x-2NT: New suit=natural assumed initially to be a long suit game try, 1M-2NT-3NT=slam interest opposite 16+ but no slam interest opposite a limit raise.

**NOTE 27: RESPONSES TO GRAND SLAM FORCE**

6 trump suit=0, 1st step=1, 2nd step (if not trumps)=A or K with extra length, 7 trump suit=2.

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Sound, sometimes 4 cards at 1 level. New suit F 1/1, CONSTR 2/1
Jump shows fit, cue shows good raise
2NT mixed raise over 1-level overcall
Short-suit game tries after raise of 1M overcall
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 2 <sup>nd</sup> and 4 <sup>th</sup> live; 10-14 (over m) 11-16 (over M) reopening
Responses as to 1NT opening (2♣ asks range when 11-16)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
CUE= 2 highest, 2NT= 2 lowest, 3C= C + other
Jump cue asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
V weak (14-16 or less): DBL PEN; 2♣♥+other; 2♦♠+other;
2M NAT; 2NT minors; 3X PRE
V strong (15 or more): DBL both minors or good hand; 2♣ majors;
2♦ one major; 2M suit plus minor (5-4 at least); 2NT STR 2-suiter;
3X PRE
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O. V 2M, cue asks stopper, 4m suit + OM, FG
V Multi: X = 1-15 or very strong; others NAT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
V strong 1♣: X=♥, 1♦=♠, 1♥/♠/NT=CRO
V 1♣-1♦ or STR 1♦: X/1NT/2♣=CRO; others NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL 10+ penalty-seeking; TRF over X of 1M
Jump shift is FIT
2NT = good raise to 3+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /low	3 <sup>rd</sup> /low	
NT	4 <sup>th</sup> ; high from 3 low	3 <sup>rd</sup> /low	
Subseq	Att	ATT	
Other: A/Q asks Att, K asks CT/UNBL in NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A or K	A, AK, AKJ	
King	AK or KQ	AKJ, KQJ, KQ10	
Queen	KQ or QJ	KQ or QJ	
Jack	J10(+); Jx; KJ10	AJ10, KJ10, J10(+), Jx	
10	109(+); 10x; H109	1098(+), 10, H109	
9	9x	H98(+), 98x	
Hi-X	low	Poor suit, not 9xx	
Lo-X	HxS, HxS(+)	HxS, HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low= ENC	Low= EVEN	Low= ENC
Suit 2	Low= EVEN	S/P	Low= EVEN
3	S/P		S/P
1	Low= ENC	Low= EVEN	Low= ENC
NT 2	Low= EVEN	Smith Echo	Low= EVEN
3	S/P	S/P	S/P
Signals (including Trumps):			
Smith echo (Hi = ENC from both sides), S/P in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most doubles are T/O			
Cue is FG or suit agreement at three level			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL at 1 and 2-level, support 1NT over double			
Game try doubles, lead-directing doubles, responsive double to 4♦			
1m (1H) DBL denies four spades			
If 1NT is doubled for PEN, RDBL forces 2♣ and shows a 1-suiter			
(possibly a 3-suiter if later redoubled). 2X is lower of 4+-card suits.			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>GREEN</b>
<b>NCBO:</b>	<b>ENGLAND</b>
<b>PLAYERS:</b>	Jason Hackett Justin Hackett
<b>SYSTEM SUMMARY</b>	
GENERAL APPROACH AND STYLE	
4-card majors, maybe canapé if WK	
Frequent light openings	
Semi-forcing 1NT response to 1♦/♥/♠	
5+ card weak two-level openings in ♦/♥/♠	
Intermediate jump shifts at 3 level, WK at 2-level	
1NT opening 14-16 1 <sup>st</sup> & 2 <sup>nd</sup> , 15-17 3 <sup>rd</sup> & 4 <sup>th</sup> , 5M, 6m poss	
2 over 1 game-forcing except 1M-2♣	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
WK 2-level openings often 5-card suits, do not deny a side M	
and very wide range (2-10 1 <sup>st</sup> & 2 <sup>nd</sup> , 3-13 3 <sup>rd</sup> , 9-14 4 <sup>th</sup> )	
Jump shifts are FIT in competition	
2NT often ART in competition	
Jump overcalls are destructive, but do not explicitly deny values	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After RDBL or similar	
After our side doubles 1NT	
<b>IMPORTANT NOTES</b>	
LEB after 1NT openings and over double of WK 2	
1♥-1♠-2♦ may be 5-4 or 4-5 – canapé does not always apply	
<b>PSYCHICS:</b> Sometimes 1M with three cards	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		3	4♥	3 cards only if 4-3-3-3 17-19	2♣ F raise; 2NT PRE raise; 3♣ limit raise; WJS (2♦/♥/♠); higher SPL	After 1NT rebid 2♣ forces 2♦; 2♦ ART FG; 3♣ to play; others INV		
1♦		4	4♥	Longer clubs possible	2♦ F raise; 2NT PRE raise; 3♦ limit raise; WJS (2♥/♠); 3♣ NAT INV; higher SPL	As after 1♣		
1♥		4	4♦	Longer m possible if MIN	1NT semi-F; 2♣ NAT FG or 9-14 with support; 2♦ NAT FG; 2♠ weak; 3m INV; 3♥ MIXED; 3♠ sound SPL in anything; 3NT light SPL in ♠; 4m light SPL	After 2♣, 2M shows four cards and MIN; 2♦ shows 5+ cards in M; others mostly ART		
1♠		4	4♦	Longer m possible if MIN	As after 1♥ but 2♥ NAT FG; 3♥ INV; 3NT sound SPL; 4X light SPL	As after 1♥		
1NT				14-16 1st & 2nd 15-17 3rd & 4th	2♣ asks 5M; 2♦ = ♥ or BAL INV or STR; 2♥ = ♠; 2♠ = ♣; 2NT = ♦; 3C/D = 5S+4H/4S+5H; 3M SI 4C= TRF to H; 4D= both Ms; 4H/S= to play	1NT-2♦-2♥-2♠ BAL INV or STR; Break of M TRF = doubleton (not Qx); after 1NT 3D – 3H =relay then 3S/NT= short C/D		
2♣	X			19-21 BAL or GF or 24+ BAL	2♦ relay, 2M to play opp 19-21 BAL			
2♦		5		WK (9-14 in 4 <sup>th</sup> )	2X NAT CONSTR; Raise shows top honour; 2NT asks side guard; TRF below opening			
2♥		5		WK (9-14 in 4 <sup>th</sup> )	As 2♦ but 2NT asks feature	2NT-3NT four cards in ♠		
2♠		5		WK (9-14 in 4 <sup>th</sup> )	As 2♦ but 2NT asks feature	2NT-3NT four cards in ♥		
2NT				22-23 BAL	3♣ asks 5M; 3♦=♥; 3♥=♠; 3♠>3NT; 3NT ♠+♠ FG; 4♠=♦+♠; 4♦ 5-5 Ms; 4M NAT slam try	2NT – 3D/H – 3NT= doubleton H/S; 2NT- 3D/H – 3H/S= 3+ card H/S then CUE= shortness		
3♣		6		NAT PRE	3X NAT F1			
3♦		6		NAT PRE	3X NAT F1			
3♥		6		NAT PRE	3X NAT F1			
3♠		6		NAT PRE				
3NT				Solid m 1 <sup>st</sup> & 2 <sup>nd</sup> To play 3 <sup>rd</sup> & 4 <sup>th</sup>	4m P/C			
4♣	X			Good 4♥ opening				
4♦	X			Good 4♠ opening				
4♥				Weaker than 4♣				
4♠				Weaker than 4♦				
4NT	X			Asks specific Aces				
5♣								
5♦								
5♥								
5♠								
							<b>HIGH LEVEL BIDDING</b>	
							RCKB (1430) after which 5NT asks specific Kings; Italian style CUE bidding with rolling 4NT; 4NT after m suit agreement is good raise to 5m; DOPI ROPI; Josephine 5NT; LIGHTNER DBL; Forcing PASS followed by pull= INV to slam	