

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
7-18, fairly sound at the 2 level, may be more aggressive when pard passed, new suit NF unless OPP preempted, jump raise PRE, jump Cue 7-9 with 4 trumps
jump shift GF by unpassed hand-Weak by passed hand
Cue implies support, NT responses constructive, 4th Suit Double
In Bal Position: 7-15, jump is intermediate, 2NT=17-19 (2NT Opener System On)
RESP doubles (tend not to have only unbid major)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT 15-18 responses as over 1NT opening except if they raise DBL = NEG
reopening: 10-15 (1NT Opener System On), may be slightly stronger over 1♥ or 1♠
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE may have 5 card suit, may be stronger if pard passed, 2NT invites [30]
Unusual NT (55+, variable strength), (1m)-2NT: ♥+om (1M)-2NT: ♣+♦, all jumps in known suits PRE but with playing strength, bid in 4th suit NAT/ NF
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michaels Cue (1m)-2m (55+ ♥+♠, variable strength); Jump Cue [38];
Colorful Cue (1H)-2H (55+ ♠+♣) (1S)-2S (55+ ♥+♦) variable strength, all jumps in known suits PRE but with playing strength, bid in 4th suit NAT/ NF
VS. NT (vs. Strong/ Weak; Reopening; PH)
Cappelletti: 2♣ any 1 suiter, 2NT ART invite, advancers 2♦=P/C, new suit bids NF; if X: P=♣, XX asks suit, New Suit NF; 2♦=♥+♠, 2NT asks [37], if X as 2♣, 2M=M+m; 2NT minors or strong 2 suiter;
VS. PREEMPTS (Doubles: Cue-bids; Jumps; NT bids)
T/O Dbl thru 4♥, higher Dbl = values, advancer's jumps constructive
vs Weak 2s: lebensohl [45], 2NT 15-18 [46], leaping Michaels[47]
(2M)-4M/4NT = minors[48], 3NT-4♣ asks [33]
Cue asks stopper after 2M, (2♦)-3♦/4♦=♥+♠[48]
4NT in Competition [35]
VS. ARTIFICIAL STRONG OPENINGS
vs. strong ♣ DBL = ♥+♠ [37], 1NT=♣+♦ (also after 1♣-P-1♦), usually 9+ cards
Usually have a reason to enter the auction, but may be more aggressive if Not Vul and/or if partner passed, 2NT = ART game try
OVER OPPONENTS' TAKEOUT DOUBLE
new suit on 1 level is F1; 2NT=limit+ in majors PRE in minors, 1m-(X)-3m limit; 1M-(X)-3M PRE; 1M-(X)-transfers (1NT thru 2M) lead or NAT/NF[21]

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	3rd & 5th	same		
NT	4th	same		
Subseq	as from original combination	same		
In the middle of the hand, we often lead low to show an honor or if we want the suit continued - high otherwise				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	A,AK,Ax(+)	asks for unblock or count		
King	AK,KQ,KQx(+)	AKx(+), KQx(+), asks for attitude		
Queen	QJ,QJx(+)	KQ109(+),QJ,QJx(+),AQJx(+)		
Jack	J10,J10x(+),HJ10,HJ10x(+)	J10,J10x(+),HJ10,HJ10x(+)		
10	10x,109,109x(+),H109,H109x(+)	109,109x(+),H109,H109x(+)		
9	9,9x	9,9x,98x(+)		
Hi-x	Sx,HxSx,xxSx,HxxxxSx,xxxxSx	Sxx,xSxx or Sxxx,HxxSx,xxxSx		
Lo-x	HxS,HxxxS,xxxS,xxS	HxS,HxxS,xxxS		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Lo=encourages	Hi/lo=Odd	Lo=encourages
	2	Hi/lo=Odd	S/P	Hi/lo=Odd
	3	S/P-when pard. short		S/P
NT	1	Lo=encourages	Hi/lo=Odd	Lo=encourages
	2	Hi/lo=Odd	S/P	Hi/lo=Odd
	3	S/P		S/P
vs NT: Rev. Smith (lo/hi=encrg), U/D count at trick 1 except when A led (C/UB)				
vs Suits: try to signal what partner needs to know; S/P at trick 1 when dummy has a singleton and partner leads the A or K; U/D remainder count; S/P in trump				
DOUBLES				
TAKEOUT DOUBLES (Style; Response; Reopening)				
may be light with shape, emphasizes majors-may have a doubleton in a minor;				
Cue-bid forcing until a suit is bid twice;				
correcting ♣ to ♦ doesn't show extra strength;				
2NT scramble when partner balances[43];				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Support Dbls & Rdbls below 2 of RESP [16]; Maximal Overcall; 4th Suit Double;				
(1NT) WK-P-(2♣)-DBL = points; Lightner;				
Useful values double; DBL of splinter suggest save Not VUL, lead VUL				
NEG DBL thru 4♥ (including opener's minor), and at 3 level after 1NT opening				
1♣(1♦)-X=at least 4-4 ♥+♠, 1m-(1♥)-X=4 ♠, 1m-(1S)-X suggests 4+♥,				
repeat same suit NEG DBL=T/O, unlimited w/o 5 card suit, suggests length in unbid majors; Responsive and EXT-RESP after at 2 level/overcall/preempt				
DBL of ART raises T/O if < limit, lead directing if limit+				

WBF Convention Card



Category: Natural Green

NCBO: United States EVENT: all events

PLAYERS: Steve Landen

Pratap Rajadhyaksha

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
THIS SYSTEM IS ONLY PLAYED WHEN WE ARE NOT VULNERABLE
Very light opening bids 1/2 position (all BAL 10 HCP, less with distribution). If we are opening light we will open in a 4 card major even with a longer minor (not canape); 1NT [13] response to 1M opening bid shows up to 14 HCP-not forcing.
If we open a minor, then raise or rebid in a major, we show a "real" opening bid.
If we judge a hand to be a "real" opener, we will only open a 5 card major.
Scrambling 2NT after reopening doubles; Fit showing jumps by passed hand;
Lebensohl-Slow (after 1NT Opening/Overcall);Competitive Cue=limit raise +
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1M-1NT = 5-14 HCP, NF, we will pass when weak and BAL
Some NT rebids may be unbalanced and show a light opener [15]
3NT = 4 level minor preempt
vs Unusual NT Overcall: unbid suit NF, Cues [31]
vs Flannery 2♦: X=HCP, 2♥=T/O, 2♠=NAT, 2NT=NAT tricks
vs Opps. 1NT Overcall of a minor, 2♣=stayman [34]
NAMYATS (8 1/2+ tricks, may have a loser in the suit, next suit is relay)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: rare

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♥	8-21 HCP, 10+ if BAL 3 when 4/3-3-3 or 4-4-2-3 11+ HCP	may skip ♦; 1♣-2♣ forcing to 3♣; Strong JS[17] 2NT=11-13 no major; 3NT=to play; 2♣ checkback[4]	Opener jump reverse of 1M is a mini/maxi splinter; Reverses[5]; TRF/2NT rebid[22] 3NT rebid shows long strong suit and partial stoppers or better in unbid suits; 4th suit GF	Jump Shift = FIT w/o COMP
1♦			3	4♥	8-21 HCP, 10+ if BAL 3 when 4-4-3-2 and 11+ HCP	1♦-2♦ Forcing to 3♦; Strong JS[17] 2NT=11-13 no major; 3NT=to play; 2♣ checkback[4]	same as above, 1♦-2♣-2NT = Weak-possibly unbalanced [15]	same as above
1♥			4	4♦	8-21 HCP We open with 4 only when light	Help Suit Game Try; Strong JS[17] 2NT=limit raise + [14]; SPL[19]; 1NT 5-14 HCP NF [13]; 1♥-3♥ PRE; 1♥-3NT PRE raise w/defense; 1♥-X-TRF[21]	1♥-1NT-3♣=moderate 5-6 hand; 1M-2x-2NT Weak-possibly unbalanced [15] 1♥-1NT-4m = self splinter (strong suit, strong hand)[19]; 4th suit GF; TRF/2NT rebid[22]	REV Drury FIT [23] Jump Shift=FIT w/o COMP
1♠			4	4♥	8-21 HCP 4 only when light	same as 1♥	same as above; Bart after 1♠-1NT-2♣-2♦ [18], 1♠-1NT-2♥-2NT-3x [20]	same as above
1 NT			3 lv		14-16 1/2 seat 15+-18- 3/4 seat only 5M, 6m, 4M+5m OK	2♣=Stayman, 4 Suit Transfers, 3♦=GF ♣+♦, 3♥/3♠ = ♥+♠, Texas Transfers, 2♠=Baron; See Note [2] for further detail After interference see Note [1]	See Note [2] Retransfers in majors after super accept	
2♣	✓		0		Strong, 8 1/2 tricks unbalanced, 22+ balanced	2♦ waiting GF, 2♥ Direct Second Negative-partnership may stop in 2NT/3M, Positive in suit shows 2 of the top 3 honors; X of an overcall = Second Negative	If Opener jumps in his suit or rebids it, he sets trumps and forces control bidding.	
2♦			5		3-8 HCP often a 5 card suit 3rd seat variable (up to 12 HCP)	2NT Ogust [30]; New Suit NF; Modified McCabe after X [36]; Raise to 3♦ not invitational	Opener may raise responder's suit with a MAX and a fit	
2♥			5		3-8 HCP often a 5 card suit 3rd seat variable (up to 12 HCP)	2NT Ogust [30]; New Suit NF; Modified McCabe after X [36]; Raise to 3♥ not invitational	Opener may raise responder's suit with a MAX and a fit	
2♠			5		3-8 HCP often a 5 card suit 3rd seat variable (up to 12 HCP)	2NT Ogust [30]; New Suit NF; Modified McCabe after X [36]; Raise to 3♠ not invitational	Opener may raise responder's suit with a MAX and a fit	
2 NT					19-21 1/2 20-21 3/4 5M, 4♥+5m OK	3♣=Stayman, JTB, 3S = Baron, Texas, See Note [3]	See Note [3]; Retransfers in majors after super accept	
3 bids			6		4-6 winners	New Suit F1		
3NT	✓				4 level minor preempt 7+ card broken suit	4♣/4♦/5♣/5♦ = P/C, 4NT = slam invite, 4M NAT NF		
4♣	✓		0		strong 4♥ opening, 8 1/2 tricks	4♦ forces 4♥-responder continuation promises ♦ control direct Cue denies ♦ control		
4♦	✓		0		strong 4♠ opening, 8 1/2 tricks	4♥ forces 4♠-responder continuation promises ♥ control direct Cue denies ♥ control		
4♥			6		PRE, weaker than 4♣	4♣ = NAT, 5♣/5♦ = Cue-bid	HIGH LEVEL BIDDING	
4♠			6		PRE, weaker than 4♦	5x = Cue-bid	Cue-bid style: First round controls generally bid before 2nd. RKCB: 5♣=0/3 5♦=1/4 5♥=2/5 w/o Q 5♠=2/5 w/ Q, 5NT shows all controls + Queen asks for specific Kings, nontrump suit above response Q ask, 6 level asks for third round control for 7; Few Forcing Pass Auctions (must be very clear sacrifice); Pass then Pull in Forcing Pass Auctions strongest action; Exclusion RKCB; 5♣/3NT asks Aces; 1 over agreed minor = RKCB; RKC DOPI (if 3rd step <= 5 of our suit) else RKC DEPO (also at 6 level), DOPI after Gerber or Super Gerber (5♣), Grand Slam Force[28], Lightner X (weak hand could X game); 4NT in competition [35];	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
7-18, sound vul and at the 2 level, more aggressive not vul & when pard passed, new suit NF unless OPP preempted, jump raise PRE, jump Cue 7-9 with 4 trumps
jump shift GF by unpassed hand-Weak by passed hand
Cue implies support, NT responses constructive, 4th Suit Double
In Bal Position: 7-15, jump is intermediate, 2NT=17-19 (2NT Opener System On)
RESP doubles (tend not to have only unbid major)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT 15-18 responses as over 1NT opening except if they raise DBL = NEG
reopening: 10-15 (1NT Opener System On), may be slightly stronger over 1♥ or 1♠
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE fairly sound VUL, may have 5 card suit NVUL or if pard passed
may be stronger if pard passed, 2NT invites game [30]
Unusual NT (55+, variable strength), (1m)-2NT: ♥+om (1M)-2NT: ♣+♦, all
jumps in known suits PRE but with playing strength, bid in 4th suit NAT/ NF
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michaels Cue (1m)-2m (55+ ♥+♠, variable strength), Jump Cue [38]
Colorful Cue (1H)-2H (55+ ♠+♣) (1S)-2S (55+ ♥+♦) variable strength, all
jumps in known suits PRE but with playing strength, bid in 4th suit NAT/ NF
VS. NT (vs. Strong/ Weak; Reopening; PH)
Cappelletti: 2♣ any 1 suiter, 2NT ART invite, advancers 2♦=P/C, new suit bids NF;
if X: P=♣, XX asks suit, New Suit NF; 2♦=♥+♠, 2NT asks [37], if X as 2♣
2M=M+m; 2NT minors or strong 2 suiter;
VS. PREEMPTS (Doubles: Cue-bids; Jumps; NT bids)
T/O Dbl thru 4♥, higher Dbl = values, advancer's jumps constructive
vs Weak 2s: lebensohl [45], 2NT 15-18 [46], leaping Michaels[47]
(2M)-4M/4NT = minors[48], 3NT-4♣ asks [33]
Cue asks stopper after 2M, (2♦)-3♦/4♦=♥+♠[48]
4NT in Competition [35]
VS. ARTIFICIAL STRONG OPENINGS
vs. strong ♣ DBL = ♥+♠ [37], 1NT=♣+♦ (also after 1♣-P-1♦), usually 9+ cards
Usually have a reason to enter the auction, but may be more aggressive if
Not Vul and/or if partner passed, 2NT = ART game try
OVER OPPONENTS' TAKEOUT DOUBLE
new suit on 1 level is F1; 2NT=limit+ in majors PRE in minors, 1m-(X)-3m limit;
1M-(X)-3M PRE; 1M-(X)-transfers (1NT thru 2M) lead or NAT/NF[21]

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd & 5th	same	
NT	4th	same	
Subseq	as from original combination	same	
In the middle of the hand, we often lead low to show an honor or if we want the suit continued - high otherwise			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A,AK,Ax(+)	asks for unblock or count	
King	AK,KQ,KQx(+)	AKx(+), KQx(+), asks for attitude	
Queen	QJ,QJx(+)	KQ109(+),QJ,QJx(+),AQJx(+)	
Jack	J10,J10x(+),HJ10,HJ10x(+)	J10,J10x(+),HJ10,HJ10x(+)	
10	10x,109,109x(+),H109,H109x(+)	109,109x(+),H109,H109x(+)	
9	9,9x	9,9x,98x(+)	
Hi-x	Sx,HxSx,xxSx,HxxxxSx,xxxxSx	Sxx,xSxx or Sxxx,HxxSx,xxxSx	
Lo-x	HxS,HxxxS,xxxS,xxS	HxS,HxxS,xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Lo=encourages	Hi/lo=Odd	Lo=encourages
	2 Hi/lo=Odd	S/P	Hi/lo=Odd
	3 S/P-when pard. short		S/P
NT	1 Lo=encourages	Hi/lo=Odd	Lo=encourages
	2 Hi/lo=Odd	S/P	Hi/lo=Odd
	3 S/P		S/P
vs NT: Rev. Smith (lo/hi=encrg), U/D count at trick 1 except when A led (C/UB)			
vs Suits: try to signal what partner needs to know; S/P at trick 1 when dummy has a singleton and partner leads the A or K; U/D remainder count; S/P in trump			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
fairly sound, emphasizes majors-may have a doubleton in a minor;			
Cue-bid forcing until a suit is bid twice;			
correcting ♣ to ♦ doesn't show extra strength;			
2NT scramble when partner balancing[43];			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support Dbls & Rdbls below 2 of resp [16]; Maximal Overcall; 4th Suit Double;			
(1NT) WK-P-(2♣)-DBL = points; Lightner;			
Useful values double; DBL of splinter suggest save Not VUL, lead VUL			
NEG DBL thru 4♥ (including opener's minor), and at 3 level after 1NT opening			
1♣(1♦)-X=at least 4-4 ♥+♠, 1m-(1♥)-X=4 ♠, 1m-(1S)-X suggests 4+♥,			
repeat same suit NEG DBL=T/O, unlimited w/o 5 card suit, suggests length in			
unbid majors; Responsive and EXT-RESP after at 2 level/overcall/preempt			
DBL of ART raises T/O if < limit, lead directing if limit+			

WBF Convention Card



Category: Natural Green

NCBO: United States EVENT: all events

PLAYERS: Steve Landen

Pratap Rajadhyaksha

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
THIS SYSTEM IS ONLY PLAYED WHEN WE ARE VULNERABLE
5 card majors, 1NT 15-17
2/1 Game forcing except when responder repeats his suit
1NT forcing response to major suit openings
Competitive Cue = limit raise or better
Scrambling 2NT after reopening doubles; Fit showing jumps by passed hand
Lebensohl-Slow (after 1NT Opening or Overcall)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3NT=4 level minor preempt
NAMYATS (8 1/2+ tricks, may have a loser in the suit, next suit is relay)
4 card raises of 1 of a major (1M-3♣ 9-11, 1M-3♦ 7-9)
vs Unusual NT Overcall: unbid suit NF, Cues [31]
vs Flannery 2♦: X=HCP, 2♥=T/O, 2♠=NAT, 2NT=NAT tricks
vs Opps. 1NT Overcall of a minor, 2♣=stayman [34]
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: rare
3rd hand openings may be light, sometimes 4 card major

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♥	11-21 HCP, 12+ if BAL 3 when 4/3-3-3 or 4-4-2-3	may skip ♦; 1♣-2♣ limit+, forcing to 3♣[17]; WK JS 2NT=11-12 no major; 3NT=15-17; 2♣ checkback[4]	Opener's jump reverse of 1M is a mini/maxi splinter; Reverses[5]; TRF/2NT rebid[22] 3NT rebid shows long strong suit and partial stoppers or better in unbid suits; 4th suit GF	Jump Shift = FIT w/o COMP
1♦			3	4♥	11-21 HCP, 12+ if BAL 3 when 4-4-3-2	1♦-2♦ Forcing to 3♦[17]; 1♦-2♣ GF except rebid[10];WK JS 2NT=11-12 no major; 3NT=15-17; 2♣ checkback[4]	same as above	same as above
1♥			5	4♦	11-21 HCP may have 4 in 3rd/4th seat	3♣=limit raise, 3♦=mixed (4+ cards, 7-9); Help Suit Game Try; 2NT=GF raise [9]; 2/1 GF except rebid[10]; SPL[19]; 1NT=F1; 1♥-3♥ PRE; 1♥-3NT PRE raise w/defense; 1♥-X-TRF[21]	1♥-1NT-3♣=moderate 5-6 hand; 1♥-1NT-3♣/3♦ = 55+ GF NAT; 1♥-1NT-2NT ART GF [7]; 1♥-1NT-4m = self splinter[19], Weak Jump Shifts; 4th suit GF; Opener's JS 55+	REV Drury FIT [23] Jump Shift=FIT w/o COMP
1♣			5	4♥	11-21 HCP may have 4 in 3rd/4th	same as 1♥	same as above; Bart after 1♣-1NT-2♣-2♦ [18], 1♣-1NT-2♥-2NT-3x [20]	same as above
1 NT			3 lv	15-17	only 5M, 6m, 4M+5m OK	2♣=Stayman, 4 Suit Transfers, 3♦=GF ♣+♦, 3♥/3♠ = ♥+♠, Texas Transfers, 2♠=Baron; See Note [2] for further detail After interference see Note [1]	See Note [2]; Retransfers in majors after super accept	
2♣	✓		0		Strong, 8 1/2 tricks unbalanced, 22+ balanced	2♦ waiting GF, 2♥ Direct Second Negative-partnership may stop in 3M, Positive in suit shows 2 of the top 3 honors; X of an overcall = Second Negative	If Opener jumps in his suit or rebids it, he sets trumps and forces Control bidding.	
2♦			5		5-10 usually a decent 6 card suit, 3rd seat variable (up to 12 HCP)	2NT asks feature (A or K), New suit F1, Modified McCabe after X [36]; Raise to 3♦ not invitational	Opener will raise responder's major with Jx or better, bid a stopper in an unbid suit or NT with at least partial stoppers in the unbid suits.	
2♥			5		5-10 usually a decent 6 card suit, 3rd seat variable (up to 12 HCP)	2NT asks feature (A or K), New suit F1, Modified McCabe after X [36]; Raise to 3♥ not invitational	Opener will raise responder's 2♠ with Jx or better, bid a stopper in an unbid suit or NT with at least partial stoppers in the unbid suits.	
2♠			5		5-10 usually a decent 6 card suit, 3rd seat variable (up to 12 HCP)	2NT asks feature (A or K), New suit F1, Modified McCabe after X [36]; Raise to 3♠ not invitational	Opener will raise responder's 3♥ to 4♥ with any 2 trumps, bid 3NT with the minors at least partially stopped, control bid 4♠/4♦ with a good hand for ♥	
2 NT					20-21 HCP 6m/5M/4♥+5m OK	3♣=Stayman, JTB, 3S = Baron, Texas, See Note [3]	See Note [3]; Retransfers in majors after super accept	
3 bids			6		6-7 winners	New Suit F1		
3NT	✓				4 level minor preempt 7+ card broken suit	4♣/4♦/5♣/5♦ = P/C, 4NT = slam invite, 4M NAT NF		
4♣	✓		0		strong 4♥ opening, 8 1/2 tricks	4♦ forces 4♥-responder continuation promises ♦control direct Cue denies ♦ control		
4♦	✓		0		strong 4♠ opening, 8 1/2 tricks	4♥ forces 4♠-responder continuation promises ♥control direct Cue denies ♥ control		
4♥			6		PRE, weaker than 4♣	4♣ = NAT, 5♣/5♦ = Cue-bid	HIGH LEVEL BIDDING	
4♠			6		PRE, weaker than 4♦	5x = Cue-bid	Cue-bid style: First round controls generally bid before 2nd. RKCB: 5♣=0/3 5♦=1/4 5♥=2/5 w/o Q 5♠=2/5 w/ Q, 5NT shows all controls + Queen asks for specific Kings, nontrump suit above response Q ask, 6 level asks for third round control for 7; Few Forcing Pass Auctions (must be very clear sacrifice); Pass then Pull in Forcing Pass Auctions strongest action; Exclusion RKCB; 5♠/3NT asks Aces; 1 over agreed minor = RKCB; RKC DOPI (if 3rd step <= 5 of our suit) else RKC DEPO (also at 6 level), DOPI after Gerber or Super Gerber (5♠), Grand Slam Force[28], Lightner X (weak hand could X game); 4NT in competition [35];	

WBF Supplementary Notes-Steve Landen & Pratap Rajadhyaksha - USA

2/1 Game Force – Played when we are vulnerable only

Very Light Opening Bids – Played when we are not vulnerable only

1NT OPENING

1. After 1NT Opening and opponents interfere

1NT-X-RDBL = relay to 2♣ if the X was penalty, strong if the X was not penalty (OPPs cannot play 2 level undoubled)
System on after X

When 1 NT is overcalled

2♣, unspecified 1 suit, X=stayman, system on, Pass then X penalty

Natural overcalls at the 2-level, X=penalty; 2x=NAT,NF; 3x=NAT,GF; 3Q=stayman, no stopper; 3NT=no stopper; 4♣=gerber; 4♦/4♥=transfers; Lebensohl (FAD) 2NT forces 3♣ by opener, continuations:

3M=NF if responder could have bid the suit on the 2-level, then invitational
3 of their suit - Stayman with a stopper
3NT - to play - includes a stopper in their suit

2-suited overcalls

2♣/2♦ showing the majors - cue-bid of one major shows stopper and ostensibly asks for a stopper in the other. Lebensohl, Texas, etc. apply.

If one of the suits is known, a cue-bid is Stayman. The anchor suit is the key for fast or slow Lebensohl auctions. Doubles are penalty oriented.

3-level overcalls, X=NEG, new suit is F1, 4♦/4♥=transfers after 3♣, Q=stayman

We overcalled 1NT

We play exactly the same as if we had opened except a X of a raise of opener's suit is card showing (7+ HCP). If the OPps bid a new suit, X=penalty, lebensohl is about 2nd suit.

2. Responses and Continuations over 1NT Opening

2♣ = Stayman, but may be a raise to 2NT w/o a major, Responses:

2♦ = no major, then: 2♥ weak with ♥+♠, 2♠ invite with 5 ♠, 3x NAT GF, 4♣=gerber

2♥ = 4/5 ♥, may have 4♠, Continuations:

2♠ = NAT 5+ ♠ invite, NF

2NT = NAT invite, may not have ♠

3m = NAT GF

3♠ = ART GF with ♥ and shortness (3NT asks, 4m = shortness, 4H = short ♠)

4♣ = RKC Gerber

4♦ = balanced slam try

4NT NAT Invite

2♠ = 4+ ♠, not ♥, Continuations as over 2♥ except:

3♥ = ART GF with ♠ (BAL or shortness, 3♠ asks 3NT=BAL else bid shortness)

2♦ = Transfer, 5+ ♥, Opener: 3♥ MIN PRE with 4+ ♥, new suit = MAX 4+ ♥, values in suit bid,
 2NT = 3 ♥ MAX, retransfers after super accepts only. Responder's Continuations:
 2♠ NAT F1, responder may pass opener's next bid
 3m GF NAT (3♥ by opener better than 4H)
 Splinters
 4♥ = balanced BAL mild slam try

2♥ = Transfer, 5+ ♠, as over 2♦

2♠ = Baron, asks opener to bid 4 card suits up the line. Responder has at least mild slam interest
 Opener & responder bid 4 card suits up the line, if either player bids a suit the other has bypassed it is a Q in partner's last bid suit
 2NT by opener shows a 5 card suit (3♣ asks, 3NT = ♣), with 5/4 show 5 card suit

2NT = transfer to ♣, Opener must bid 3♣. Continuations:
 3♦ NAT, GF
 3M = shortness, GF
 3NT choice of contracts, slam interest in ♣

3♣ = transfer to ♦, as over 2NT

3♦ = 55+ ♣+♦ GF, Opener: 3♥ = ♣, 3♠ = ♦, 4♣ = RKC for ♣, 4♦ = RKC for ♦

3♥ = 55+ ♥+♠ invitational, Opener: 4♣=♥ 4♦=♠ miracle slam possible

3♠ = 55+ ♥+♠ GF, Opener: 4♣=♥ 4♦=♠ slam suitable

4♣ = Gerber

4♦ = Transfer to ♥ (on in COMP thru 3♣), 4NT = RKC, new suit = RKC Exclusion Blackwood

4♥ = Transfer to ♠ (on in COMP thru 3♣), 4NT = RKC, new suit = RKC Exclusion Blackwood

4NT = NAT invite, NF, then: 5x looking for fit, 6x strong suggestion

2NT OPENING

3. Responses and Continuations Over 2NT Opening

3♣ = Stayman, Responses:
 3♦ = no major, Responder: 3M =5+ M + 4 oM, 4♣/4♦ = NAT slam try (may have neither major)
 3♥ = 4 ♥, may have 4 ♠; Responder: 3♠ ART slam try for ♥; 4m=NAT, may not have a major
 3♠ = 4 ♠, not 4 ♥; Responder: 4♥ ART slam try for ♠; 4m=NAT, may not have a major

3♦ = transfer to ♥ (3NT,4♥,Q super accept) retransfers after super accepts only, Responder:
 3♠/4♣/4♦ presumed NAT but may be Q, 4♥ mild slam try, 4NT NAT invite.

3♥ = Transfer to ♠ (3NT,4♥,Cue super accept) retransfers after super accepts only,
 Responder: 4♣/4♦ presumed NAT, but may be Q, 4♠ mild slam try, 4NT NAT invite

3S = Baron, asks opener to bid 4 card suits up the line. 3NT by opener shows a 5 card suit
 (4♣ asks, 4NT = ♣), Responder has at least mild slam interest

4♦ = Transfer to ♥, 4NT = RKC, new suit = RKC Exclusion Blackwood

4♥ = Transfer to ♠, 4NT = RKC, new suit = RKC Exclusion Blackwood

55+ ♥ + ♠: 2NT-3♦-3♥-3♠ is 55 slamming, 2NT-3♥-3♠-4♥ weak 55

MINOR SUIT OPENINGS

1m-2m, w/o comp=limit raise or better, 4+ trumps, forcing to 3m. Subsequent bids usually stopper showing. In comp, 6-10

1m-3m, preemptive raise, 5+ trumps, less than a good 7 HCP

1m-4m, 6+ card support, WK, extreme distribution

4. 2♣ checkback after 1M response to opener (1x-1M-1NT-2♣)

Responses:

2♦ = minimum with fewer than 3 M

2M = minimum with 3 M

2oM = maximum with 3 card support for responder's major

2NT = maximum, fewer than 3 M

If responder subsequently bids a new suit at the 3 level or supports partner's suit it is NAT GF. 1m-1♠-1NT-2♣-2♦-2♥ F1

Direct jumps by responder (w/o using checkback) are invitational (5-5 if jump is in new suit).

1m-2NT, NF, INV, 3 of same minor NF, others NAT, GF

1m-3NT 15-17, no 4 card major

5. Reverses, usually 17+ HCP F1

1m-1NT-reverse, Responses:

2M = GF, values in suit bid, usually weak in oM, no particular fit for opener's minor

2NT = lebensohl, asks opener to bid 3♣ which responder will P/C; subsequent 3NT worse than direct

3m = NAT GF

3NT = NAT GF (better than slow 3NT)

1m-1M-reverse, Responses:

2M = 5+ card suit, variable strength, 2NT or 3 of original minor by opener NF

2NT = lebensohl, asks opener to bid 3♣ which responder will P/C; subsequent 3NT worse than direct

3m = NAT GF

3NT = NAT GF (better than slow 3NT)

2♣ after 1♥ opened (1♥-1NT-2♣), if opener bids 3♠ later = huge 5-6, Responses:

2NT = NAT, F1,

3m = NAT, GF

3♥ = NAT, NF

3♠ = usually strong 3 card support-possibly 4 with a weak raise to 2♥

3NT = sound values, both minors well stopped

4m = good limit (9-11) 3 card ♥ raise with values in suit bid

4♥ = bad 3 card limit raise-not slam suitable

MAJOR SUIT OPENINGS

2/1 System Only

1M opening nearly always shows 5 in 1st or 2nd seat. We often open on 4 in 3rd seat when tactically opening light.

1♥-1♠, any 4 spades, responder should not bid 1♠ with 3♥ and a constructive hand.

6. 1NT Forcing by unpassed hand, <= 13 HCP

2m, usually 3+, opener may bid 2♣ when 4-5-2-2, responder's raise to 3m may be fairly weak-responder will go thru Bart if 1♠ opened or bid 2S if 1♥ opened with serious raise-also with best major raise. After INV 2NT by responder: new suit GF, 3m NF, 3M=6+ GF.

1♠-1NT-2♥-4m = Q presumably in support of ♥.

1M-1NT-4m = auto splinter

7. 2NT response to 1NT forcing, ART,GF

may be a jump shift in a 4 card suit or GF in opener's major. RESP: May bid his own suit or support opener(WK), but generally bids 3♣ checkback. Opener bids 3x to show a 4 card jump shift (3NT=♣). If opener rebids 3M he is forcing to game in his original suit.

8. Jump Shift by Opener (1M-1NT-3x), GF 55+, Continuations:

3M, may be true support or a mark time bid

raise to 4m, NAT, usually good support and reasonable values.

4M=bad limit raise

4NT RKC for last suit bid

1♠-1NT-3♥-4m = Q, may be support for ♠

9. Major Suit Raises

1M-2M, usually 3 trumps good 6 to bad 10 support points. Weaker raises start with 1NT. Help suit game tries

1M-3M, preemptive, 4+

1M-1NT-2x-3M, 3 card limit raise

3♣ = 4 card limit raise

openers 3♦/3♥, if available, are presumed to be further trys (choose most natural)

3♦ = mixed raise, 4+ trumps 7-9 support points

2NT GF Raise of 1M Opening Bid, 4+ trumps

Responses:

3♣ = ART, better than minimum, no shortness or good 5 card side suit

3♦ = short ♦

3M = short ♣

3oM = short oM

3NT = Good Trumps, decent hand

4♣,4♦,4♥ when spades trump = 5 card suit, MIN of AJ10xx

4♠ when hearts trump/5♣/5♦ RKCXB

3NT, preemptive raise to 4M, better defense than 1M-4M

10. Two Over One Response GF except when suit rebid

Opener's reverse, high level reverse (e.g. 1♠-2♦-3♣) or a direct raise of responder's suit is GF. Opener may rebid 2NT or 2 of his original suit or a new suit lower ranking than his original suit without setting up a GF. All responder's continuations, except 3 of his original suit, are GF

Support Doubles and Redoubles, showing 3 card support

We play support doubles as long as responder can rebid his suit at the 2 level.

We do not play them if the opponents overcall a strong NT, but do over cuebids of our suit or after an unusual 1NT overcall. We are not required to make a support double opposite a passed partner.

END OF 2/1 ONLY SYSTEM

Light Openers System Only

MAJOR OPENINGS

Not vulnerable we open very light. We open all hands with 10 HCP, less with compensating distribution especially if we can open in a major. If we judge a hand not to be worth a "real" opening bid we open in a 4 card major if we have one, possibly with a longer minor. Therefore sequences where we open in a minor and subsequently rebid or raise a major show a legitimate opener (a sound 11 HCP). We do not play canapé.

13. 1NT response to 1M

5-14 HCP, NF

If opener has a legitimate opening bid, he responds as if 1NT were forcing.

If opener passes, he denies a "real" opening bid. If he bids over 1NT, he may still have opened light. He then would have 5 or more of his major and 4+ in any second suit bid.

14. Major Suit Raises

1M-2M, Usually 3 or 4 trumps. Balanced hands with 3 card support may bid 1NT. Help suit game tries

3NT, preemptive raise to 4M, better defense than 1M-4M

1M-1NT-2x-3M, 3 card limit raise

2NT Limit Raise or Better of 1M Opening Bid

4+ trumps, Responses:

3♣ = either unsure whether to go to game or a slam try opposite a GF raise, 3♦ asks-
3M unsure, other Cue-bid

3♦ = Real opening bid with unspecified shortness, 3H asks, Responses:

3♠ = unspecified void, 3NT asks, bid void (4♥ = ♠ void)

3NT = singleton in oM

4♣/4♦ = singleton in bid suit

3M = no interest in game

3NT = 15-17 BAL, NF

4♣, 4♦, 4oM = Slam try, good 5 card suit, MIN of AJ10xx

4M, accepts game, but not slam suitable

Any other 3NT bid, other than 1M-2NT-3NT, is a serious slam try

1M-3M, 4+ trumps, PRE

Transfers after raise to 2NT, 1M-1NT-2NT, also in COMP (1M-(P)-1NT-(2x)-2NT)

15. Opener's 2NT rebid after 2/1

Applies in or out of competition

The 2NT rebid shows a subminimal opening bid. If the opening bid was a major and the major could have been rebid at the 2 level it shows a 4 card suit. The 2NT rebid could be unbalanced, could conceal a longer minor (if a major was opened) and could conceal primary support for partner's suit. 2NT is not forcing in competition and does not promise a stopper in the opponent's suit (Q asks for stopper).

16. Support Doubles and Redoubles, showing 3 card support

We play support doubles as long as responder can rebid his suit at the 2 level.
We do not play them if the opponents overcall a strong NT, but do over cuebids of our suit or after an unusual 1NT overcall. We are not required to make a support double with a really lousy opening bid or opposite a passed hand.

-
- 17. Strong Jump Shifts**, "real" opener must make a slam try opposite a JS, 3 types of JS:
8+ tricks with an independent suit, suit rebid sets trump
2 suiter with partner's suit (4+), AKQxxx,x,xx,AKxx MIN, RESP will raise next
semibalanced (5+ card suit) with 19+ HCP, RESP will rebid or raise NT next
-

END OF LIGHT OPENERS ONLY SYSTEM

18. Bart after 1♠-1NT-2♣-2♦

The 2♦ bid is ART and initially suggests 5 hearts and 2 spades and a weak hand. Opener is asked to place the contract.

3♦ = super accept of ♥ (responder may pass if weak with long ♦)

If responder raises ♣ or ♠ after opener's weak preference, he shows a maximum raise to the level bid and cancels the previous message (might not have ♥ or ♠). Responder's direct raise to 3♣ or 2♠ is the weaker raise to the level specified.

1M-3NT, preemptive major raise with extra defense, something like Axxxx,Kxxxx,xx,x

19. Splinters after 1M opening

Direct splinters show GF values, 4+ card support, usually exactly 1 in the splinter suit and not a singleton A or K. Responder should have controls in all unbid suits.

1♠ - 4♥, 1♥-3♠ and 1M - 4m are all splinters

Self splinters (1M-1NT-4m only) show a very strong single suited hand, the suit will play for at most 1 loser opposite a singleton, all responder's suit bids are control showing and slam invitational. 1♠-1NT-4♥ (55+ < JS) and 1♥-1NT-3♠ (moderate 56+) are natural

After 2/1, a jump in a new suit is a splinter. Nonminimum opener, 4+ support

Jump reverse after 1x-1M, mini or maxi splinter, 4 card support

20. 1♠-1NT-2♥-2NT Special follow ups

3♣ = either a fragment or the beginning of a GF sequence, 3♦ by responder forced
Opener:

3♥ = 55+ GF

3♠ = 64 GF

3NT = ♣ fragment (5-4-3-1 usually) GF

3♦ = ♦ fragment GF

3♥ = 55+ NF, P/C

3♠ = 64 NF

21. Transfers after 1M-X

1♥-(X)-1♠ NAT,F1

Transfers start with 1NT and end at 1 under the major opened. The transferor is unlimited. Responder either has the suit transferred to or has support for opener's major and prefers the lead of the transfer suit.

A subsequent double by responder (after passing over OPPs double) shows a sound 1NT bid. Transferring to opener's major is stronger than raising directly.

Opener's X (< 3M) in competition tells responder he wants to compete in responder's suit. Responder bids his suit or returns to opener's suit if the transfer was a lead director. Note: this double only applies when opener would have to bypass his suit to support responder.

1♠-(X)-2♣-2♥-X asks responder to bid 2♠ if the ♦ transfer was lead directing.
1♥-(X)-2♣-2♠-X is penalties as opener could bid 3♦ without bypassing ♥.

22. Transfers after 2NT rebids

Transfers are played in the following sequences:

1x-1y-2NT even when opponents interfere at 1 or 2 level (RESP must bid at 1 level- transfers are on after 1♠-1♦-2NT)

1M-1NT-2NT when 2NT is not ART (not 1m-1NT-2NT, a major suit fit must be possible)

1x-(1y)-X-P/2 any-2NT, after a NEG X when opener's 2NT rebid shows strong & BAL

General Principles:

All suit bids over 2NT are transfers to the next higher suit

Opener should bypass transfer to support Responder's major where appropriate

Opener can super accept

If responder rebids after transferring, it is GF

Transferring to clubs is always a slam try, opener rejects with 3NT if not suitable

Examples:

1♠-1♥-2NT-3♦-3♥-3NT, choice of games 4♥ or 3NT

1♠-1♥-2NT-3♣-3♦-P, opener has denied 3♥

1♠-1♠-2NT-3♦-3♥, opener shows more ♥ than ♠, RESP 5+♠ + 4+♥, 4♠ < 3♠

1♠-1♥-2NT-3♥, RESP 4♥ + 4♠, Opener: 3NT, no 4 card major, 3♠/4♠=4 ♠

1♠-1♥-2NT-3♦-3♥-3♠-3NT, Opener: not 3 ♥ or 4 ♠, RESP 5+♥ + 4♠

1♠-1NT-2NT(inv)-3♣-3♦-3♥, 3♥=Q

1♠-1NT-2NT(inv)-3♦-3♥-3♠, RESP: 5♥ + 2♠ with a NT flaw

1m-1♥-2NT-3♦-3♥-4♥, mild slam try, with no slam interest bid 4♥ over 2NT

1♦-1♥-2NT-3♠-3♦-3♥, slam try 3+♦ + 5♥

1♠-1♦-2NT-3♦-3♥, opener: 3♠=4, but not 4♥ in case RESP 1-444

23. Passed Hand Bidding

Fit showing JS by responder only when no COMP, in COMP Weak JS

FIT JS shows 4+ of opener's suit and 5+ of JS suit, nearly all values in suits bid, opener may pass a JS to a major, but not to a minor. Opener's jump to the 3 level shows MAX passed hand.

Reverse Drury-FIT (P-1M-2♣)

3+ Fit, maximum passed hand, Responses:

2♦ = real opener, but would pass a limit raise

2M = weak opener, responder may not bid

oM, 3m = NAT game try

2NT asks Responder to describe his hand, Responses:

3♣/3♦/3oM = shortness

4♣/4♦/4oM = good 5 card suit (at least AJ10xx)

3M = no shortness or good suit, better than 4M

4M = no shortness or good suit, worse than 3M

25. STRONG 2♣ OPENING, strong, ART, forcing to 2NT/3M, responses:

2♦, ART, GF

2♥, ART, second negative (no A/K, < 7 HCP), forcing to 2NT or 3 of opener's rebid major suit. Positive, at least a good 5 card suit and 8+ HCP, usually slam force unless lacking controls

2♣-(any), X = second negative; suit NAT, GF, at least a moderate suit

2♣-(any)-

2♣-2♦-2NT, unlimited, 2NT opener system
2♣-2♥-3NT, 25-27 HCP, 4♣=stayman (then 4NT signoff), 4♦/4♥ transfers
2♣-2♥-3♣-4♦, splinter not RKC (also 3♦-4♥)

SLAM AUCTIONS

Gerber, 4♣ after 1 or 2NT opener or rebid, responses: 4♦=1/4, 4♥=2, 4♠=3

Super Gerber, when previous bid was 3NT (not opening) then 5♣ asks aces. Gerber responses. 6♣ asks Kings.

Roman Keycard Gerber (4♣=RKCG)

4♦=0/3, 4♥=1/4, 4♠=2/5 no Q, 4NT=2/5 + Q
after 4♦/4♥ next nontrump step asks Q, min in trump=no else bid lowest K, 6 of trump=yes/no
K
after 4♦/4♥ response and asker signoff, continue with higher response, assuming sufficient
keycards by replying to K ask (show lowest K, 5NT K above trumps, etc.)
5♣ asks for specific kings, confirms all keycards, opener may bid 7
nontrump bid past 5♣ asks for 3rd round control (7 of suit=ruffing/6NT=Q)

Roman Keycard Blackwood (RKC)

Responses:

Step 1=0/3, step 2=1/4, step 3=2/5 no Q, step 4=2/5 + Q
5NT=odd number of keycards plus a working void. Not required to show void
6x below trumps=even number of keycards plus a void in the suit bid
6 of trumps=even number of keycards and a void in a higher ranking suit than trumps

Queen Ask

After a step 1 or step 2 response, next nontrump step asks for Queen. Responder returns to the trump suit at the lowest level to deny the Q, bids lowest K to show Q (asker's bid below trump suit asks responder to bid 7 with K of suit bid).

King Ask (step 5)

Guarantees all controls, responder may bid 7
Responder shows specific Kings
5NT shows a King above the trump suit and denies a lower King
If the asker bids a suit above responder's King show suit and below the trump suit that asks responder to bid 7 with that King

Third Round Control Ask

If the RKC bidder skips the Q and K asks to bid a suit below 6 of the trump suit, that asks for 3rd round control. Also, if after asking for Kings, asker bids a suit responder as denied the King of, that is a 3rd round control ask. Responder bids 7 of the trump suit with 3rd round ruffing control, other with the Queen.

Minor suit Blackwood

1 over the trump suit unless that suit is a possible playable suit. If the 1 over suit is in focus as a playable suit then next suit up is RKC

Roman Keycard Exclusion Blackwood, (RCXB), double jumps in nontrump suit after suit agreement. Usually to the 5 level. RKC responses ignoring ace of excluded suit. E.g. 1♣-2♣-4♥/4♠, NO: 1M-5x

RKC and Gerber Interference

After Gerber or Super Gerber:

DOPI thru 5♠, X=0, Pass=1, next step=2, etc.
DEPO if interference > 5 ♠, X=even, Pass=odd

After RKC or RKC gerber or RKCXB

RKCDOPi played if our 2 keycard, no Q response isn't higher than 5 of our trump suit.
X=0/3, Pass=1/4, first step=2/5 no Q, 2nd step=2/5 + Q

RKCDEPO if 2 keys, no Q response > 5 of trump suit, X=even step(0/2), Pass=odd step

28. 5NT Grand Slam Force

5NT is GSF only with obvious, often used as pick a slam

Grade Responses depending on the trump suit, Responses:

♣ trump: 7♣ = 2 of 3, 6♣ = A or K or Q or 0

♦ trump: 7♣ = 2 of 3, 6♦ = A or K, 6♣ = 0 or Q

♥ trump: 7♣ = 2 of 3, 6♥ = A or K, 6♦ = Q, 6♣ = 0

♠ trump: 7♣ = 2 of 3, 6♠ = A or K with extra length, 6♥ = A or K, 6♦ = Q, 6♣ = 0

COMPETITIVE AUCTIONS

Overcalls, 7-18, sound VUL and at the 2 level, more aggressive not vul & when partner passed new suit NF unless OPP started with a preempt

Cue implies support, NT responses constructive, 4th Suit Double

jump shift game forcing (w/o competition, WJS in comp)

jump raise preemptive

jump cue - mixed raise (4+ trumps, some distro, about 7-9 support points)

In Balancing Position:

Overcalls: 7-15, jump is intermediate

1NT: 10-15 (1NT opener system on, except if they raise DBL = NEG), may be slightly stronger over 1♥/1♠

2NT=17-19 (2NT Opener System On)

Q=same as direct

30. Weak Jump Overcalls, PRE fairly sound VUL, may have 5 card suit NVUL or if pard passed, may be stronger if pard passed, 2NT invites game (Ogust responses)

2NT Response to a Weak Jump Overcall/Not Vul Weak 2-bid

Invitational to game. Responses:

3♣ = weak hand, bad suit

3♦ = weak hand, good suit

3♥ = good hand, bad suit

3♠ = good hand, good suit

3NT = very good suit, but need not be solid

31. Defense After Two Suited Overcalls or Q-bids

Unusual 2NT

DBL suggests defending, they may not play at the 3 level undoubled, later new suit GF

3M COMP, NF

Q of lower suit=INV+ in lower unbid

Q of higher suit=INV+ in higher unbid

Michaels Q-bid

1m-(2m), min minor COMP,NF; 2♥/2♠ INV+ for ♣/♦; X penalty oriented; 2NT INV,NF

1M-(2M), 3m, 3M COMP,NF; 3oM INV+ in M; X penalty

2 suiters where both suits known, general principles:

X penalty-subsequent suit bid 4+ GF, OPPS cannot play undoubled at a "low" level

3 of their lower suit is INV+ in our lower suit (bid or implied)

3 of their higher suit is INV+ in our lower suit (bid or implied)

MIN bid in opener's suit or unbid suit COMP,NF

2 suiters where only 1 suit known (e.g. 1♥-2♥ = ♠ + unknown minor)

X penalty-subsequent suit bid 4+ GF, OPPS cannot play undoubled at a "low" level

3 of their known suit asks for unbid major, INV+

33. 3NT overcall or jump to 3NT after opponents start with a preempt

Advancer's actions:

4♣ asks the nature of the 3NT bid, Responses:

4♦ = maximum, we usually end in slam

4M = NAT, forcing to 4NT

4NT = minimum, signoff

4♦ = Flint, 3NT bidder bids 4♥, advancer passes or corrects to 4♣-NF

4M = NAT, NF, shows interest in slam

4NT = NAT, invite

34. 1m-(1NT)-2♣ = Stayman

Responses:

2♦ = no major; Then: 2♥ = pick a major, 2♠ = 5+ ♠ + 4+ in opener's minor, 2NT = pick a minor

2♥ = 4 ♥; Then: 2♠ = 5+ ♠ + 4+ in opener's minor, 2NT = pick a minor

2♠ = 4 ♠; Then: 2NT = pick a minor

35. 4NT in Competition

1m-(4M)-4NT = presumed minor suits T/O. Subsequent correction cancels minors-shows other 2 suits unless correction is to partner's suit; then best raise (stronger than direct)

1M-(4x)-4NT = RKCB

(1♠)-2♥-(4♠)-4NT = RKCB for ♥

1m-(P)-1M-(3/4 oM)-P-(P)-4NT = RKCB for responder's major

(3x)-4m-(P)-4NT = NAT

1m-(1M)-X-(4M)-4NT = presumed 6-4 in minors; a subsequent correction to 5♥ stronger than direct 5♥

(4♠)-4NT or (4♠)-P-(P)-4NT = any 2-suiter

(1m)-4NT = Blackwood (0,1,2,3)--(1M)-4M = strong minors

36. Modified McCabe After 2x-(X)

After an opponent directly doubles our Weak Two Bid, responder's 2 level responses are NF, 3 level lead directing with a fit. 2NT over the Double asks Opener to bid 3♣, responder then passes or corrects to his suit. A Redouble shows a desire to penalize and/or invitational strength in Opener's suit.

37. 2NT Inquiry after partner has shown both majors

After partner bids Michaels cuebid or 2♦/(1NT) or doubles a strong 1♣ or negative 1♦ 2NT invites game and asks strength and suit lengths. Responses:

3♣ lesser strength, equal or longer ♥

3♦ lesser strength, longer ♠

3♥ greater strength, equal or longer ♥

3♠ greater strength, longer ♠

38. Jump Cuebids

(1m)-3m natural PRE

(1M)-3M and (1x)-P-(1M)-3M asks for stopper, usually partial stoppers in other suits

Without a stopper, advancer bids:

4♣/4♦/5♣/5♦ = P/C

4oM = natural, to play

4NT = constructive raise to 5 level, slam invite

(2♦ WK)-4♦ = 5+♥ + 5+♠ extra playing strength (stronger than 3♦)

39. Our system when they open 1NT

Dbl = penalty; at least as strong as their maximum or large source of tricks

2♣ = single suit; Partner bids 2♦ to ask suit. X → 3♦ asks suit.

2♦ = majors

2♥ = hearts & a minor. 2NT asks minor. (subsequent 3♥ strongest raise)

2♠ = spades & a minor. (2NT same as over 2♥)

2NT = minors or a very strong 2-suits.

Our 2♣/2♦ over their 1NT gets doubled; Pass to play, XX asks longest suit, 2 any NAT,NF

OPPS Open a Weak NT, any NT where the MAX ≤ 15 HCP

X=values, at least a sound opening bid with a good lead

(1NT)-P-(2♣)-X, values

(1NT)-P-transfer, X=lead directing, but partner is allowed to bid and expects some values

When a Support Q-bid gets Doubled, (e.g. (1♣)-1♠-(P)-2♣-(X))

Pass=weakest; rebid of suit at lowest level is weak but shows extra length or a good suit; bid of a lower ranking suit is nonminimum, but not necessarily terribly strong

Forcing Pass Auctions

We must clearly have shown the hand belongs to us before a forcing pass applies. Examples: GF bid or raise by responder, strength showing 2nd suit or Q-bid after partner raises (e.g. 1♠-(P)-2♠-(3♥)-4♣).

Vulnerability is not the defining criteria for a forcing pass auction.

If the opponents bid to the 5 level after both passed originally and we bid game, then FP.

Pass and pull in a forcing pass auction (to trump suit or new suit) is stronger than direct bid.

System vs. big club, Direct and (1♣)-P-(1♦):

X = ♥+♠ 2NT inquiry; 1NT = ♣+♦, usually 9+ cards

after (1♣)-P-(1♦)-P-(1NT), 1NT overcall system on, Pass then act shows sound values

43. 2NT scramble in competition

When 2NT cannot be a value bid, it asks partner's help in discovering an 8 card or longer fit. Partner bids suits up the line.

(1♣)-P-(1♠)-P

(2♣)-P-(P)-X

(P)-2NT scramble

1x-(2♠)-P-P

X-(P)-2NT scramble (if partner bids 3♣, then 3♦ = ♦+♥)

2any-X-XX-2NT scramble, Pass strongly suggests defending (3x-X-XX-P=penalty, 3NT NAT,NF)

(1♠)-Dbl-(2♠)-2NT (natural), double responsive

OPPONENTS OPEN A WEAK TWO BID

45. Lebensohl after we double a weak two bid.

Advancer's Actions:

2 level NAT weak

2NT, then over aggressor's 3♣, advancer passes or bids a suit. If the suit could have been bid at the 2 level then it's invitational else signoff-weak. A cue now [(2x)-Dbl-P-2NT-P-3C-P-(3x)] asks for stopper.

3x = if a jump then forcing, else invitational

Cuebid = stayman

46. 2NT Overcall System, (2x)-2NT

3♣ relay to 3♦, aggressor passes or corrects to 3♥ or 3♠ to play, 3NT=GF with ♣, Cue=♣ serious club slam try

3♦/3♥/3♠ NAT GF

Cue = GF Stayman

47. Leaping Michaels (2M)-4♣/4♦ shows a GF with 55+ oM + m

(2♥)-4♣ = 5+♠ + 5+♣

(2♥)-4♦ = 5+♠ + 5+♦

(2♠)-4♣ = 5+♥ + 5+♣

(2♠)-4♦ = 5+♥ + 5+♦

48. Q-Bids after (2X)

(2♦ WK)-3♦ = 5+♥ + 5+♠ moderate strength

(2♦ WK)-4♦ = 5+♥ + 5+♠ extra playing strength

(2M)-3M asks for stopper

(2M)-4M = strong 55+ ♠+♦, shows 3 1/2 losers or less

(2M)-4NT shows 55+ ♠+♦, weaker than (2M)-4M

Responses after (2M)-4M:

5♣/5♦/4♠ NAT NF

4NT = 2+ working cards or distributional equivalent, Continuations:

5♣ = minimum, no slam interest

5♦ = F1, longer ♦, nonminimum, aggressor:

5♥/5♠ = 1st round control, interest in 7; 5NT no 1st round control, interest in 7

5♥ = 1st round control, equal or longer ♣, interest in 7, aggressor:

5♠ = 1st round control, interest in 7

5NT = denies 1st round ♠ control, but constructive, interest in 7

6♣/6♦ NAT, NF

5NT = equal suit lengths, no 1st round ♥ or ♠ controls

6♣ = longer clubs, no major first round control

DOUBLES

Take Out Doubles, typically shows support for any unbid majors. May have only 2 in an unbid minor. May be light when short in their suit. Responses:

Single jump, 7+ to 10 support points, usually 5+ in a minor

Double jump, semi-preemptive: good playing strength, limited high cards

2NT 11-13 HCP, new suit by doubler GF

Q-bid forcing to suit agreement (bid and raise) or 2NT

Doubler's conversion from ♣ to ♦ only doesn't show extra strength

If they redouble: jumps PRE, Pass=no particular preference

Negative Doubles, Low level negative doubles tend to show any unbid majors or the ability to handle partner's response; 1♣-(1♦)-X shows both majors. Higher level negative doubles are less suit specific-they just show convertible values.

Responsive Doubles, usually deny 4 of only unbid major, else would bid the major

Special Responsive Doubles:

(1x)-1y-1NT-X

1x-(1y)-X-(3y)-X

Maximal Overcall/Game Try Doubles

A double of 3 of the suit 1 under our agreed fit is a game try (we needn't open the bidding). 3 of our suit is competitive. Their suit must be clearly agreed. (T/O double or both bid). If they overcall 1 suit, we raise, they bid 3 of a second suit, X = penalties.

Snapdragon doubles

A double of the third suit (2 by OPPS) shows the fourth suit and at least a tolerance for partner's suit. A double at the one level shows 4+, higher 5.

Double of a splinter

When we're not vul, the double suggests a sacrifice, else it's lead directing.

Double of Bergen type raises

X of mixed raise or any raise with less than mixed raise strength = T/O of major

X of limit or forcing raise = lead directing

Competitive Doubles

1x-1y-1z-3y-X = strong hand without clear direction (e.g. 1♣-1♥-1♠-3♥-X)
