

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)
 Aggressive but usually 5+ card at 1 level. Sound at 2 level.
 Responses: INT=9-13. 2NT=14-16 after 1 level overcall. New suit F1 at 1 level and constructive NF otherwise. CUE=limit raise+ or any FG [2]. All direct raises weak. Jump in new suit below 4♥ =FIT. Double jump below 4♥=SPL. Jump cue=constructive 4-card raise. RAISE DBL when no cue bid below 3 of our suit.
 1NT OVERCALL (2nd/4th Live; Responses; Reopening)
 INT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-14(m), 11-16(M). Responses as INT opener. LEBENSOLH-FAST with T/O DBL after intervention. ESCAPING FROM INT (DBL) [4].
 Reopening 2NT=19-21 BAL. Responses as over 2NT opener. (1X)-P-(2X)-2NT and (1X)-P-(2Y)-2NT = any two unbid suits.
 JUMP OVERCALLS (Style; Responses; Unusual NT)
 1-suit: WEAK. Suit response NF(2 level) F1(3 level). 2NT=relay.
 2-suit: Constructive, 55+. (1m)-2NT=♥+om, (1M)-2NT=♦+♠, 1♦-3♣=♠+♠, 1♠-3♣=♠+♥; new suit response=NF, jump=limit.
 Reopen: Intermediate (including natural 3♣).
 DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
 Direct Cue: 2-suit constructive, 55+. (1m)-2m=♥+♠, (1M)-2M=♦+♠. Responses: New suit NAT NF, jump in known suit=limit.
 1♠-3♣=♦+♠, 3♦-4♥/♠ jump cue ASKS FOR STOPPER, solid m.
 Double Jump Cue=strong 4M. Reopen Cue=MICHAELS. [1]
 VS. NT (vs. Strong / Weak; Reopening; PH)
 All bids mainly obstructive. Jump overcall=weak. DBL=PEN [22].
 2♠=♥+♠, 2♦=one major, 2M=5M and 4+minor - [23].
 DBL of Stayman or transfer=15+HCP if weak NT (minimum<14) but bid suit if strong NT.
 Same in reopening position or by PH except DBL by PH=one minor.
 VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 DBL=T/O. LEBENSOLH AFTER T/O DBL OF 2M. (2x)-2NT=15-18. 3level CUE asks for stopper. 4level CUE=any 2-suits STR. After 3NT O/C: 4m=NAT F, 4M=to play. LEAPING MICHAELS.
 VS. ARTIFICIAL STRONG OPENINGS
 X=♥+♠ (54+) with fair suits. 1NT/2NT=♠+♦.
 Suit bids NAT. Jumps WEAK.
 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=9+HCP BAL/semi-BAL with penalty possible.
 New suit F1. Pass then DBL=T/O.

LEADS AND SIGNALS

OPENING LEADS STYLE
 Lead : In Partner's Suit
 Suit Fourth best with an honour (10 is an honour).
 NT Second with no honour.
 Subseq Same as above
 Other: Top of touching honours except lower for unblock v NT.
 Trump leads are suit preference.
 LEADS
 Lead Vs. Suit Vs. NT
 Ace AK(+), Ax(+) AKx(+), Ax(+)
 King KQ(+), Kx KQx(+), Kx, AKJ10(+)
 Queen QJ(+), Qx QJ(+), Qx, KQ109(+)
 Jack J10(+), KJ10(+), Jx J10(+), AJ10(+), KJ10(+), Jx
 10 109(+), H109(+), 10x 109(+), H109(+), 10x
 9 9x, H98(+) 9x, H98(+)
 Hi-x xSx(+), Sx xSx(+), Sx
 Lo-x Hxs, HxxS(+) Hxs, HxxS(+)
 SIGNALS IN ORDER OF PRIORITY
 Partner's Lead Declarer's Lead Discarding
 1 Hi=even [5] Hi=even [6] Hi=ENCRG[7]
 Suit 2 Hi=ENCRG [5] Suit preference[6] Suit preference[7]
 3 Suit preference[5] Hi=even [7]
 NT 1 Hi=even [5] "SMITH" [6] Hi=ENCRG[7]
 2 Hi=ENCRG [5] Hi=even [6] Suit preference[7]
 3 Suit preference[5] Hi=even [7]
 Signals (including Trumps): TRUMP SIGNAL=Suit preference.
 STANDARD SIGNALS. REMAINDER COUNT. "SMITH".
DOUBLES
 TAKEOUT DOUBLES (Style; Responses; Reopening)
 Any strong hand or support for unbid suits. CUE forcing to suit agreement. RESP DBL (even after reopening DBL)=two suits.
 Reopening DBL 3HCP weaker with CUE not promising further bid.
 LEB-VARIATIONS / SCRAMBLING 2NT after DBL of 2M [2].
 SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES
 NEG DBL: 1♠-(1♦)-DBL=4♥+4♠; 1♣-(1M)-DBL=4OM.
 T/O DBL: (a) OPPT agreed a suit and auction is live, (b) OPPT overcall our suit or INT response, (c) partner has overcalled and CUE is available below 3 of our suit, (d) after an overcall of our INT opening or overcall, (e) 2nd round dbl by PH eg (1♥)P(1NT)P (2♥)DBL, (f) after (1NT)-DBL-(2M) and (1NT)-DBL-(2M)-P-P.
 PENALTY DBL (>=Hxx under) after (1NT)-DBL-(2m) and (1NT)-DBL-(2m)-P-P. Game try DBL after raise if no space. [24].

WBF Convention Card

CATEGORY: Green DATE: 26-Sep-05
 NCBO: England EVENT:
 PLAYERS: John Armstrong & John Holland

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural. 1M may be 4 card with 15+HCP or in 3rd position.
 1 bids usually follow rule of 19. Respond with 5+ HCP.
 NAT weak 2-bids. Weak PRE 1+3 seat NV; other PRE sound.
 Sound overcalls at 2 level.
 Fit jumps below 4♥ in COMP auctions. Frequent use of non-penalty DBL and artificial 2NT in COMP auctions.
 1NT Opening: (11)12-14.
 2 OVER 1 Response: F1.
 SPECIAL BIDS THAT MAY REQUIRE DEFENCE
 GAMBLING 3NT.

Two suited overcalls [1].

LEBENSOLH-FAST after 1NT opening or overcall. DBL=T/O.

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 below 4♥ in COMP.

ART responses after opponent's two suited overcall [3].

ESCAPING FROM INT DOUBLED [4].

SPECIAL FORCING PASS SEQUENCES

Opponents bid below 2x after 1x-(DBL)-RDBL.

Opponents bid 2♠/♦ after (1NT)-DBL. After (1x)-4x.

After 4 level cue or FIT-SHOWING JUMP after partner's opening.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

ART 3♠ response (limit raise+ or bal FG) to partners overcall of

an opponents 2 opening which does not have a specified suit.

(1M)-(3x)DBL=T/O of M if 3x is a M raise which isn't FG.

PSYCHICS: Never in partnership experience.

	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1x	4♣ Most BAL 11 HCP hands are passed. UnBAL hands usually follow rule of 19. With (4432) 15+ and with (4441) we open the lower. In 3rd seat may open 4 card major when planning to pass the response.	1M may be <5 HCP with long suit. INT=5-9 (7-10 with 4+♣ over 1♣ if no intervention). 2 OVER 1 F1. Limit raises. 2NT over 1m=16+ BAL. 2NT over 1M=FG with 4+ card support [8]. 3NT=12-15 BAL usually (4333). Double jump=splinter.	1x-1y-INT=15-17 (singleton y possible) with 2♣ checkback - [9]. 1x-1y-2NT=18-19 (denies 4♣) - see [10] for continuations. 1x-2y-2NT=FG with NAT continuations 1x-2y-3NT=17-19 BAL with 4y (3+y if y=♥). See [11] for continuations after 1x-INT-2x/y/NT. 4TH SUIT FORCING-see [12]. LONG SUIT GAME TRY. After 1x-1y and a 2 level reverse by opener then 2NT is LEB - see [13]. SPL jumps after 2-level response. 1M-3M-4x=NAT slam try - it is not mandatory to cue bid below game in response. See [3] after OPPT 2 suited O/C.	FTT-SHOWING JUMPS 2NT=NAT NF
INT	4♣ (11)12-14 BAL. 5332 without a good 5M is usually opened INT. (5422) or 6m possible but not common.	STAYMAN, shows 4 card M except 3m rebid. JACOBY TRANSFERS. 2♣=range ask either inviting 3NT or BAL slam try. 2NT PUP to 3♣ to play 3m or show singleton M. 3x=slam try. See [14] for artificial intervention.	INT-2♣-2♦-2♥ asks for major suit preference. INT-2♣-2♦/♥-2♣=55 ♠+other invitational (NF). After INT-2♣-2x: 3any (except a raise)=NAT FG with 3M showing 3+ cards in other major. See [15] for other continuations. See [16] for intervention over 2♣ or a TFR.	
2♠	X 23-24 BAL or FG.	2♦ relay (any hand without a good suit). 2NT=8+ BAL. Suit bids show 7+HCP with >=HHxxx.	2♠-2♦-2♥=NAT or FG BAL with 2♠ relay. [17]. 2♠-(2x)-DBL=PEN. 2♠-(2x)-P-P-DBL=23-24 BAL.	
2♦/	5-9 HCP, 5+ cards NV.	2x=NAT constructive NF. 2NT=(R).	After 2x-2NT: 3x=MIN, 3y=high card feature non-MIN,	
2♥/	5-9 HCP, 6+ cards VUL.	3x=NAT F1. Raise=PRE. 4m=SPL. 4M=NAT.	3NT=AKJxxx/AQJxxx and no singleton. 4y=SPL.	
2♠	9-13 HCP in 4th position.		After intervention: DBL=PEN, new suit=NAT NF.	
2NT	4♣ 20-22 BAL. 5M, (5422) or 6m possible. Singleton honour rare.	STAYMAN. 3♦/♥=TRF. 3♠=minor suit enquiry. 4x=NAT slam try, 6 card suit.	After 2NT-3♣-3M then 4m=NAT slam try (usually 5 card), OM=ART slam try in opener's M, 4NT=NAT. TFR break to a new suit shows a strong suit, eg KQJx.	
3x	6 PRE. Weak 1+3 NV. Sound 2+4 or VUL.	3x=NAT F1. Without intervention 3♣-4♦ and 3♦/♥/♠-4♣ ask for key cards - ref [18].	CUE style is show first round controls before second except K in partners suit. Unnecessary jump =SPL, and even higher jumps=exclusion KCB (1st step=0, 2nd step=1, etc).	
3NT	X 3NT GAMBLING. Solid minor.	4♣=P/C. 4♦=asks for singleton. 4M=NAT.	4NT=NAT when raise of NT, when same hand bid 3NT on previous round or over NAT F 4m which is a new suit. 4NT asks for aces (0, 1, 2, 3, 4) on 1st round in a non-comp auction. Otherwise 4NT=RKCB (1430) when suit agreed or when a jump over a suit bid. See [20] for continuations and intervention. Other 5NT bids ask for trump honours with step responses (with M trump suit 1st=0, 2nd=1, 3rd=A or K with extra length, 4th=2, 5th=3, with m trump suit 1st=0, 2nd=1, 3rd=2, 4th=3). Pass then pull is stronger than direct pull when pass is F. LIGHTNER.	
4x	6 PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit over 4M asks for control in suit above [19].		

HIGH LEVEL BIDDING

NCBO: England

PLAYERS: John Armstrong & John Holland

NOTE 1: TWO SUITED OVERCALLS

In direct position: CUE, 2NT and 3♣ show specific 2-suits, constructive (QJ10xx + KQJxx is minimum NV) or better, 55+.

(1m)-2m: ♠+♥

(1m)-2NT: ♥+om.

(1m)-3♣: ♠+om.

(1M)-2M: ♦+OM.

(1M)-2NT: ♦+♠.

(1M)-3♣: ♠+OM.

In reopening position: CUE=MICHAELS (constructive, 55+). In response 2NT=constructive enquiry for 2nd suit, 3m=P/C.

(1x)-P-(1y)-2x/y are natural, not 2 suited, with direct overcalls being stronger than pass then bidding the suit later.

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

After a T/O of a major when at least one hand is not limited, eg (1M)-DBL-(2M), 1x-(2M)-P-(P)-DBL-(P) or 1x-(1M)-P-(2M)-DBL-(P) but not 1x-(2M)-DBL-(P) or

1NT-(2M)-DBL-(P), then 2NT=PUP to 3♣. Direct suit bids are NF but show invitational values; suit bids after the PUP are weaker. After a T/O of a major when

both hands are limited, eg (1M)-P-(2M)-P-(P)-DBL-(P), or when the responder to the double has shown balanced values, eg 1NT (2M)-DBL-(P) or (1NT)-DBL-

(2M)-DBL-(P), then 2NT is SCRAMBLING with any 2 suits below the M. After a T/O DBL of a minor then 2NT is NAT.

NOTE 3: DEVELOPMENTS AFTER OPPONENTS TWO SUITED OVERCALL

BOTH SUITS KNOWN: Nearest cue below our suit=limit raise+, other cue=unbid suit FG, unbid suit=NF, raise=weak.

ONLY ONE SUIT KNOWN: Cue=limit raise+, new suit F1, 2NT=PUP to 3♣ with subsequent bids NF, raise=weak.

In both cases DBL suggests penalty often based on balanced values.

If opponents make a 2 suited overcall after we have both bid then all DBLs of their suits are penalty from both sides.

NOTE 4: ESCAPING FROM INT DOUBLED

After 1NT(DBL) or 1NT-P-P-(DBL)-P-P: 2♠=♣ or any 2 suits (44+) without ♣. After a DBL of 2♣ then RDBL=♦+♥, 2♦=♦+♠, 2♥=♥+♠.

1NT(DBL)-P-P-RDBL and 1NT-P-P-(DBL)-RDBL show a 5 card suit somewhere.

NOTE 5: SIGNALS ON PARTNER'S LEAD

The initial signal is almost always count; 2nd highest from 4, 6 or 8 cards except J from J10xx(xx) and 10 from KJ10x(xx). The signal is only ENCRG/DISCG

during the play in cash out situations. The initial signal is only suit preference when partner is expected to retain the lead and a switch is evident. Subsequent cards

in the same suit as the initial signal are suit preference.

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 initially led. If only one card has been played in declarer's suit, either because only a singleton or

one affordable card was held or because declarer switched to another suit, then the 1st discard or cards in declarer's 2nd suit are "SMITH". "SMITH" continues to

apply until either two affordable cards have been played in the same suit or a discard has been made. All trump signals are suit preference.

NOTE 7: DISCARDING

The initial discard is ENCRG/DISCG except when dummy has a long suit with no side entry when a discard in the long suit is count. The 2nd discard is suit

preference if in the same suit as the first and ENCRG/DISCG if in a different suit. Subsequent discards in any suit are remaining count. If a different suit is played

after our first discard (whether by declarer or a defender) then we signal suit preference in the suit discarded but remaining count in a new suit.

NOTE 8: DEVELOPMENTS AFTER A 2NT RESPONSE TO 1♥/♠

Opener rebids 4♥/♠ with a hand unsuitable for slam, 4 new suit with 55 two suiter (at least HJxxx), 3 new suit with singleton (then 3NT=real slam interest, new

suit=cue), 3♥/♠ with some slam interest and no singleton (then 3NT=slam interest no singleton, new suit=singleton), 3NT with real slam interest and no

singleton (then new suit=cue, jump=singleton).

NOTE 9: DEVELOPMENTS AFTER A 1NT REBID

2♣ asks for range and shape. 2♦/♥/♠ responses show minimum with priority being given to showing 3 card support for responder, 3 level responses are natural

with a maximum and 3 card support for responder, 2NT shows a maximum without 3 card support for responder. 3 level bids by responder after the 2♣ checkback

are FG. Sequences which do not start with 2♣ are to play at or below 2 of responders suit and invitational above it; 1♥-P-1♠-P-1NT-P-3♥ is 6-3 invitational.

If the 2♣ checkback is doubled then 2♥/♠ are unchanged, 2♦=natural {good 5 card suit after 1♦-1M-1NT-2♣-(Dbl)}, Rdbl=good clubs any strength (may also

have a major), Pass=minimum unsuitable for any other call, 2NT+ other than 3♣ are unchanged in meaning but show a ♣ stop, 3♣ shows any maximum without

a ♣ stop (may have a major) FG except that the auction can stop at 4♦ after a 1♦ opening.

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 10: CONTINUATIONS AFTER JUMP 2NT REBID**

After 1x-1y-2NT then 3♣ is a puppet to 3♦. After this Pass, 3y and 3z below 3y are to play, 3x=weak with 53 in the majors, 3z above 3y=SPL,

3NT=suggests playing in ♣ often a slam try, 4x=SPL, 4z below 4y=SPL, 4y=to play, new suit above 4y=EKCB, 4NT=RKCB for y.

Without the puppet: 3x=NAT FG with 3+x suggesting an alternative to 3NT may be a slam try, 3z below 3y=nat FG suggesting playing in z often a slam try, 3y=nat FG seeking 3 card support may be a slam try, 3NT=to play, 4z below 4y=55 slam try, 4y=mild slam try with no singleton, 4NT=natural invitational.

If opponents bid over 2NT then any bid is natural FG. Continuations are unchanged if opponent's double 2NT.

NOTE 11: RESPONDER'S REBIDS AFTER A 1NT RESPONSE

After 1x-1NT-2x: 2NT=2 suits below x, 3y=to play.

After 1♠-1NT-2♥: 2NT=Lebensohl, new suit=game try in ♥ with values in bid suit, 3♥=mildly constructive.

After any other 1x-1NT-2y (non-reverse): 2NT and 2z above 2x=good raise of 2nd suit, any other new suit=to play, 3y=weak raise.

After 1x-1NT-2y (reverse F1) any minimum rebid is natural NF.

After 1x-1NT-2NT: 3m=NF, 3M=FG.

NOTE 12: FOURTH SUIT FORCING

4SF at the 3 level is FG, but responder can pass any simple rebid after 4SF at the 2 level. Any continuation by responder over a simple rebid is FG, including 2NT and a raise. After 1♣-1♦-1♥-1♠ then 2♠ is NAT NF. Otherwise a raise of 4SF is ART FG showing extra values without any natural bid being suitable.

A jump in the 4th suit by responder is NAT 2-suited FG below 3NT and a splinter in opener's 1st suit agreeing the 3rd suit above 3NT.

If opponents double 4SF then pass is forcing and RDBL from either side suggests playing 4SF redoubled at the 2 level but shows the Ace at the 3 level.

NOTE 13: CONTINUATIONS AFTER OPENER'S REVERSE

After 1x-1y and a 2 level reverse by opener then 2NT is a puppet to 3♣ unless opener has extra distribution or values. After the puppet all responder's continuations are NF. If responder does not use the puppet then 2 level rebid of responder's suit is NF and bids above 2NT are FG.

Opener's reverse after a 2 level response is FG.

A jump reverse by opener is a FG splinter. A double jump reverse is exclusion KCB with a void.

NOTE 14: CONTINUATIONS AFTER ARTIFICIAL INTERVENTION OVER OUR 1NT OPENING

If the intervention shows the bid suit plus another then it is treated as natural.

If the intervention is artificial without guaranteeing the bid suit then dbl=high card values for at least 2NT; after this any dbl is penalty and pass below 2NT is F.

If the intervention shows just one defined suit (possibly plus a 2nd undefined suit) then a 2 level cue bid is for take-out (not necessarily game invitational). Pass then dbl is also take-out but with 2+ cards in the defined suit.

If the intervention shows two defined suits then a 2 level cue bid is NAT and a 3 level cue bid is stop showing.

In all cases 2NT is still Lebensohl.

NOTE 15: CONTINUATIONS AFTER A 1NT OPENING

After a 2♦/♥ transfer then opener breaks the transfer on most hands with 4+ card support; 3♥/♠=minimum, 2NT=maximum without a weak doubleton, new suit=maximum with a weak doubleton (<Qx). After a transfer has been broken then 3♦/♥ (if available) is a retransfer and 3 of the trump suit shows the suit below FG.

After a transfer has been completed then 2♠(over 1NT-2♦-2♥)=NAT F1, 3♥(over 1NT-2♥-2♠)=55 slam try, raise=invitational, 3 new suit=NAT FG, jump=SPL.

After 1NT-2♠: 2NT/3♠=minimum/maximum then 3 new suit=balanced slam try.

After 1NT-2NT-3♠: Pass/3♦=to play, 3M=splinter with (54) in minors, 3NT/4♠=55 in minors NF/slam try.

After 1NT-3M: 3NT=either a trump honour or a side ace (not both), 4M=neither a trump honour nor a side Ace, new suit=Ace plus a trump honour.

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 16: CONTINUATIONS AFTER INTERVENTION OVER A STAYMAN OR TRANSFER RESPONSE TO A 1NT OR 2NT OPENING**

After 1NT-P-2♣-(DBL): RDBL=good ♣ suggesting 2♣ redoubled (may also have a major), Pass=no ♣ stop and no major, 2♦=♣ stop but no major, 2♥/♠=4 card suit with or without a ♣ stop. After 1NT-P-2♣-(DBL)-P/RDBL-P: 2♦=natural NF (a hand where you would have passed the response without the dbl - opener will bid a major if he has one), 2♥ asks for major suit preference, 2♠=invitational (NF) with 5+♠ and another 5 card suit, 2NT=natural invitational, 3♣=Stayman.

After 1NT-P-2♦/♥-(DBL): RDBL=strong in bid suit suggesting playing redoubled, next step=happy to compete with 3+ trumps, Pass=not keen to compete.

After 1NT-P-2♠-(DBL): RDBL=good ♠, Pass=minimum with no ♠ stop (now 3♣/♦ are to play but 3♥/♠ and 4♣/♦ are still strong balanced), 2NT=minimum with a ♠ stop (again 3♣/♦ are to play), 3♣=maximum with or without a ♠ stop (now 3♦/♥ are still strong bal but 3♠ just asks for a stop). In any of these sequences if opener passes the DBL then RDBL from responder is to play, bids above the first step have the same meaning as if the transfer had been completed, a cue bid of the suit doubled is a general force asking for a stop, and a jump cue is a splinter (showing 6 trumps after a transfer).

A similar structure applies after a 2NT opening except that the priority now is to show whether opener has a stop. Thus after 2NT-P-3♣-(DBL): RDBL=good ♣ (may also have a major), Pass=no ♣ stop but may have a major (responder bids his suits upwards with 3♦ being NF, ie a hand which would have passed the response without the DBL - opener will bid a major if he has one), 3♦=♣ stop but no major, 3♥/♠=4 card suit with a ♣ stop. Similarly after 2NT-P-3♦/♥-(DBL): RDBL=strong in bid suit, next step=stop, Pass=no stop, and after 2NT-P-3♠-(DBL): Pass=no stop (may have a minor), 3NT=stop with no minor (or possibly with a minor but no ♠ control), 4♣/♦=4 card suit with a ♠ control.

After 1NT-P-2♣-(2♥/♠): DBL=Penalty, 2♠=unchanged by the 2♥ intervention, Pass=unsuitable for DBL or 2♠. After 1NT-P-2♣-(2♥/♠)-P-P: DBL=Penalty, 2NT=invitational with 4 cards in OM (may not have a stop), Cue=4 cards in OM without a stop, 3NT=4 cards in OM with a stop, others unchanged by the intervention. After 1NT-P-2♣-(3X)-P-P: DBL=T/O, bids unchanged by the intervention (ie forcing).

After 1NT-P-2♦/♥-(bid)-P-P or 1NT-P-2♦/♥-P-2♥/♠-(bid): DBL by responder=take-out including all FG hands, 2NT=natural invitational (may not have a stop), new suit below 3♥/♠=NF, 3♥/♠=NF (not invitational), cue=splinter (DBL then cue if you want to ask for stopper), jump=natural (not a splinter).

NOTE 17: CONTINUATIONS AFTER A 2♣ OPENING

After 2♣-2♦-2♥: 2♠=relay (2NT=FG BAL, 3♣/♦/♠=NAT with 5+♥, 3♥/NT=6+♥), 2NT=0-3 with 55 in the minors, 3m=7 card suit at best Q high.

After 2♣-2♦-2♠/3m then a jump is a splinter even at game level.

Natural continuations forcing to 4NT after a +ve response to 2♣.

After 2♣-(Dbl): Pass=nothing to say (forcing), Rdbl=good ♣ eg HH9x (or interest in penalty if Dbl doesn't show ♣), Bid (incl 2♦)=+ve, 2NT=8+ bal with stop.

After 2♣-(Dbl)-P-(P): Rdbl=to play, 2♥=FG ♥ or bal, 2♦/♠=nat FG, 2NT=23-24 bal, 3♣=T/O short in ♣.

After 2♣-(Dbl)-Rdbl-(P): 2♦/♥/♠=nat FG, 2NT=23+ bal (system on), 3♣=T/O short in ♣. The auction is not F4NT.

After 2♣-(Dbl)-2♦-(P): 2♥/♠=nat FG, 2NT=23+ bal (natural continuations), 3♣=Cue.

After 2♣ (Bid): Pass=nothing to say, Dbl=PEN (or interest in penalty if they haven't shown bid suit), Bids (incl a suit they've shown)=+ve, 2NT=8+bal with stop.

If 4th hand bids (irrespective of what 2nd and 3rd hand did) then: Pass=F, Dbl=PEN, Suit bids (incl 2♥)=nat FG, 2NT=bal FG (may be 23-24 if partner has already shown values).

NOTE 18: RESPONSES TO A KEY CARD ENQUIRY AFTER A 3 LEVEL PRE-EMPT

1st step=0, 2nd step=1 without Q, 3rd step=1 with Q, 4th step=2 without Q, 5th step=2 with Q. A subsequent 4NT by responder is natural and a repeat of responder's minor asks for specific side kings. In response a new suit by opener shows either one king in the bid suit or two kings excluding bid suit.

The 4m key card enquiry is cancelled after intervention and 4NT becomes RKCB.

NOTE 19: CONTINUATIONS AFTER A 4M OPENING

After 4M-5x: 6 suit=1st round control of x+1 plus bid K. After 4M-5x-5x+1: 5NT asks for side Q and 6x+1 for 2 of top 3 trump honours.

NOTE 20: DEVELOPMENTS AFTER A RKCB RESPONSE

After an initial RKCB response, the next step asks for the trump Q (trump suit denies) and 5NT asks for specific kings. Over either of these enquiries 6 of a suit shows either one king in the bid suit or two kings excluding bid suit.

The responder to RKCB is forced to slam if holding 3+ key cards and responds to a 5 level sign-off as though asked for the trump Q.

After intervention over 4NT:-

- Over intervention up to 5♥ - Dbl/Rdbl=0 or 3, Pass=1 or 4, 1st step=2 (without trump Q if below 5♠), 2nd step=2+trump Q (if below 5NT).
- Over intervention above 5♥ but below 6 of trump suit - Dbl=0 or 1, Pass=2 with or without trump Q, 1st step=3 (or 4 if bidding 6 of the trump suit), 2nd step=4 (if not above 6 of trump suit).
- Over intervention at or above 6 of trump suit:- Dbl=discouraging a grand slam, Pass=encouraging a grand slam.

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 21: CONTINUATIONS AFTER INTERVENTION OVER AN UNASSUMING CUE BID**

After a UCB is doubled then: Repeat of suit=minimum, Pass=encouraging, New Suit (if available)=long suit try.

After a new suit between the UCB and our trump suit: Pass=encouraging (F), Dbl=PEN, New suit (if available)=long suit try, Trump suit=minimum.

NOTE 22: CONTINUATIONS AFTER OUR PENALTY DOUBLE OF 1NT

After (1NT)-DBL-(P) and (1NT)-DBL-(RDBL) then Pass is not assumed to show any values. Thus:

- a) Doubler is expected to rescue from 1NT redoubled if he is unable to beat it from his own hand. However if pass was forcing to redouble by opener then the doubler should usually pass and leave 4th hand to decide whether to rescue.
- b) If opener rescues himself then pass is NF and double is take-out from both sides (of 2m and 2M). However if opener was required to rescue, eg rdbl=puppet for 2♣, then pass is forcing and double is penalty from both sides.

(1NT)-DBL-(2m)-DBL is assumed to show some values. Thus Pass of a subsequent rescue by opponents (2m or 2M) is forcing and double is penalty from both sides (>= Hxx under the trumps).

NOTE 23: CONTINUATIONS AFTER OUR OVERCALL OF OPPONENT'S 1NT OPENING

After (1NT)-2♠-(P): 2♦=relay for longer major, 2NT/3x=natural invitational.

After (1NT)-2♠-(DBL): Pass=to play, Rdbl=relay for longer major, bids=natural.

After (1NT)-2♦-(P): 2M=P/C, 2NT=relay (3♣/♦=♥/♠ maximum, 3♥/♠=minimum; any continuation is FG), 3m=nat NF, 3M=P/C, 3NT=to play, 4♠=bid suit below your M, 4♦=bid your M, 4M=natural (not P/C).

After (1NT)-2♦-(DBL): Pass suggests playing, Rdbl=bid your M, 2M=P/C competitive in OM, 2NT+=unchanged by the double.

After (1NT)-2♦-(2M/3M): Dbl=P/C, non-jump suit bid (including OM)=natural, cue=asks for stop, jumps as without intervention.

After (1NT)-2♦-(2NT/3m): Dbl=game try in partner's M, 3M=P/C, other non-jump new suits=natural NF, cue/jump=as without intervention.

After (1NT)-2♦-(3NT/4m): Dbl of 4m=same as bidding 4m without the intervention, 4m=as without intervention, 4M= natural (not P/C).

After (1NT)-2M-(P): 2NT=relay for minor suit (3♣/♦=natural minimum, 3♥/♠=♣/♦ maximum), 3m=P/C, 3M=invitational, OM=natural NF.

After (1NT)-2M-(Bid in OM): Dbl=game try in M, raise=weak, cue=good 4M bid, others as without intervention.

After (1NT)-2M-(3m): Dbl=P/C, 3M=mild invite, 3OM=natural, cue=good 4M bid.

NOTE 24: REBOUBLES AFTER OPPONENTS LEAD DIRECTING DOUBLE

Redouble from either hand shows confidence with a suitable holding in the lead directed suit. We do not play doubt showing redoubles.

NOTE 25: DEFENCE TO MULTI 2♦ OPENING

(2♦)-DBL=13-15 BAL or strong with LEB-FAST after (2♦)-DBL-(P) or (2♦)-DBL-(2M). Stoppers relate to the last bid suit, a major suit cue bid is NAT after (2♦)-DBL-(2M) or (2♦)-DBL-(2M)-2NT-(P)-3♠-(P) but 3♦ is a cue bid after (2♦)-DBL-(P). After (2♦)-DBL-(2M) then DBL=T/O with 8+ HCP (7+ if 54 in two suits). After (2♦)-DBL-(2M)-(P)-(P/2OM) then DBL=strong T/O, 2NT=19-21 BAL, cue=stopper ask. (2♦)-DBL-(P)-P is not assumed to show any values so (2♦)-DBL-(P)-P-(2M)-P is NF, (2♦)-DBL-(P)-P-(2M)-DBL=strong T/O, (2♦)-DBL-(P)-P-(2M)-P-(P)-DBL=T/O (may be just competitive) and (2♦)-DBL-(P)-P-(2M)-P-(P)-2NT is LEB-FAST with stoppers relating to opener's major, 3M bids are cue bids and 3♦ bids are natural (we are assumed to have a ♦ stop as we were prepared to defend 2♦ doubled).

(2♦)-2NT=16-18 BAL. (2♦)-3M=strong.

After (2♦)-2M-(P): 3♠=limit raise+ or bal FG or ♣ F1, OM and 3♦=NAT F1, 2NT=NAT NF.

After (2♦)-P-(2M): DBL=T/O with LEB-FAST and 2NT=16-18 BAL. After (2♦)-P-(2M)-P-(P/2♠): DBL=T/O with LEB-FAST and 2NT=any two unbid suits.

(2♦)-4m=bid suit + unspecified major, over this 4M=P/C.

NOTE 26: DEFENCE TO TEXAS 4♣/♦ OPENING

DBL=balanced values with a 2nd DBL being strong suggesting T/O, cue=T/O with shortage in ♥/♠, Pass then DBL=Penalty, 4NT=good two suiter, Pass then 4NT=weaker two suiter.