

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+. If two cues are available the lower shows 3 trumps and the higher 4 trumps. Jump cue=SPL with 4 trumps.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
 INT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-15 (11-16 over 1♣). Responses as over INT 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=♥+orn, (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=♠+orn, (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 (15-17 or better) or by PH. By PH: 2♠=♠+ta.M, 2♦=♦+ta.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/INT/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		In Partnership Suits
Suit	Lead	3rd/low
NT	4th best; 2nd from xxx(+)	3rd/low
Subseq	4th best; top from xx/xxx	ATT
Other:	ACE for ATT. King for count v suit. King for unblock or count v NT. Trump leads are suit preference.	

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(+), xxxS

SIGNALS IN ORDER OF PRIORITY		
Suit	Partner's Lead	Declarer's Lead
1	Hi=D/ISCG [5]	Hi=odd [6]
2	Hi=odd [5]	Suit preference [6]
3	Suit preference [5]	Hi=odd [7]
NT	Hi=D/ISCG [5]	"SMITH" [6]
1	Hi=odd [5]	Hi=DISCG [7]
2	Suit preference [5]	Hi=odd [7]
3	Suit preference [5]	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 forcing to suit agreement. Reopening DBL may be 3 HCP weaker. After a RDBL of any T/O DBL then Pass-to play.
 LEB-VARIATIONS / SCRAMBLING 2NT after DBL of 2M [3].
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
 NEG DBL: 1♠-(1♦)-DBL=<4♥ and <5♠, 1m-(1♥)-DBL=<4♠.
 1m-(1♠)-DBL=4♥ or 11+ BAL. SUPPORT X and XX up to 2♣ after 1 or 2 level response (but not over INT 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 INT opening or o'call.
PENALTY DBL (at least Hxx under) after (INT)-DBL-(2X) and (INT)-DBL-(2X)-P-P. DBL after 1X-INT (2Y) is PEN unless partner has unusual distribution. Game try DBL when no space.

WBF Convention Card

CATEGORY: Green DATE: 22nd August 2005
 NCBO: England EVENT:
 PLAYERS: Tony Waterlow & Paul Hackett

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4-card majors, frequently 11-13 BAL. 1 bids usually follow rule of 19. Occasionally 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 INT 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.

SPECIAL FORCING PASS SEQUENCES

Opponents bid below 2x after 1x-(DBL)-RDBL.
 Opponents 2♠/♦/♥ after (INT)-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.	1M may be 5 HCP or less with fair suit. 1♠-1M= BYPASSES DIAMONDS (<11 HCP). 1♠-1NT= 8-11 with 4+♣; otherwise 1NT=5-11 (semi-F).	1x-1y-1NT=11-13 (singleton y rare) with 2♣ PUP to 2♦[19].	FIT-SHOWING JUMPS
			With (4432) 11-13 choice is ♠ 1st, ♠ 2nd, ♠ 3rd.	2 OVER 1 FG. 1x-3x PREEMPTIVE (<10 HCP). WEAK JUMP RESPONSES at 2-level (<10).	1x-1y-2NT=18-19 without a 4 card major which could be bid at the 1 level; any continuation is F but responder can pass simple preference. After 1♠-1NT-2NT, 3m=to play, 3♥=5+♥ FG. 1x-1y-3NT=long suit with doubleton support.	2NT=good raise to 3.
			With (4432) 17+ either suit may be opened.	2NT=limit raise or 16+ with 4+ card support. Intermediate jump responses at 3-level, usually	1x-2y-2NT=11-13 or 17+ (responder assumes 11-13).	
			Occasionally open 4 card suit with lower 5 card suit when <17 HCP [11].	denies 3-card support. Double jump=SPL. 3NT=12-15 BAL with 4+ support (NF after 1m). See [14] for responses after 2 suited overcall	LONG SUIT TRY after a raise or 2NT response.	
					4SF is FG except 1♠-1♦-1♥-1♠ [15]. Jump in 4th suit = NAT 2-suited FG. Splitter jumps after a 2-level response. See [15] for other continuations.	
1NT			14-16 BAL 1st & 2nd pos. 15-17 BAL 3rd & 4th pos. 5332 with 5M is usually opened 1NT.	"PUPPET STAYMAN" (NT rebids by RESP deny 4M). FOUR-SUIT TRANSFERS (2♠=♣, 2NT=♦), 3x=SPL, (441)or(5431) with poor 5m 4♠=ace ask. 4♦=♥+♠ 5♦=seeking preference.	1NT-2♠-2♦-2♥-2♠=4♥ F1. 1NT-2♠-2♦-2M-2any-3m= NAT FG. 1NT-2♠-2♥-2♣-2x-3M=invitational, 1NT-2♠-2♥-2♣-2x-3m=FG.	
			(5422) and 6m possible.	1NT(2x)DBL=PEN but 1NT(3x)DBL=T/O.	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♠	4		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-F-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♦/	5		3-9 HCP (3-13 in 3rd, 9-13 in 4th). 5+ cards NVV-VUL.	2x=NAT constructive NF. 2NT=(R). Over 2♥/♠ 3x lower than raise=TFR (suit directly below raise denies honour). Raise=PRE with an honour.	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.	
2♠			1st posn or NV 3rd posn.			
2NT			19-21 1st & 2nd. 20-22 3rd & 4th. 5M frequent. (5422) and 6m sometimes.	"PUPPET STAYMAN" (NT rebids by RESP deny 4M). 3♦/♥=TRF. 3♠ asks for 4 card minor. 4♠=ace ask. 4♦=♥+♠ 5♦=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.	
			Singleton honour possible.		HIGH LEVEL BIDDING	
					CUE style is show first round controls before second except K in partners suit.	
3x	6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit F1.	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 GAB when 2 agreed suits and [21] for EKCB.	
3NT	4		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. 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].	When one 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: Tony Waterlow & Paul Hackett

NOTE 1: 3 LEVEL TRANSFERS AFTER INTERVENTION OVER OUR 1NT

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.

Over an intervention which does not show a specific suit the 3 level transfers apply when a suit (or potential suit if pass/correct) has first been shown. This applies whether or not responder initially 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 with a 2NT enquiry in response (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 1NT

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♦(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=T/O used on all FG hands, 3 own suit=NF, 3 new suit=NF. 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.

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.

NCBO: England

PLAYERS: Tony Waterlow & Paul Hackett

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.

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 OPPONENT'S 1NT OPENING

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

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

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♣

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.

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 is a retransfer.

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.

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 HCP if unsuitable for 1NT. Opener's non-jump rebids are NF.

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♥.

1M-2NT-3NT=slam interest opposite 16+ but no slam interest opposite a limit raise.

NOTE 16: CONTINUATIONS AFTER A 4M OPENING

Opener's rebids after responder's cue bid asking for control in a bypassed suit are:- 5M=sign-off with no control, 6M=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.

NCBO: England

PLAYERS: Tony Waterlow & Paul Hackett

NOTE 18: OTHER CUE BIDS

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

After (1X)-(1NT):- 2M=MICHAELS, 3M 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

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 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.

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.

NOTE 23: CONTINUATIONS AFTER ONE ROUND FORCES

After a new suit response to an overcall a raise of responder's suit or a repeat of opener's suit are NF; 2NT or a new suit response are F.

After a 2 over 1 in competition only 2NT is NF; any suit bid below game is F.

