

## DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)
Aggressive but usually 5+ card at 1 level. Sound at 2 level.
Responses: 1NT=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 [26]. All direct raises weak. Jump in new suit below 4♥ =FIT [27]. 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)
1NT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-14(m), 11-16(M). Responses as 1NT opener. LEBENSOHL-FAST with T/O DBL after intervention. ESCAPING FROM 1NT (DBL) [4]. Reopening 2NT=19-21 BAL. See [25] for responses.
(1X)-P-(2X)-2NT=NAT[25] but (1X)-P-(2Y)-2NT = other 2 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=♦+OM. Responses: New suit NAT NF, jump in known suit=limit.
1♣-3♣=♦+♠, 3♦/♥/♠ 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. DBL=PEN [28] of weak NT (minimum <14) but 4M and 5+ m both unspecified over strong NT or by PH. 2♣=♥+♠, 2♦=one major, 2M=5M and 4+minor, 2NT=minors - [29]. Jump overcall=weak. DBL of Stayman or trf shows 15+HCP if weak NT but shows the bid suit if strong NT.
All bids mean the same in the reopening position.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O. LEBENSOHL AFTER T/O DBL OF 2M. (2x)-2NT=15-18 [25]. 3 level CUE=stopper? 4 level CUE=any 2-suits STR.
LEAPING MICHAELS. See [31] for responses to a 3NT overcall.
VS. ARTIFICIAL STRONG OPENINGS
Over strong 1♣: Dbl=♥, 1♦=♠, 1♥/♠/1NT=2 suits CRO, 2 bids=suit or suit above NV but NAT VUL, 2NT=any 2 suits 55+. [30].
After 1♣-1♦ or over strong 2♣/♦: Dbl=♥+♠, lowest NT=♠+m.
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	AK, 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
Suit	1 Hi=even [6]	Hi=even [7]	Hi=even [8]
	2 Hi=ENCRG [6]	Suit preference[7]	Suit preference[8]
	3 Suit preference[6]		
NT	1 Hi=even [6]	"SMITH" [7]	Hi=even [8]
	2 Hi=ENCRG [6]	Hi=even [7]	Suit preference[8]
	3 Suit preference[6]	Suit preference[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♠; 1m-(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			
1NT 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. [32].			

# WBF Convention Card

CATEGORY: **Green**                      DATE: **01-Nov-06**  
 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 [27]. 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].
LEBENSOHL-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 [27].
ART responses after opponent's two suited overcall [3].
ESCAPING FROM 1NT DOUBLED [4].
Defence to Short Minor Suit Openings [5].
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 (♣ or limit raise+ or bal FG) to partners overcall of an opponents 2 opening which does not have a specified suit.
PSYCHICS: Never in partnership experience.

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1x		4	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. 1NT=5-9 (7-10 with 4+♣ over 1♣ if no intervention). 2 OVER 1 F1. Limit raises over 1M. Inverted minor raises [9]. 2NT over 1m=16+ BAL. 2NT over 1M=FG with 4+ card support [10]. 1m-3NT=12-15 BAL 4333 with 4 trumps and poor controls. 1♥-3♠ and 1♠-3NT=unspecified void (next step asks), 1♥-3NT=♠ splinter. Other double jump=SPL. Triple jump=natural.	1x-1y-1NT=15-17 (singleton y possible) with 2♣ checkback - [11]. 1x-1y-2NT=18-19 (denies 4♠) - see [12] for continuations. 1x-2y-2NT=FG with NAT continuations 1x-2y-3NT=17-19 BAL with 4y (3+y if y=♥). See [13] for continuations after a 1NT response, [14] for continuations after a 2 level response and [15] for 4TH SUIT FORCING. LONG SUIT GAME TRY. After 1x-1y and a 2 level reverse by opener then 2NT is LEB - see [16]. 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.	FIT-SHOWING JUMPS 2NT=NAT NF.
1NT			4♠	(11)12-14 BAL. 5332 without a good 5M is usually opened 1NT. (5422) or 6m possible but not common.	"PUPPET" STAYMAN" (NT rebids by RESP deny 4M). FOUR-SUIT TRANSFERS (2♠=♣, 2NT=♦). 3m=to play. 3M=6 cards invitational. 4♣=ace ask, 4♦=♥+♠ 55+ seeking preference. See [20] for artificial intervention.	1NT-2♣-2♦-2♥-2♠=4♥ F1. After 1NT-2♣-2♦-2M: 2NT=minimum without fit and 3♣=maximum without fit; over these 3m=5 cards FG and 3M over 3♣ shows 5♣. See [17] for other continuations. See [18] for intervention over 2♣ or a TFR.	LEB=FAST does not apply. 2NT over an overcall shows two places to play.
2♣	X			23-24 BAL or FG.	2♦=0-3 or 4-7 5+M. 2♥=8+ UnBal or 10+ Bal. 2♠=4-7 5+m or 4-6 Bal. 2NT=7-9Bal. 3x=4441.	2♣-2♦-2♥=NAT or FG BAL with 2♠ relay. [19]. 2♣-(2x)-DBL=PEN. 2♣-(2x)-P-P-DBL=23-24 BAL.	
2♦/ 2♥/ 2♠		5		5-9 HCP.5+ card 1st posn NVvVUL or 3rd posnNV. 8 playing tricks in 4th.	2x=NAT constructive NF. 2NT=(R). 3x=NAT F1. Raise=PRE. 4m=SPL. 4M=NAT.	After 2x-2NT: 3x=MIN, 3y=high card feature non-MIN, 3NT=AKJxxx/AQJxxx and no singleton, 4y=SPL. After intervention: DBL=PEN, new suit=NAT NF.	After 4th in hand opening: 1st step=waiting (then 2NT by either hand shows 1st step suit).
2NT			4♠	20-22 BAL. 5M, (5422) or 6m possible. Singleton honour rare.	PUPPET STAYMAN. 3♦/♥=TRF. 3♠=minor suit enquiry. 4x=NAT slam try, 6 card suit.	After 2NT-3♣: 3♦=either a 4 card major or <3♠, 3M=5 cards, 3NT=exactly 3♠ and <4♥. Over a 3♦ response: 3♥ =<4♥ (may have 4♠), 3♠=4♥ & <4♠, 3NT=4♥+4♠. [21].	
<b>HIGH LEVEL BIDDING</b>							
3x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	3x=NAT F1. 3♣-4♦ and 3♦/♥/♠-4♣ ask for key cards - ref [22]. 4♥+=to play.	CUE style is show first round controls before second except K in partners suit. Unnecessary jump=SPL, and even higher jumps(not 1st round)=exclusion KCB (1st step=0, 2nd step=1, etc). 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 [24] 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.	
3NT	X			GAMBLING.Solid minor.	4♣=P/C. 4♦=asks for singleton. 4M=NAT.		
4x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit over 4M asks for control in suit above [23].		

01-Nov-06

NCBO: England

PLAYERS: John Armstrong & John Holland

**NOTE 1: TWO SUITED OVERCALLS**

In direct position by non-PH: 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 or by PH: 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.

A 3♣ jump overcall by a PH is a weak jump overcall with a side 4 card major.

(1x)-P-(1NT)-2x=Michaels and after (1NT)-P-(2x TFR) a jump cue is Michaels.

After (1x)-P-(2x): 3x asks for a stopper and 4m is leaping Michaels; 2NT =NAT.

Over opponent's 2m=NAT: 3m=stopper ask, 4m=♠+♥.

After (2M)-P-(2NT): 3M =Michaels and 4m=NAT PRE.

**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 1NT 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.

After (1x)-1NT-(DBL): RDBL=PUP to 2♣ showing a single suited hand somewhere; 2y=bid suit + a higher ranking suit. Again RDBL by 1NT bidder shows a 5 card suit somewhere.

**NOTE 5: DEFENCE TO SHORT MINOR SUIT OPENINGS**

If 1m is at least 3+ cards then it is treated as natural and (1m)-P-(1x) is treated as though two suits have been bid.

If 1m can be less than 3 cards then DBL=12-15 BAL or any hand too good to overcall, 1NT=16-19 Bal (system on), cue=natural (over this the other minor is an unassuming cue bid), jump cue=natural and weak, 2NT=any strong 2 suiter 55+.

After (1m)-1x-(P/Dbl) then 2♣ is an unassuming cue bid; if 3rd hand bids then bids in 3rd hand's suit are cues and bids in opener's minor are natural or fit jumps.

After (1m)-Dbl-(P) then Pass=8+HCP with 4+m and sets up forcing passes up to and including 2m, 1x=NAT NF but may be 3 card if weak, 1NT=5-9, 2♣+ are

Puppet Stayman/transfers as over a 1NT opening showing at least game invitational values opposite 12-15 BAL. Opener's 2NT over 2♣ response=20+ Bal (system

on), opener's 3x rebid=NAT strong. Over a 2♦/♥ response the doubler bids 2NT with a maximum 12-15 or 20+; a transfer break to 3M shows a good 12-15.

After (1m)-Dbl-(Rdbl) then Pass suggests defending but does not set up a forcing pass; other responses are as if 3rd hand passed.

After (1m)-Dbl-(1x) then Dbl=8+HCP fairly balanced (F to 1NT), 1y=nat NF, 1NT->2♥=transfer to suit above, 2♠ and above=weak.

After (1m)-Dbl-(1NT): Dbl=PEN, 2♣->2♠=transfer to suit above, 3♣ and above=weak.

(1m)-Dbl-(2x) is treated as intervention over our 1NT opening so Dbl=T/O, 2 bids are NF and Lebensohl applies.

After (1m)-2NT-(P): 3♣=constructive enquiry (3♦=♥+♠, 3M=M+a minor NF, 3NT=♣+♦, 4m=m+a major FG) and any other suit bid is pass/correct. If 3rd hand doubles then Pass=F enquiry (may be weak) with responses as above plus 3♣=♣+♦ NF; suit bids are P/C and Rdbl=puppet to 3♣ to play in responder's suit.

(1m)-P-(1x) is treated as a 1x opening so Dbl is T/O of x and 2x/2NT/3♣ are two suited excluding x but 2m is natural. If a 1♦/♥ response is a transfer then Dbl shows the bid suit, a 2♦/♥ overcall is natural and fairly strong, a 1 level cue is a T/O double of the suit shown and jump cue/2NT/3♣ are two suited excluding the suit shown.

(1m)-P-(1NT) is treated as a 1NT opening so the conventional defence applies with DBL=4M and 5+m both unspecified [27].

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 6: 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 7: 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. "SMITH" does not apply if the situation in the suit initially led is already evident to both defenders. All trump signals are suit preference.

**NOTE 8: DISCARDING**

The 1st discard in each suit is remaining count if not already known, usually from a suit we don't want led. Subsequent discards in the same suit are suit preference.

**NOTE 9: INVERTED MINOR SUIT RAISES**

1m-2m=4+ card support, 10+ HCP, usually no 4 card major. 1m-3m=4+ card support, 5-9 HCP, no 4 card major if maximum.  
After 1m-2m: new suits from either hand=NAT F1 (may be good 3 card holding), jumps=SPL, 2NT by opener is FG (then new suit by responder=SPL 10-12 HCP),  
2NT by responder is NF, 3m from either hand=NF.  
After 1m-3m: new suit=long suit trial bid, jump=SPL.

**NOTE 10: DEVELOPMENTS AFTER A 2NT RESPONSE TO 1♥/♠**

Opener rebids 3♣ with any minimum, 4M with 12-14 HCP 6322 or 7222, 4 new suit with non-minimum 55 two suiter (at least HJxxx), 3 new suit with non-Minimum and a singleton (3M with ♣ singleton), 3NT with 15+HCP and no singleton (then new suit=cue, jump=singleton).  
After 1♥/♠-2NT-3♣: 3♦ asks for singleton (3M=♦ singleton, 3OM/4♣=OM/♣ singleton, 3NT=5332 or 5422, 4M=6322 or 7222, 4♦+=void); any other new suit by responder=splinter (3M=♣ singleton, 3NT=♦ singleton, 4 level=void).  
After 1♥/♠-2NT-3♦/♥/♠: 3NT=no slam interest unless opener is a lot better than non-minimum, new suit=cue.  
After 1♥/♠-2NT-3NT: new suit=cue, jump=SPL, 4M=no slam interest unless opener is a lot better than non-minimum.  
After intervention over 2NT: Dbl/Rdbl=Penalty, Pass=minimum, new suit=natural non-minimum, 3NT=A or K in opponent's suit non-minimum, cue=SPL non-Minimum, 4M=balanced non-minimum without control in opponent's suit.

**NOTE 11: 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, F1 (at least 54) between 2 of responder's suit and 2NT, invitational above 2NT and at or below 3 of responder's suit (1♥-P-1♠-P-1NT-P-3♥ is 6-3 invitational), and auto splinters above 3 of responder's suit.  
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.

**NOTE 12: 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 (then 4♣=NAT, others agree ♠), 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, 4x=NAT slam try, 4z below 4y=55 slam try, 4y=mild slam try with no singleton, 4NT=NAT invite.  
If opponents have intervened before the 2NT rebid, eg 1x-(1y)-Dbl-(P)-2NT, then system is still on. However if opponents bid over 2NT then any bid is natural FG.  
System is still on if opponent's double 2NT.

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 13: CONTINUATIONS AFTER A 1NT RESPONSE**

A non-reverse new suit is non-forcing although responder should raise if non-minimum with 4 card support or give false preference if happy to have opener make a

further game try. A jump in a new suit is FG. A jump reverse is a self-agreeing splinter.

Responder rebids as follows:-

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, 3NT=good 4♥ bid with 5 trumps and singleton ♠, 4m=fit jump typically 55 with singleton ♠.

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, jump in new suit=fit jump typically 55 with singleton in opener's first suit.

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

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

If 4th hand bids over 1NT then a non-jump rebid above two of the suit opened, eg 1D-(P)-1NT-(2H)-3C/D is invitational but NF. A 2NT rebid is also natural invitational. If opener wishes to force to game then he should start with double, but he can also double with little more than minimum values if willing to pass any response. Double is for take-out and does not convey any suggestion of defending.

**NOTE 14: CONTINUATIONS AFTER A 2 LEVEL RESPONSE**

After a 2 level response then: New suit at the 2 level is F1, 2NT is 15+ FG, 3 new suit is FG, raise of responder's suit is NF, jump in new suit is a splinter, 3 of opener's suit is FG and 3NT is 5422 with 17+ with 4 card support (may be 5332 with 3 card support after 1♠-2♥).

After opener's 2M rebid (whether same suit or not): 2NT=NF, new suit at 2 level is F1, rebid of responder's suit is NF, raise of opener's 2nd suit is NF, new suit at 3

level is FG, jump to 3 of opener's suit is FG, 3NT is to play, 4 of responder's suit agrees opener's 2nd suit FG.

After responder's 2M (new suit) rebid then: 2NT=NF, 3 of a previously bid suit is NF, raise to 3M is FG.

After responder's 2NT rebid then: 3 of a new suit below responder's suit is NF, 3 of responder's suit is NF, 3 of a new suit above responder's suit is ART FG, 3 opener's suit is NF.

After opener's jump rebid in his own suit, eg 1M-2m-3M, responder's new suit at the 4 level is

assumed

to be a cue bid agreeing opener's suit. This continues to be the assumption until responder rebids one of his suits. At this point all responder's bids are reinterpreted

as natural, eg 1♠-2♥-3♠-4♣-4♦-5♣ shows a 2 suiter without any suggestion of ♠ support.

Similar principles apply to any auction where opener has shows a long suit at the 3 level, eg 3♥-4♦-4♥-4♠-5♥-5♠ shows a 2 suiter.

**NOTE 15: 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 a 3 level raise is ART FG showing extra values with the Ace of the 4th suit. RDBL from either side suggests playing 4SF redoubled at the 2 level but shows the Ace at the 3 level.

**NOTE 16: 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 17: CONTINUATIONS AFTER A 1NT OPENING**

After 1NT-2♣-2♦-2M-3♣ then 3♦=5+♦, 3♥=5+♥ without a singleton ♦ (over this 3♣ asks for singleton in OM with 3NT=no singleton or a singleton honour and

4x=singleton in OM), 3♠=5+♠ with a singleton ♦.

1NT-2♣-2♦-3x=3 suited short in suit above, then cue=stopper but doubt about 3NT and 3M=4 cards with either no stop or good stop in responder's shortage.

After 1NT-2♣-2M then: 3m=NAT FG, 3OM=ART balanced slam try agreeing opener's major, 4m/4OM=splinter, 4NT=NAT, any bid above 4NT=EKCB.

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 completed transfer then 2♠ (over 1NT-2♦-2♥)=NAT F1, 3m=NAT FG, 3♥ (over 1NT-2♥-2♠)=NAT FG may only be 4♥, raise=slam try, jump=SPL.

After 1NT-2♦-2♥-2♠ then 4m is a cue bid agreeing ♠; only 4♥ is FG with 3 card ♥ support (cf 2NT-3♦-3♥-3♠ where 4♣ agrees ♥ and 4♦ agrees ♠).

A 2♠/NT transfer is always at least game invitational. In response the 1st step accepts the game invitation and the 2nd step declines it. Any new suit continuation by responder is a splinter and rebidding his minor over the first step is a slam try without a shortage.

After a response to a 4♣ Gerber enquiry responder's 4NT or 5♣ are both to play. 5NT by responder asks for the number of kings (6♣=0, 6♦=1, etc).

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 18: CONTINUATIONS AFTER INTERVENTION OVER PUPPET 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 5 major, 2♦=♣ stop and no 5 major, 2♥/♠=5 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), 2M=4 cards in OM as without the Dbl, 2NT=natural invitational, 3x=short in suit above as without the Dbl.

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. In 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.

After 1NT-P-2♠-(DBL): RDBL=good ♠, Pass=acceptance without a ♠ stop (now 2NT=NAT FG, 3♣=to play but 3 new suit is still shortage), 2NT=acceptance with a ♠ stop (continuations unchanged by the Dbl so 3♣ is F), 3♣=declining the game try with or without a ♠ stop (now 3♦/♥ are still shortage but 3♠ just asks for a stop).

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 (then responder's 3♦=to play, 3M+=unchanged by Dbl), 3♦=♣ stop but no 5 major, 3♥/♠=5 card suit with or without a ♣ stop, 3NT=3♠ and <4♥ 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, 2M=5 cards, Pass=any other. After 1NT-P-2♣-(2♦)-P(P): DBL=Penalty, 2M+=unchanged by the intervention, ie as though opener had bid 2♦.

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=T/O, 2NT=invitational without 4OM (may not have a stop), Cue=<4 cards in OM without a stop, 3NT=to play with a stop, others unchanged by the intervention.

After 1NT-P-2♣-(3X)-P-P: DBL=T/O, bids unchanged by the intervention (ie short in suit above).

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).

After 2NT-P-3♣-(3♥/♠): Pass denies a stop over 3♥ but shows four cards in ♥ over 3♠ (dbl with no stop and <4♥), DBL=Penalty, 3♠=four cards with a stop, 3NT=stop without 4 cards in OM.

**NOTE 19: 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 3 lowest minor (if available) is 0-3, raise=nat usually 0-3, 3M=4-7 if 2nd negative available, jump=splinter even at game level.

After 2♣-2♥ all continuations are natural with 2NT=23+ Bal (system on). Jumps by responder are splinters even at game level.

After 2♣-2♠: 2NT asks for hand type (3m=5 card, 3♥=Bal with no major or both majors - 3♠ asks, 3♠/NT=Bal with 4♥/♠) and 3♣ asks for major (3♦=none, 3M=4 in OM, 3NT=both majors).

After 2♣-2NT: 3x=NAT, 3NT=NF, 4x=4 card suit Baron style, 4NT=Blackwood.

2♣-3x=4441 4-9 HCP short in suit above. Over this bidding the singleton asks for controls (A=3, K=2, Q=1) with 1st step=1 etc; any other bid sets the suit RKCB.

2♣-3NT/4♣=KJxxxxx in suit above with nothing outside (1st step asks for singleton).

2♣-4♦/♥=QJxxxxx in suit above with nothing outside (4NT asks for singleton).

After 2♣-(Dbl): Pass=nothing to say (forcing), Rdbl=good ♣ eg HH9x (or interest in penalty if Dbl doesn't show ♣), Bid (incl 2♦)=7+HCP with >=HHxxx F4NT, 2NT=8+ Bal with a stop and natural continuations F4NT.

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)=7+ HCP with >=HHxxx F4NT, 2NT=8+bal with stop and natural continuations F4NT.

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).

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 20: CONTINUATIONS AFTER ARTIFICIAL INTERVENTION OVER OUR INT 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 21: CONTINUATIONS AFTER A 2NT OPENING**

After 2NT-3♣-3M then 4m=NAT slam try (usually 5 card), OM=ART slam try in opener's M, 4NT=NAT.

After 2NT-3♣-3NT then 4m=NAT slam try (usually 5 card) and 4♥=TFR.

A TFR break to a new suit shows a strong suit, eg KQJx. 2NT-3♦/♥-3NT=5 cards in OM. After 2NT-3♦-3♥-3♠ then 4♣ agrees ♥ and 4♦ agrees ♠.

After 2NT-4m a new suit=cue then 4NT from either hand is RKCB. An immediate 4NT by opener is natural.

Similarly after 2NT-3♦/♥-3♥/♠-4m or 2NT-3♣-3♦-3M-3♠/NT-4m an immediate 4NT is natural but a later 4NT is RKCB.

If 2NT is doubled then system is on irrespective of what the double means. Rdbl is a puppet to 3♣ intending to sign-off in 3 of responder's suit.

**NOTE 22: RESPONSES TO A KEY CARD ENQUIRY AFTER A 3 LEVEL PRE-EMPT**

1<sup>st</sup> 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 23: 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 24: DEVELOPMENTS AFTER RKCB**

If ♥ are trumps then a 5♥ response to 4NT shows 2 key cards with or without the ♥Q. Otherwise 5♥=2 without the Q and 5♠=2 with trump Q. With an undisclosed useful void the responses to 4NT are:-

a) With a major suit as trumps: 5NT=2+unspecified void, 6m=3+void in bid suit, 6♥=3+void in OM, normal 5 level response with <2 key cards.

b) With a minor suit as trumps: 5NT=2+unspecified void, 6 trump suit=3 or 4 without a void where cannot risk partner passing a 5 trump suit response, 6♣ (with ♦

as trumps)=3+unspecified void, otherwise give normal 5 level response.

After an initial RKCB response, the next step (excluding trump suit) 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:-

a) 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).

b) 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).

c) Over intervention at or above 6 of trump suit:- Dbl=discouraging a grand slam, Pass=encouraging a grand slam.

**NOTE 25: RESPONSES TO A NATURAL 2NT OVERCALL**

After a 2NT overcall of a minor then the responses are the same as over a natural 2NT opening.

After a 2NT overall of a major, eg (1M)-P-(2M)-2NT or (2M)-2NT or (1M)-P-(P)-2NT, then 3♣=PUP to 3♦ (over this pass/3OM=to play, cue=♣+♦, 3NT=♣

slam Try), 3♦=5+OM invitational+, 3M asks for 4 cards in OM, 3OM=♦ slam try.

**NOTE 26: UNASSUMING CUE BIDS**

If there are two suits to cue bid, eg (1♥)-1♠-(2♦), then the lowest cue is a UCB, the next cue is a constructive 4 card raise and any higher cue is a splinter.

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.

If we DBL an opponent's UCB this suggests competing further in the doubled suit. It is not lead directing.

**NOTE 27: JUMPS IN COMPETITIVE AUCTIONS**

After our overcall or when opponents make a direct seat overcall/take-out double of our opening then a single jump below 4♥ is a fit jump, typically a decent 5

card suit with 4 card support for partner; a double jump below 4♥ is a splinter; any jump above 4♦ is natural.

For opener's rebid, ie after 4th hand overcalls our response, any single jump is natural (FG); a double jump below 4♥ is a splinter; any jump above 4♦ is natural.

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 28: 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 29: CONTINUATIONS AFTER OUR OVERCALL OF OPPONENT'S 1NT OPENING**

After (1NT strong)-DBL-(P/RDBL): 2 bids=P/C, 2NT=FG enquiry, 3 bids=natural NF.

After (1NT strong)-DBL-(Bid): DBL and non-jump suit bids are P/C, 2NT=FG enquiry and jumps=natural NF.

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♣-(2♦/3m/4m): Dbl=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-(Dbl): RDBL=PUP to next bid wishing to play in own suit, other responses are unchanged by the DBL.

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.

If 3rd hand bids 2NT Lebensohl then bidding directly is weaker than passing and then bidding. Doubling 2NT then bidding is the strongest action but is still NF.

After (1NT)-2NT-(P): 3m=to play, 3M/3NT=natural NF, 4m=invitational.

**NOTE 30: DEFENCE TO STRONG CLUB**

Dbl and a 1♦ overcall show normal overcalling values. Responses are the same as after an overcall of a natural 1♣; 1NT shows 10-13 HCP; 2♣ is the unassuming cue bid after (1♣)Dbl(P or Rdbl) and 2♦ is the unassuming cue bid after (1♣)1♦(P or Dbl); if 3rd hand bids then a cue of his suit becomes the unassuming cue bid.

After (1♣)Dbl(Rdbl) or (1♣)1♦(Dbl) then pass shows a willingness to play.

1♥/♠/1NT are destructive and usually less than opening values; when NV and weak then 4432 is common; when VUL or with upper range then 54 in the two suit is usual. If 3rd hand passes then suit responses at all levels are pass or correct, ie to play if overcaller holds 4 cards in the suit; a minimum NT response is a constructive enquiry and a jump NT response is a preempt in responder's own suit. After (1♣)1♥(P)1NT(P): 2m=NAT weak, 2M=4M+5m upper range,

2NT/3♣=5♥/♠ upper range. After (1♣)1♠(P)1NT(P): 2♣=♣+♦ weak, 2♦=♥+♠ weak, 2M=5M upper range, 2NT/3♣=5♦/♣ upper range.

After (1♣)1NT(P)2NT(P): 3m=NAT unsuitable for a 3M response, 3M=5 card upper range.

After (1♣)1♥/♠/NT(Bid): Dbl=T/O, bids below 2NT=NAT NF, 2NT=preempt in responder's own suit, bids above 2NT=pass or correct, cue=constructive enquiry.

After (1♣)1♥/♠(Dbl): Pass and bids=pass or correct, Rdbl=T/O, 1NT=puppet to 2♣ to play in responder's suit, 2NT=preempt in responder's suit.

After (1♣)1NT(Dbl): Pass=F asking overcaller to describe his suits, bids=pass or correct, Rdbl=puppet to 2♣ to play in responder's suit, 2NT=preempt in responder's suit. After (1♣)1NT(Dbl)P(P): Rdbl=4♥+4♣ or 5♠+4♦, 2♣=5♣+4♥ or 4♠+4♦, 2♦/♥=5 card suits; responder's continuations over Rdbl or 2♣ are pass or correct.

Non-vul 2 level overcalls show a weak jump overcall in either the bid suit or the suit above, usually 6 card but may be 5 card when weak and NV against VUL.

In response: Bids in a possible suit are pass/correct non-constructive, 2NT=constructive enquiry (lower/higher non-possible suit=lower/higher suit maximum), bids in non-possible suits are NAT NF.

A 2NT overcall shows 55+ constructive two suiter with any 2 suits. If 3rd hand passes then 3♣=constructive enquiry (3♦=♥+♠, 3M=M+a minor NF, 3NT=♣+♦,

4m=m+a major FG) and any other suit bid is pass/correct. If 3rd hand doubles then Pass=F enquiry (may be weak) with responses as above plus 3♣=♣+♦ NF; suit

bids are pass or correct and Rdbl=puppet to 3♣ to play in responder's suit.

Pass over a strong club may include strong hands. (1♣)-P-(1♦)-P- (1M) is treated as a 1M opening with sound T/O double and overcalls plus a natural 1NT overcall. (1♣)-P-(1♦)-P- (1NT) is treated as a 1NT opening and the conventional defence applies [27] showing sound opening values.

NCBO: England

PLAYERS: John Armstrong & John Holland**NOTE 31: RESPONSES TO A 3NT OVERCALL**

(3x)-3NT-(P)-4♣=range enquiry (4♦=<17, 4♥=17-18, 4♠=19+, 4NT=long minor minimum, 5♣/♦=long suit non-minimum); over 4♦/♥ response 4NT is to play, but over a 4♠ response 4NT=Blackwood and 5♣ is a further range enquiry (5♦=19, 5♥=20 etc).

After (3m)-3NT: 4♦=PUP to 4♥ to sign off in a long suit, 4M/5om=NAT slam try NF, 4NT=Blackwood.

After (3♥)-3NT: 4♦=PUP->4♥ weak with long minor but can be broken to 4NT NAT, 4♥=TFR, 4♠=NAT slam try NF, 4NT=Blackwood, 5m=NAT slam try NF.

Over (3♥)-3NT-(P)-4♦-(P)-4♥ then 4♠=4♠+6m NF, 4NT=55 both minors, 5m=to play.

After (3♠)-3NT: 4♦=TRF, 4♥=NAT slam try NF, 4♠=weak with a long minor (then 4NT=NAT, 5m=P/C), 4NT=Blackwood, 5m=NAT slam try NF.

These responses also apply after a jump 3NT overcall, ie (2x)-3NT.

**NOTE 32: OTHER DOUBLES**

Any double of opponent's protective action is Penalty if we have both bid but take-out from both sides if only one of us has bid. Any DBL which would be take-out

over our direct action is still take-out after our protective action, eg (1♠)-P-(P)-DBL-(2♠)-DBL or (1♥)-P-(P)-1♠-(1NT/2♣/2♥)-DBL.

Penalty double of opponent's new suit after partner has made a take-out double, eg 1♣-(1♠)-DBL-(2♦)-DBL.

A double of opponent's unassuming cue bid, eg 1D-(P)-1S-(2C)-P-(2D/S)-DBL, invites partner to compete further in the doubled suit. It is not lead directing.

A double of a splinter suggests leading the suit doubled except when NV v VUL by a non-passed hand. In this case a double of a splinter suggests a sacrifice.

A double of a Bergen raise is a take-out double of opponent's major by a non-passed hand if the raise is not game forcing. Double is lead directing by a passed hand

or if the raise is game forcing.

A double of a Drury 2♣/♦ response is a take-out double of opponent's major irrespective of whether doubler is a passed hand.

If the opponents double our final contract to suggest a particular lead then a redouble from either hand shows confidence with a suitable holding in the lead directed.

suit. We do not play doubt showing redoubles.

After a neg dbl a reverse into diamonds shows extra values, eg 1♣-(1♠)-DBL-(P)-2♦, a reverse into a major doesn't show extra values, eg 1♣-(1♠)-DBL-(P)-2♥.

**NOTE 33: 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).

After (2♦)-DBL-(RDBL=bid your M) then any minimum suit bid, including 3♦, shows less than invitational values just wishing to compete the part score opposite

13-15 BAL but FG opposite a strong hand. In response any further bid by the doubler is natural FG with a strong hand, except for a raise which shows a suitable 13-15 BAL; a jump by the doubler is a cue bid agreeing responder's suit. If responder passes the RDBL then Lebensohl still applies on the next round with 3 level bids being FG and going via 2NT being invitational; a delayed 2♠ is also invitational; a delayed DBL is T/O.

(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.

(2♦)-P-(P) is treated as a weak 2♦ opening so Dbl=T/O with a 2NT response natural. After (2♦)-P-(P)-Dbl-(2M) then Dbl=PEN, 2NT=NAT and both 3♦ and 3M are cue bids showing the better stopper.

**NOTE 34: DEFENCE TO 2 LEVEL TWO SUITED OPENINGS**

Neither suit known: Treated as a multi 2♦ opening so Dbl=13-15 BAL or strong, Bids=natural, later Dbl=T/O.

One suit known: Treated as a single suited opening. If the bid suit is not the known suit then Dbl=13-15 BAL or strong and cue of known suit is take-out with shortage; Pass then Dbl is Penalty.

Both suits known: Dbl of a known 5 card suit is take-out but Dbl of a suit which only be 4 card is Penalty, 2 level bid of opponents suit which may only be 4 card is

NAT but is take-out with shortage if 5 cards have been shown, 3 level bid in opponents suit is stopper showing asking for stopper in other suit. If the bid suit is

not a known suit then Dbl=13-15 BAL or strong. Pass then Dbl is Penalty.

**NOTE 35: DEFENCE TO 2 LEVEL THREE SUITED OPENINGS**

All doubles are penalty, typically 15+ BAL with 4 trumps. 2NT=15-18 BAL often with a source of tricks (system on).

**NOTE 36: 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.