

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level, 2m fairly sound
Change of suit forcing except 2/1
1N=8-12, 2N=12-14 after 1 Level overcall
Where change suit NF then Cue may contain any FG
2N forcing in response to 2m overcall
Protective 2m reopening similar values to overcall
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 direct, 11-14(minor)/11-16 (major) Protective
Similar if (1X)-P-(1Y)-1N, 2N=19-21 protective
Responses as to 1N opening except if bid shows their
Major when it shows shortage
(see Notes 14/15)
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK, but tactical opposite passed partner
2N=Forcing, Cue bid=FG if 2N available
2N=Lowest 2 suits, Reopen Jump=Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE BID (2N=Strong Relay, 3m P/C)
JUMP CUE ASKS FOR STOP (or FG 2 SUITER v weak 2)
Double Jump Cue=Strong 4M overcall.
(see Notes 11-13)
VS. NT (vs. Strong/Weak; Reopening;PH)
Double=5+ m/4M or Strong 18+ (2♣=P/C, 2♦=Relay)
2♣=Majors (2♦=Relay)
2♦=1 Major or 20-22 balanced (2N=Relay)
2M=5+ with 4+ minor (2N=Relay, 3♣=P/C)
2N=minors or FG 2 suiter
Double may just be penalty v weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DOUBLES 4♣/4♦ over 2M/3M=2 suited with OM
4♣ over 2/3♦=♣&M (3m)-4m=Majors,
Cue of 3M=2 suited FG (see Notes 8-10)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double=Majors: 1N=minors
After negative 1♦ Double=Majors
In response 1N/2N are F1, usually fit
OVER OPPONENTS' TAKEOUT DOUBLE
Pass may be traditional Redouble
Redouble=next suit up
Transfers from suit above, 1N=Natural, Raises=weak.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Lowest Even/High Odd	Lowest Even/High Odd	
NT	Lowest	3rd and 5th	
Subseq	Low from Honour*	Low from Honour*	
Other:* maybe 3/5 if defenders know position. Top Touching Honours except Lower for unblock v NT's			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax(+)	
King	KQx(+) AK Kx	KQx(+) AKJ10 Kx	
Queen	QJx(+) Qx	QJx(+) KQ109(+) Qx	
Jack	J10(+) KJ10(+) AJ10 Jx	J10(+) KJ10 / AJ10	
10	109(+) 10xx H109 10x	109(+) 10xx H109 10x	
9	9xx H98(+)	9xx H98(+)	
Hi-X	Odd number	Odd Number, Odd enc	
Lo-X	Even number	Even Number	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Usually reverse	Will be count if at all. Reverse Smith v NT.	First discard will usually be reverse attitude but maybe count if appropriate
Suit 2	attitude but		
3	maybe standard		
1	count or SP,		
NT 2	depends on		
3	dummy		
Signals (including Trumps):			
High Low in trump suit often encourages opening lead, otherwise could be SP or 3 trumps if ruffing			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May not have the other minor if we double 1m.			
Equal level conversion double applies.			
(see notes 1-7)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support to 2♥ after opponents overcall a new suit response.,			
Not Compulsory to make a Support Double			
Game try with no available space at 3 level after we have just raised our suit.			
Suggests a sacrifice after a jump overcall when we are non-vul,			
eg (1♠)-3♣-(3♠)-DBL.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: ENGLAND
PLAYERS: GLYN LIGGINS
PETER CROUCH
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS (possibly 4 cards in 3 rd seat)
1♣ COULD BE 2 CARD SUIT
1♦ EITHER 4♦ IN UNBALANCED HAND OR 5+♦
1N 14-16 1&2 / 15-17 3&4
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRANSFER RESPONSES TO 1♣
TRANSFERS IN COMPETITION
1♣ COULD HAVE 5♦ IN 11-13 BALANCED OR SEMI BALANCED
Artificial Redouble, e.g. 1♥-(Double)-Redouble=4+♠
3N Opening is Strong 4M in first 2 seats
Many Fit bids in Competition
After opponents Double our pass may be 11+ balanced
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Crouch sometimes; Liggins rare:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	Natural or balanced (see NOTES 31/32)	1♦=4+ ♥: 1♥=4+ ♠: 1♠=4+ ♣: 1N=4/5♦ 5-11pts: 2♣=6+ ♦ FG: 2♦=6+ 5-10pts: 2♥=4/5♦ 12-13/17+ 2♠=10-12 6+ ♦: 2N=4/5♦ 14-16: 3X natural pre-empt	1♣-1♦-1♥=11-13(14)balanced, 2/3♥ 1♣-1♦-1N=17(18)-19balanced, 1-3♥ 1♣-1♦-2♥=11-13(14)4♥ Similar for 1♥ response	2♣ response is natural 6+ ♣ 2M fit showing
1♦		4	7♥	Natural not 4♦ balanced (see NOTES 33/34)	1M natural: 1N=Natural 5-10 no 4M: 2♣ Nat FG: 2♦=Inverted F3♦: 2M light strong jump shift: 2N=11-12 Balanced 4/5♣: 3♣=Invite: 3♦=Mixed	1♦-1M-1N=Artificial 15+ Forcing 1♦-1M-2N=Strong 4 card raise	2♦ not inverted 2M/3♣ fit showing 2N strongest ♦ raise
1♥		5 (4)	7♥	Possibly 4 cards in 3rd (see NOTES 35/36)	1♠=4+ ♠: 1N 5-11 NF: 2♣ Artificial FG: 2♦=Inv ♥ Raise: 2♥=weak: 2♠=strong jump shift: 2N=11-12 Natural: 3m=Invite: 3♥=mixed:3♠ any x: 3N(♠)/4m void	1♥-1♠-1N=Artificial 15+ Forcing 1♥-1♠-2N=Strong 4 card raise 1♥-2♣-2♦=any 15+ , others artificial	2♣ response is natural 2N strongest ♥ raise
1♠		5 (4)	7♥	Possibly 4 cards in 3rd (see NOTES 37/38)	1N 5-11 NF: 2♣ Artificial FG:2♦=5+ ♥ 9+ pts: 2♥=Inv ♠ Raise: 2♠=weak: 2N=11-12 Natural: 3m/♥=Invite: 3♠=mixed: 3N any x: 4X=void	1♠-2♣-2♦=any 15+ ,others artificial 1♠-2♦-2M=non forcing	2♣ response is natural 2N strongest ♠ raise
INT			4♠	14-16 first 2 15-17 3 rd /4 th Optional 5M (see NOTES 39/40)	2♣=4+ ♥: 2♦=4+ ♠: 2♥=Major Relay: 2♠=minor Relay: 2N=6+ ♣: 3♣=6+ ♦: 3♦=5 Card Majors ask:3M=shortage in 3 suited hand:	1N-2♣-2♦=2♥,2♥=3(4)♥,2N/3♥=4♥ Similar for 1N-2♦	
2♣		0	7♥	Acol FG or 23-24 bal (see NOTES 41/42)	2♦=negative or waiting, 2M natural 2N=♣, 3♣=♦, 3♦=5+ 5+ Majors	2♣-2♦-2♥=Kokish style 2♣-2♦-2N=23-24	
2♦		5		Weak, fairly sound in 2 nd seat and first vulnerable.	2M NF, 2N=Relay, 3♣=NF, 3M=strong 4♣=Fit	2♦-2N opener bids shortage however not minimum if above 3♦	2N= maximum with fit 3♣= fit
2♥		5		Could be very weak first at green especially Crouch	2♠ NF, 2N=Relay, 3m=NF if non vul, F if vul, either natural or fit	2♥-2N opener bids shortage however not minimum if above 3♥	2N= maximum with fit 3m= fit
2♠		5		(see NOTES 43/44)	2N=Relay, 3m=NF if non vul, F if vul, either natural or fit. 3♥=Natural NF	2♠-2N opener bids shortage, 3♠=min no shortage	2N= maximum with fit 3m= fit
2NT			4♠	20-22 Balanced (see NOTES 45/46)	3♣=4+ ♥:3♦=4+ ♠:3♥=Relay: 3♠=5+ ♣: 4♣=5+ ♦:4♦=♥:4♥=♠: 4♠=Gerber	2N-3♣-3♦=2♥, 3♥=4♥, 3♠/3N=3♥ Similar for 2N-3♦	
3X		6		Pre-emptive (see NOTES 47/48)	3♣-3♦=Artificial FG, either ♦ or ♣ 3♦/3M-4♣=slam try in opener's suit	3♣-3♦-3♥=med:3♠=x/v♦:3N=good♦ After 4♣, return to suit is weakest	New suit has fit for opener
3NT				Strong 4M opening in first 2 seats Gambling 3/4 (see NOTE 49)	4♣=slam try relay, 4♦=asks suit 4M=P/C, 4N=4 ace Blackwood, 5m asks	3N-4♣-opener normally retransfers except new suit=void, 4N=♥ void	4♣=P/C after 3N 4♦=asks shortage(4N=no)
4X		6		Natural(see NOTE 50)	4♣-4♦=kickback, 4X-4N=RKC	HIGH LEVEL BIDDING	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces	Kickback (suit above trump suit at 4 level) applies Step1= 1or4, Step2= 0or3, Step3= 2noQ, Step4= 2&Q, step5= Even & void, Step6= odd & void.	
5m		7				Nearly always cue bid first round controls before second round	
5M		7		Asks for top honours		Pass then pull is strong action when pass is forcing.	

SUPPLEMENTARY NOTES

DOUBLES AND REDOUBLES

1. Take-out Doubles

Generally shape suitable though possibly just both Majors after 1m opening. Cue bid in response is forcing to agreement unless cue bidder is p/hand. Jumps to 3M is invitational with at least a 5 card suit.

2. Support Doubles (Redoubles)

Support doubles apply up to the level of 2♥.

Support doubles are not compulsory with a very poor hand.

Special rules apply after they double our transfer response to 1♣ (see note 44)

1♦-P-1♥-(X)

1♦-P-1♠-(X)

3. Sacrifice Doubles

apply when we are non vulnerable and make a jump overcall (game try if vulnerable)

(1♥)-2♠-(3♥)-X

(1♠)-3♣-(3♠)-X

4. Game Try Doubles

Apply where no available space at 3 level when we have bid and supported a suit.

5. Doubt Showing

Redouble is doubt showing after opponents double 3N.

6. Rescue

Redouble is for rescue after we overcall 1N and they double.

7. Lightner

Double of a freely bid slam may suggest an unusual opening lead.

SPECIAL DEFENCES

8. Defence to Multi 2♦ continued:

After (2♦)-(2♥/♠): DBL=take-out, 2N=15-18 bal: After (2♦)-(2♥/♠)-(-/2♠): DBL=take-out.

9. Opponents open 2N both minors

3♣ strong take-out, 3♦ weaker take-out

10. Defence to Pre-empts

Take-out doubles of all pre-empts, 2N Scramble after weak 2, could be strong: 4m whether jump or not will be two suited, that suit + Major.

CUE BIDS

11. Cue bids

Direct cue bid over 1X is Michaels, any strength worth a bid with Majors: Jump Cue asks for stop for 3N (XX then by either side shows doubt)

Double Jump cue is a strong 4M bid: Cue of weak 2♦ = Majors: Cue of weak 2M=asks for stop or FG 2 suiter.

12. Opponents Double our Cue Bid

If they Double, pass is stronger than returning to the agreed suit. If however opponents bid then pass is non forcing, weaker than bidding our suit.

13. Opponents overcall with a Michaels Cue Bid or such

1♣-(2♣) X=suggests penalties and Forcing to 2♠ / 2♦=NF / 2♥=♦ / 2♠=♣

1♦-(2♦) X=suggests penalties and Forcing to 3♣ / 2♥=♣ / 2♠=♦

1♥-(2♥) X=suggests penalties and Forcing to 3♦ / 2N/3♣=transfer / 2♠/3♦=3/4 Raise

1♠-(2♠) X=suggests penalties and Forcing to 3♥ / 2N/3♣=transfer / 3♦/3♥=3/4 Raise

No FP by passed hand, pass and Double=competitive

NO-TRUMP BIDDING

14. Developments after our Defence to 1N:

Double (5m/4M or strong) 2♣=P/C, 2♦asks for Major, 2M Nat NF. 2N minors. 2♣ (Majors) 2♦ asks for longer Major: 2♦(1 Major or 20-22 bal) 2M=P/C:
2N relay in response to 2M (5M and 4m), 3♣ p/c, 3♦=limit+ raise.

15. Protective 1N

11-14 after 1m (X followed by NT=15-18)

Responses as to opening 1N

11-16 after 1M (X followed by NT=17-19)

2♣ Range enquiry (2X=minimum/2N=medium/3 Level=natural and Maximum)

2♦=transfer if 1♠ opening, 3 suited short ♥ if 1♥ opening (NF continuations)

2♥=transfer if 1♥ opening, 3 suited short ♠ if 1♠ opening (NF continuations)

2♠=minors

2N/3♣= Transfer to minor

3♦=5 card stayman

3M=minors with fragment

same responses to 1N overcall of 1M in direct seat except 2♣=stayman.

16. 2N in Competition:

After (1M)-DBL-(2M) or a 2 level take-out double of a major then 2N initially shows 2 places to play or Forcing in a higher Major suit.

2N is natural after a protective double of a weak 2 bid.

17. We overcall 2N over their pre-empts

Multi 2♦: 4 card stayman / transfers / 3♠=minors / 4m=natural

Weak 2♦: as multi 2♦ above except 3♠=♣ / 4♣=nat slam try/ 4♦=Majors/ 4M=natural

Weak 2♥: 3♣=♦ / 3♦=stayman (3♥=not 4♠) / 3♥=transfer / 3♠=♣ / 4m=nat slam try

Weak 2♠: 3♣=♦ / 3♦=transfer / 3♥=stayman / 3♠=♣ / 4m=nat slam try

Rules also apply if 2 suited opening. If opening bid shows both Majors treat as Multi.

18. Opponents overcall an Unusual 2N (minors)

1♣-(2N) X=suggests penalties and Forcing to 3♥/ 3♦=♠/ 3♥=♣/ 3♠=nat NF

1♦-(2N) X=suggests penalties and Forcing to 3♥/ 3♣=♠/ 3♥=♦/ 3♠=nat NF

1♥-(2N) X=suggests penalties and Forcing to 3♦/ 3♣=♠/ 3♦=♥/ 3M=nat NF

1♠-(2N) X=suggests penalties and Forcing to 3♦/ 3♣=♥/ 3♦=♠/ 3M=nat NF

No FP by passed hand, pass and Double=competitive

19. Good bad 2N

If applicable 2N is used to show good hands (F1) with suit bids competitive, over that 3♣=artificial FG except when opener has opened 1♣.

20. Continuations after 3N Overcall:

4♣=Range ask (4♦=strong). 4♦=to play 4♥ or 4♠ or strong;4♥/♠=natural constructive, 5+ card suit, NF but values for 4N:4♥/♠ if cue bid=2 suited.

21. Meaning of 5N

5N is usually pick a slam: Jumps to 5N may be GSF if no possibility of pick a slam: 5N after RKCB asks for specific Kings, return to trump suit denies otherwise bid = that King or the other 2 kings.

COMPETITIVE BIDDING

22. Responses to Overcalls:

New suit is F1 at 1 level and after a 2 level overcall. New suit at 2 level is constructive NF after a 1 level overcall. Cue=high card raise or any FG, 2N often raise of suit. Jump in new suit below game= natural+ fit, Jump cue=constructive 4 card raise, direct raises=pre-emptive.

23. Fit bids

Fit bids are never game bids except by passed hand: No fit bids in response to 1♣ opening unless passed hand: May just be lead directing and may only have 8 cards in 2 suits.

24. Forcing Pass sequences

If we make penalty double of 1N overcall, then pass is forcing to 2♥, double penalties

25. Tactical Pre-empts and Jump Overcalls

After partner has passed to show less than opening values pre-empts either opening or jump overcalls are much more wide ranging and could include hands that would normally open at 1 Level. Up to approximately 14HCP.

26. Opponents double other transfers or ciphers

If opponents double our transfer response (2♣/2♦ cipher to 1N) then Pass=neutral, XX = suggestion to play, New suit (such as 2♦ after 2♣ response to 1N) = natural

27. Protective Bidding

2m overcall

2m overcall in protective position is based on similar hand that would bid in direct seat.

Jump to 2M

Intermediate based on 6 card suit and typically 13-15.

Jump to 3m

Weak but sensible, usually 2 top honours looking for 3N

28. Opponents overcall 1N and opener reopens with a double

For take-out with interest in the Majors, other Major if opener has opened 1M.

OTHER SPECIAL SEQUENCES

29. Puppet 4th suit (applies after 1 level response and 3 bids in a non competitive auction)

applies in sequences listed below and replace 4th suit forcing

1♣-1♦-1♠ (2♦)

1♣-1♦-2♣ (2♦)

1♣-1♥-2♣ (2♦=4+♥, 2♥=puppet*)

1♦-1♥-1♠ (2♣)

1♦-1♠-2♣ (2♥)

1♦-1♠-2♦ (2♥)

1♥-1♠-2♣ (2♦)

Rules

1. The Puppet is the lowest new suit exc* () above. Opener may sometimes break puppet. Continuations after puppet are natural and FG from 2N.
2. Bids from 2N and upwards are natural and Invitational (or splinter)
3. Bids below the puppet are natural and non forcing.
4. New suit or responders suit at 2 level are natural and F2N.
5. Return to opener suit at 2 level is invitational.

30. 4th suit Forcing Sequences (4th suit also applies after 2 level FG response)

applies in the following sequences and is FG.

1♦-1♥-2♣ (2♠)

1♥-1♠-2♦ (3♣)

DEVELOPMENTS AFTER OUR OPENING BIDS

31. 1♣ OPENING

<p><u>Responses</u></p> <p>1♦= 4+ ♥ 1♥= 4+ ♠ 1♠= 4+ ♣ 1N= 5-11 4/5♦ no other suit 2♣= 6+ ♦ FG, 2♦= 6+ ♦, 5-10 2♥= 12-13/17+ 4/5♦ no other suit, 2♠= 10-12 6+ ♦ Invite 2N= 14-16 4/5♦ no other suit, 3♣= 6+ ♣ pre-emptive 3X Pre-emptive, 3N=natural, 13-15.</p> <p>By passed hand 2m= natural nf. Responder always canape with 4M/5m and 4♣/5♦ Responder always canape with 4M/6m and 4♣/6♦ unless FG</p>	<p><u>1♣-1♦</u></p> <p>1♥= 11-13 (14) balanced or semi balanced with 2/3♥, possibly very weak with 4♥ 1♠= natural with 5+ ♣ 1N= 17-19 balanced or semi balanced, possibly x ♥ (2♣ puppet, 2♦ FG relay) 2♣= natural 2♦= (1) reverse (2) good hand with 3♥ (3) very strong with ♣(2♥/2♠=4/5+ ♥ F3♣) 2♥= 11-13 (14) with 4 card support, not very poor hand otherwise 1♥ 2♠= natural FG 2N= strong ♥ raise (3♣=slam try relay / 3♦=inv relay / 3♥=very weak) 3♣= natural invite, denies 3♥(through 2♦ rebid) 3♦= splinter / 3♥=natural, not that strong, promises ♣.</p>
<p><u>1♣-1♥</u></p> <p>1♠= 11-13 (14) balanced or semi balanced with 2/3♠, possibly very weak with 4♠ 1N= 17-19 balanced or semi balanced, possibly x ♠ (2♣ puppet, 2♦ FG relay) 2♣= natural 2♦= (1) reverse (2) good hand with 3♠ (3) very strong with ♣(2♥/2♠=5+ /4♠ F3♣) 2♥= natural reverse (2♠=4♠/2N=5+ ♠ F3♣) 2♠= 11-13 (14) with 4 card support, not very poor hand otherwise 1♠ 2N= strong ♠ raise (3♣=slam try relay/ 3♦=4+ ♥/3♥=inv relay/ 3♠=very weak) 3♣= natural invite, denies 3♠(through 2♦ rebid) 3♦/3♥= splinter / 3♠=natural, not that strong</p>	<p><u>1♣-1♠</u></p> <p>1N= 11-13 without 4♣ 2♣= natural 11-14 often 4♣ in a weak balanced hand 2♦= 17-19 balanced 2♥/2♠= natural type, sometimes stopper, 15+ pts, F3♣ 2N= strong ♣ raise, often opener may have secondary ♦ 3♣= invite, typically with 6♣ and 13-14pts 3X= splinter, can stop in 4♣</p>
<p><u>1♣-1N</u></p> <p>2♣= natural, not constructive 2♦= natural, 3+ ♦, often a weak balanced hand 2♥/2♠= natural type, sometimes stopper, 15+ pts, F3♣ 2N= natural, 17-18 balanced type 3m= natural invite 3M= splinter in support of ♦</p>	<p><u>1♣-2♣</u></p> <p>2♦= waiting, usually 11-13 balanced or any 4414 2M= natural with 5+ ♣ 2N= 17-19 balanced 3m= natural</p>
<p><u>1♣-2♦</u></p> <p>2♥/2♠= natural type, sometimes stopper, 15+ pts, F3♣ 2N= natural F3♦ 3m= natural, to play 3M= splinter</p>	<p><u>1♣-2♥</u></p> <p>2♠/2N/3♣= puppet, opener completes with 12-13 or describes with 17+ . 2♠= to play 2N/3N or FG ♣, 2N= to play 3♣/3N or 17-19 bal, 3♣= ♦ weak or slam interest. 3♦= ♦ game only, 3M= shortage with ♣. 4♣= solid ♣ slam interest.</p>
<p><u>1♣-2♠</u></p> <p>2N= F1 asks for shortage (3♦=minimum) 3m= non forcing 3M= natural or stopper</p>	<p><u>1♣-2N</u></p> <p>3♣= ♣ or balanced, 3♦= natural, 3M= shortage</p>

32. 1♣ INTERVENTION

If opponents X, pass by responder may be 11+ balanced

X: XX=4+♦, 1♦=4/5♥, 1♥=4/5♠, 1♠=4+♣, 1N=8-11, 2♣=6+♥, 2♦=6+♠, 2M=weak.

1♦: X=4/5♥, 1♥=4/5♠, 1♠=4+♣, 1N 8-11, 2♣=6+♥, 2♦=6+♠, 2M=weak

1♥: X=4/5♠, 1♠=4+♣, 1N 8-11, 2♣=5+♦, 2♦=5♠FG, 2♥=6♠, 2♠=weak

1♠: X=4/5♥, 1N 8-11, 2♣=5+♦, 2♦=6+♥inv+, 2♥=6♥ weak, 2♠=4+♣

1N: as defence to opening 1N except double=penalties

2♦: X=neg, 2M=nat not forcing, 2N=5+♥FG, 3♣=nat not forcing, 3♦=5+♠FG, 3M=invite,

2♥: X=neg, 2♠=nat not forcing, 2N=5+♠FG, 3m=nat not forcing, 3♥=asks for stop, 3♠=invite,

2♠: X=neg, 2N=5+♥FG, 3X=nat not forcing, 3♠=asks for stop

Opponents double our transfer responses to 1♣

1♣-P-1♦-X

1♣-P-1♥-X

Pass = 0-2 card support, usually minimum but unlimited, XX = 3 card support, could be weak wanting partner to play the hand but unlimited, Complete transfer=3 card support (or 4 card support with very poor hand), Others natural, ignore the double.

33. 1♦ OPENING

Responses 1M= natural F1, 1N= 5-11 denies 4M, usually 4+ ♣ unless tactical, 2♣= natural FG, 2♦= Inverted (not by ph), 2M= strong jump but possibly light, 2N= natural 11-12 with 4+ ♣, 3♣= Invitational, 3♦= mixed raise (6-9) 3M= shortage (limited), 3N= natural, 13-15, typically 3334.	<u>1♦-1♥</u> 1♠= natural, either 5♦ or 4144 1N= artificial and shows extra values, typically 15+ , denies 4 card support or 4♣. 2♣= natural but not as wide ranging as traditional methods 10-16 2♦= limited to about 14, otherwise 1N 2♥= natural, quite possibly 3 card support, minimum 2♠= natural FG 2N= strong 4 card raise (3♣=slam try relay / 3♦=game try ♥ / 3♥ very weak) 3♣= natural typically 55, possible concentrated 5-4, not forcing 3♦= natural good suit, not that strong and denies 3♥
<u>1♦-1♠</u> 1N= artificial and shows extra values, typically 15+ , denies 4 card support. 2♣= natural but not as wide ranging as traditional methods 10-16 2♦= limited to about 14, otherwise 1N 2♥= natural, reverse, 18+ otherwise through 1N rebid 2♠= natural, quite possibly 3 card support, minimum 2N= strong ♠ raise (3♣=slam try relay / 3♦=4+ ♥ / 3♥=game try ♠ / 3♠ very weak) 3♣= natural typically 55, possible concentrated 5-4, not forcing 3♦= natural good suit, not that strong and denies 3♠	<u>1♦-1N</u> 2m=natural nf 2♥/2♠=natural type, sometimes stopper, 15+ pts, F3♣ 2N=natural, 17-18 balanced type <u>1♦-2♣</u> 2♦= natural, will only have 4M if 11-13 2M= natural 14+ 2N= 11-13 balanced/4441 (denies 3♣) 3♣= natural 4+ support
<u>1♦-2♦</u> natural continuations, FG unless opener or responder bid 3♦.	<u>1♦-2M</u> 2N= Relay (3♣=not solid without ♦ support, 3♦=natural, others=solid suit)
<u>1♦-2N</u> 3m= non forcing 3M= natural or stopper	<u>1♦-1♠-1N</u> 2♣ limited relay (2♦=Nat 15-17, 2♥=Nat 15-17, 2♠=3♠ 15-17, 2N=17-19, 3m Nat FG) 2♦ FG relay (2♥=0-1♠ / 2♠=2♠, others=3♠ and descriptive) 2♥ natural, not constructive 2♠ natural, not constructive (5-6 invite after 1♦-1♥-1N) 2N natural invite with only 4♠ (9-10 pts) 3X shortage, 3 suited type FG (3♠=solid suit FG)

34. 1♦ INTERVENTION

If opponents X, pass by responder may be 11+ balanced

- X: XX=4+ ♥, 1♥=4+ ♠, 1♠=4+ ♣, 1N 7-10, 2♣=♦ raise, 2♦=nat, 2M=fit
1♥: X=4/5♠, 1♠=4+ ♣, 1N 7-10, 2♣=♦ raise, 2♦=nat, 2♥=6+ ♠ inv+, 2♠=weak
1♠: X=4/5♥, 1N 7-10, 2♣=nat, 2♦=6+ ♥ inv+, 2♥=weak, 2♠=♦ raise
1N: 2♣=Majors, 2N FG 2 suiter.
2♣: X=neg, 2♦=5+ ♥, 2♥=5+ ♠, 2♠=♦ raise, 2N=natural, 3♣=short ♣,
2♥: X=neg, 2♠=nat F, 2N=♣, 3♣=limit+ ♦ raise, 3♦=weak, 3♥=FG ♦ raise, 3♠=fit,
2♠: X=neg, 2N=5+ ♥ FG, 3♣=nat F, 3♦=nat, 3♥=nat not forcing, 3♠=♦ raise,

35. 1♥ OPENING

Responses

1♠= natural F1,
 1N= 5-11 denies 4♠, possibly weaker if tactical,
 2♣= artificial FG (nat by ph),
 2♦= artificial ♥ raise, typically 9+ .
 2♥= natural, typically 5-9,
 2♠= strong jump shift (possibly light)
 2N= natural, 11+ to bad 13
 3m= invite, 3♥=mixed raise, 3♠=any x, 3N/4♣/4♦=void.

1♥-1♠

1N= artificial and shows extra values, typically 15+ , denies 4 card support.
 2♣= natural and limited to about 16, could be 2533 shape.
 2♦= natural and limited to about 14 (otherwise 1N)
 2♥= natural and limited to about 14 (otherwise 1N)
 2♠= natural, quite possibly 3 card support, minimum
 2N= strong 4 card raise (3♣=slam relay / 3♦=game try ♠ /3♥ Nat NF /3♠ very weak)
 3m= natural typically 55, possible concentrated 5-4, not forcing
 3♥= natural good suit but minimum in high cards, denies 3♠
 3♠= natural, quite light,
 3N= gambling
 4m= void showing
 4♥= light with a good suit.

1♥-1♠-1N-2♣ (Invite Relay)

2♦= natural (15-17)
 2♥= natural, good 2♥ rebid, typically 14-16
 2♠= 3 card support (15-17)
 2N= natural, 18-19, possibly x spade, possibly 3♠
 3m= natural and forcing
 3♥= natural, strong but not forcing, denies 3♠
 3♠= maximum, 3 card support and strong hearts

1♥-1♠-1N-2♦ (FG Relay)

2♥= 0-1♠
 2♠= 2 card support
 2N= natural with 3♠
 3m= natural with 3♠
 3♥= natural with 3♠

1♥-1♠-1N-Other

2M= not constructive,
 2N= natural with 4♠,
 3X= shortage, 3 suited FG,
 3♠= solid suit FG

1♥-1N

2♣= 4+ ♣/4+ ♦/bal 15-16 (2♦=4/5♦,2♥=5-9 5+ ♣,2♠=10-11 5+ ♣,2N=nat,3m=weak)
 2♦= 6+ ♥ weak or 5+ ♥ 17+
 2♥= 6+ ♥ constructive
 2♠= 6+ ♥ artificial 1 suited
 2N= 4+ ♦ FG
 3♣= 4+ ♣ FG
 3♦= FG with ♥

Major suit Raises

1♥-2♦ and 1♠-2♥ show a good raise of that suit. Invite or 14+ with a shortage.
 Opener rebids
 Step 1 = Game Try Relay
 Step 2 = Slam Try Relay
 Others = shortage
 Similar continuations after 1M-2M
 After 1M-3M
 Step 1 = no shortage slam try
 Others = shortage slam try

36. 1♥ INTERVENTION

If opponents X, pass by responder may be 11+ balanced,

X: XX=4+ ♠, 1♠=4+ ♣, 1N=7-10, 2♣=5+ ♦, 2♦=limit ♥ raise, 2N=FG♥ raise, 2♠/3m=fit.

1♠: X=4+ ♣, 1N 7-10, 2♣=5+ ♦, 2♦=limit ♥raise, 2♥=weak, 2♠=FG♥raise, 3m=fit,

1N: 2♣=♠+ minor, 2♦=good ♥ raise,

2♣: X=neg, 2♦=5+ ♠, 2♥=nat, 2♠=5+ ♦, 2N= limit ♥ raise, 3♣=FG♥raise,

2♦: X=neg, 2♥=nat, 2♠=nat F, 2N=limit ♥ raise, 3♣=nat F, 3♦=FG ♥ raise,

2♠: X=neg, 2N=limit ♥ raise, 3m=nat F, 3♥=weak, 3♠=FG ♥ raise,

Lowest of 2N/Cue bid=Limit raise, Highest FG raise

37. 1♠ OPENING

<p><u>Responses</u></p> <p>1N= 5-11, possibly weaker if tactical 2♣= artificial FG (nat by ph) 2♦= 5+ ♥, usually 10+ points 2♥= artificial ♠ raise, typically 9+ 2♠= natural, typically 5-9 2N= natural, 3X= invite, 3♠=mixed raise, 3N=any x, 4♣/4♦/4♥=void.</p>	<p><u>1♠-1N</u></p> <p>2♣= 4+ in either minor (2♦=4/5♦, 2♥=5♥, 2♠=5-9 4+ ♣, 2N=10-11 4+ ♣, 3m=weak) 2♦= 4+ ♥ 2♥= 6+ ♠ weak or 5+ ♠ 17+ 2♠= 6+ ♠ constructive 2N= 4+ ♦ FG 3♣= 4+ ♣ FG 3♦= FG with ♠ 3♥= 5+ 5+ FG</p>
<p>After a 2♣ response to 1M (artificial FG relay)</p> <p>2♦= 15+ any 2♥= 10-14 2 suited 2♠= 10-14 1 suited 6+ M 2N= 10-14 any 5440 3♣= 10-14 5(332) with 3 cards in OM 3♦= 10-14 2533 /5233 Others solid suit (3♥ any x, 3♠no x, 3N void OM, 4m void) Next suit = relay after a 2M rebid</p>	<p><u>1♠-2♦</u></p> <p>2♥= 10-14 pts, NF, 2♥ or very weak with 3♥ 2♠= 10-14 pts, NF 6+ ♠ or 5♠ and x/v♥ 2N= FG (1) 4+ ♦ 15+ or (2) 15+ bal 3♣= FG (1) 4+ ♣ 15+ or (2) 3+ ♥15+ 3♦= FG 6+ ♠ 15+ 3♥= Invite 3+ ♥ 3♠= Nat FG, 1 loser Suit or better Others= ♥ raises, 3N=x either minor 10-14, 4m=void usually 10-14 or slam drive</p>

38. 1♠ INTERVENTION

If opponents X, pass by responder may be 11+ balanced,

X: XX=4+ ♣, 1N=7-10, 2♣=5+ ♦, 2♦=5+ ♥, 2♥=limit ♠ raise, 2N=FG♠ raise, 3m/3♥=fit.

1N: 2♣=♥+ minor, 2♦=5+ ♥, 2♥=limit+ ♠ raise,

2♣: X=neg, 2♦=5+ ♥, 2♥=5+ ♦, 2♠=nat, 2N=Limit ♠ raise, 3♣= FG ♠ raise,

2♦: X=neg, 2♥=nat F, 2♠=nat, 2N=limit ♠ raise, 3♣=natF, 3♦=FG♠ raise, 3♥fit,

2♥: X=neg, 2♠=nat, 2N=limit ♠ raise, 3m=natF, 3♥=FG♠ raise, 3♠=weak.

Lowest of 2N/Cue bid=Limit raise, Highest FG raise

39. 1NT OPENING

<p><u>Responses</u></p> <p>2♣= 4+ ♥:</p> <p>2♦= 4+ ♠:</p> <p>2♥= Major suit Relay,</p> <p>2♠= minor suit Relay</p> <p>2N/3♣= transfers weak or FG, continue with new suit=shortage.</p> <p>3♦= 5 Card Stayman, possibly 5-5 Majors</p> <p>3M= shortage in a 3 suited hand:</p> <p>4♣= Gerber,</p> <p>4♦= Majors</p>	<p><u>After a 2m response to 1N (shows 4+ in corresponding Major)</u></p> <p><u>1N-2♣</u></p> <p>2♦= doubleton ♥ (2♥=sign off, 2♠=art game try, 2N=♣, 3♣=♦, 3♦=♥FG, 3♥=♠FG)</p> <p>2♥= 3♥ or weak hand with 4♥ (as 2♦)</p> <p>2N= maximum hand with 4♥ (3♣=slam try, 3♦=Retransfer, 3♠ any x, 3N(♠)4m void)</p> <p>3♥= medium hand with 4♥ (3♠ no x, 3N short ♠, 4m short)</p> <p>similar for <u>1N-2♦</u></p>
<p><u>1N-2♥</u></p> <p>2♠= at least one 4M (2N=NF, 3♣=♥FG, 3♦=♠FG, 3M invite opp length, 4♥ P/C)</p> <p>2N= no 4M, minimum (3♣=♥FG, 3♦=♠FG, 3M nat invite)</p> <p>3♣= no 4M, Maximum</p> <p>3♦= Maximum both Majors</p> <p>3M= Maximum 5 card suit</p>	<p><u>1N-2♠</u></p> <p>2N= minimum, not both minors</p> <p>3♣= minimum , both minors</p> <p>3♦= Maximum, no 5M</p> <p>3M= Maximum 5 card suit</p>

40. 1NT INTERVENTION

<u>Overcall</u>	<u>Dbl/Rdbl</u>	<u>2♣</u>	<u>2♦</u>	<u>2♥</u>	<u>2♠</u>	<u>2N</u>	<u>3♣</u>	<u>3♦</u>	<u>3♥</u>
Dbl - Penalties	Strong	Nat	Nat	Nat	Nat	Minors	Weak	Weak	Weak
Dbl -Art one suited	Strong	Nat	Nat	Nat	Nat	♣	♦	♥	♠
Dbl - Majors	Strong	Nat	Nat	min FG	min Inv	♣	♦	♥	♠
Dbl - ♠ and another	Strong	Nat	Nat	Nat	Nat	♣	♦	♥	♠
2♣ - Natural	T/out		Nat	Nat	Nat	x/v FG	♦	♥	♠
2♣ - Majors	Values		Nat	min FG	min Inv	♣	♦	♥	♠
2♣ - Art one suited	Values		♥	♠	minors	♣	♦	♥	♠
2♣ - Asptro	Values		Nat	T/out	Nat	♣	♦	♥	♠
2♦ - Natural	T/out		Nat	Nat	Nat	♣	x/v FG	♥	♠
2♦ - Art one Major	Values		Nat	Nat	Nat	♣	♦	♥	♠
2♦ - Asptro	Values		Nat	T/out	Nat	♣	♦	♥	♠
2♥ -Nat or 2 suited	T/out		Nat	Nat	Nat	♣	♦	x/v FG	♠
2♠ -Nat or 2 suited	T/out		Nat	Nat	Nat	♣	♦	♥	x/v FG
<u>Overcall</u>	<u>Dbl</u>		<u>3♣</u>	<u>3♦</u>	<u>3♥</u>	<u>3♠</u>	<u>3N</u>	<u>4♣</u>	<u>4♦</u>
2N - Minors	Values	Majors	♥	♠	♠Inv	Nat	Void Ms	Void Ms	Nat
3♣ - Natural	T/out		♥	♠	♦	Nat	Majors	♦+ Maj	Nat
3♦ - Natural	T/out		Nat FG	Nat FG	Nat	Nat FG	Majors	Nat	
3♥ - Natural	T/out		Nat FG	Nat FG	Nat	Nat FG	Nat FG	♠+ min	
3♠ - Natural	T/out		Nat FG	Nat FG	Nat	Nat FG	Nat FG	Nat	
4♣ - Natural	T/out		Nat	♦	♥	Nat	♥	Nat	
				♥	♠			♠	

41. 2♣ OPENING

<u>Responses</u> 2♦= negative or waiting, 2M= natural 5+ suit light positive+ 2N/3♣= transfer 5+ , 3♦= 5-5 Majors, 3M/4m= solid suit	2♣-2♦-2♥=(1) ♥ (2) 25+ balanced 2♣-2♦-2N=23-24 Balanced 2♣-2♦-3M=4M and 5+ ♦ 2♣-2♦-2♥-2♠=relay 2♣-2♦-2♥-2N=6+ ♠ 2♣-2♦-2♥-3m/3♥=6+ suit
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42. 2♣ INTERVENTION

Pass=(1) 2+ opponents suit or (2) slam try or (3) 2 suited: X=0-2 in opponents suit, for take-out, Cue = 2 suited strong.

43. WEAK 2 OPENINGS

2M constructive non forcing, 2N Relay, shortage reply (compulsory if below 3 of opener suit), 3X=non forcing if non vul, either natural FG or fit if Vul
2♥-3♠=natural FG, Raise=pre-emptive, 4 Level=fit unless game.

44. WEAK 2 INTERVENTION

XX of opponents double is competitive, Pass and Double=penalties. 2N Scramble over X

45. 2NT OPENING

<u>Responses</u> 3♣= 4+ ♥ 3♦= 4+ ♠ 3♥= minor relay (3♠=4+ m/3N=no 4+ m) 3♠= 5+ ♣, 4♣= 5+ ♦, 4♦= ♥, 4♥= ♠, 4♠=Gerber,	<u>2N-3♣</u> 3♦ 2♥ (3♥=4♠ / 3♠=slam try / 4♣=♥ slam try / 4♥=nat with 4♠) 3♥ 4(5) ♥ (3♠=no x, 3N=short♠, 4m=shortage) 3♠ 4/5♠ and 3♥ (4♣=♥slam try or 4♠/ 4♦=♠slam try or 4♥/ 4♥=5+ ♣ 4♠=5+ ♦) 3N 3♥ (not 4/5♠) (4♣=♥slam try / 4♦=♥/ 4♥=5+ ♣ 4♠=5+ ♦) <u>2N-3♦</u> 3♥ 2♠ (3♠=slam try or 4♥ / 4♣=slam try ♠ / 4♦=♥ / 4♥=♠with 4♥) 3♠ 4♠ (3N=no x, 4X=shortage) 3N 3♠ (4♣=♠ / 4♦=♥ / 4♥=5+ ♣ 4♠=5+ ♦)
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46. 2NT INTERVENTION

Double is take-out at 3 level, FP at 4 level, double as 2♣ intervention

47. 3 LEVEL OPENINGS AND ABOVE

3M natural, not forcing if non vul: 4♣ (4♦ over 3♣)=art slam try:4♦ over 3M=choice of Major suit games. 4N = 4 ace Blackwood
3N (4m=relay, 4M=P/C, 4N=Blackwood, 5m=2 losers, 5M=P/C, 5N asks for solid suit):4♦ over 4♣=RKCB. 4♠over 4♥=nat:5X over 4M asks ctl in suit above.

48. 3 LEVEL OPENINGS AND ABOVE INTERVENTION

XX of opponents double is competitive, Pass and Double=penalties.

49. 3NT OPENING

<u>First 2 positions is strong 4M opening, denies 2 aces</u> (1) Promises at worst 1 loser suit. (2) Denies 2 aces (3) Denies 3 controls (A=2/K=1) outside of Major suit <u>In 3rd and 4th Gambling based on solid minor with some outside</u> XX by either hand if X suggests doubt.	<u>Responses</u> 4♣ slam try relay 4♦ relay for suit 4M/5M Multi style 4N Blackwood (not RKC) 5m asks for help in that suit? (5M=no help, 6M=x, 5N=guarded K, 6m=void,Other=Ace) 5N asks you to bid Grand with solid suit opposite void
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50. 4 LEVEL OPENINGS AND ABOVE INTERVENTION

After a 4♣ pre-empt 4♦=RKCB, otherwise 4N over other openings
After a 4M pre-empt, 4♠ is natural, 5X asks for a control in suit above (5♥ after 4♥ asks for ♣ ctl)