



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
1-level=4-cards (usually 5-cards), 2+-level=5-cards, 9+ HCP		Lead	In Partner's Suit			
RAISES are PRE, CUE-BID RESP ASK for strength of overcall with support		Suit	4th and 2nd small from Hxx [12-17]	same; H from Hx; [12-17]		
New suit response doesn't promise tolerance		NT	as above	as above	Category: Natural - GREEN	
Reopen: 5-cards 8+ HCP NONVUL, 10+ HCP VUL [36]		Subseq	as above	as above	Country: England	
		Other:	Initial A & Q ASK REV ATT; K ASK REV CT in suit & UB in NTs [12-17]		Event: WOMEN TEAMS	
			STND; 10 is not treated as an honour; Lo from doubleton in trumps [12-17]		Players: Audrey Hartley & Stefanie Rohan	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd POS: 15-17HCP, BAL, systems on As over 1NT OPEN [22]		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
After 1x-1NT-2x/y: Lebensohl [6]		Ace	AK,AKJ10(+),AKx(+),Ax(+),REV ATT	AK, Ax(+), REV ATT	5-card M, 1♣=3+, 1♦=3+ [18]	
After 1x-1NT-DBL: Natural with REDBL to play [7]		King	AKJ10(+), AKx(+), KQ, REV CT	AKJ10(+), KQ109(+), UNBLOCK	Weak 2s in ♠, ♥ and ♣ with 2NT feature and strength ASK [26]	
4th POS: 11-16HCP, BAL, 2♣ is CROWHURST style ASK for strength and ♥/♠ [36]		Queen	AQJx(+), QJ, QJx(+)	AQJx(+), KQ, KQ(J/10)x(+), QJ, QJx(+)	2♣ game force except 2NT re-bid [25]	
		Jack	J10, J10x(+), KJ10x(+), QJx(+)	J10, J10x(+), KJ10x(+), QJx(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109x(+)	H109x(+),		
1-Suit: WEAK, 6-card suit, sensible at adverse VUL		9	109x(+), 109	109x(+), 109		
2-Suit: UNT: 1m-2NT=♥+om, 1M-2NT=♣+♦, suits 55+ [10]		Hi-x	xSx, xSxx	xSx, xSxx	1NT Openings: 12-14 HCP, no singleton, Odd shapes OK [21]	
short ♣/♦ are treated as NAT		Lo-x	HxS, HxxS, HxxxSx, xS	HxS, HxxS, HxxxSx, xS	2 OVER 1 Response: 10+ HCP F S/A or 2NT. 1♦-2♣-2♥/♠=STOP, 3♥/♠=REV [1&2]	
Reopen: 2NT=BAL(20-22), [36]		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1♣-1♦ MAY BE SHORT(♦ may 3-cards) [1]	
Direct CUE: 55 both M or other M + m all strengths, short ♣/♦ treated as a suit [10]		Suit:1st	Answer AKQ ASK	Lo=E, Hi=O [12-17]	REV ATT [12-17]	FIT-SHOWING JUMPS (FIT) by passed hand or in competition [1]
Reopen CUE: good values + two places to play [36]		2nd	Lo=ENC [12-17]	Trump lead: SPS	SPS [12-17]	1♦ - P - 2♣ continuations [2]
cue of overcall=DAB [39]		3rd	SPS if switch needed			Special raises: Inverted minor suit raises; 2NT major suit raise [3]
CUE of opening bid=UCB [37]		NT: 1st	Answer AKQ ASK	Hi.Lo=E partner's lead	REV ATT [12-17]	COMPETITIVE 2NT=LIMIT RAISE [3]
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Lo=EVEN [12-17]	Lo=E, [12-17]	SPS [12-17]	ROMEX trial bids [4]
vs all 1NT BAL: ASPTRO: 2♣=♥ & any, 2♦=♠ & any, with ♥ & ♠ show shorter [33]		3rd	SPS if switch needed			GAMBLING 3NT(AKQxxxx with no more than a Q outside) [5]
Reopening: same as direct		Signals (including Trumps): Trump signal: Hi/Lo=ASK HRS, Lo/Hi=0 or ASK LRS			LEBENSOHL-SLOW [6]	
PH: same as direct		see notes [12-17]			ESCAPING FROM 1NT DOUBLED [7]	
					Splinters & void showing splinters [8]	
		DOUBLES			DEFENCE OVER OPPONENT'S 1NT OVERCALL [9]	
		TAKEOUT DOUBLES (Style; Responses; Reopening)			2-suited overcalls [10]	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		MIN 12 HCP, if x=M 4-cards in OM or MIN 43 in both M if x=m, m uncertain [11]				
weak2: DBL=T/O 12-16 HCP or 20+ HCP, 2M-2NT=17-19 HCP 1NT Systems on [35]		Except if DBLer bids: new suit=good hand & suit, or NT (MIN level)=18/20 HCP [11]				
3-level: DBL=T/O, suits natural NF		Reopen: NON VUL 6+ HCP, VUL 10+ HCP, DBLer bids NT (MIN level) =17/19 HCP [11]				
Higher levels: 4♣/♦/♥ DBL=T/O; 4♠ DBL=PEN and 4NT=T/O		CUE=pick better of the two suits of equal rank[11]			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over artificial strong 1♣ or 1♠-P-1♦: DBL=♠+♥, 1NT=♣+♦ [32]		1x-DBL-1y-DBL=PEN, 1x-DBL-1NT-DBL=PEN				
Over artificial strong 1♦ or 1♥-P-1♥: DBL=♠+♥, 1NT=♣+♦ [32]		1x-DBL-2x-DBL=pick one of the two unbid equal rank suits				
Over artificial strong 2♣ or 2♠-P-2♦: DBL=♠+♥, 2NT=♣+♦ [32]		1x-DBL-RDBL=9+HCP & no real FIT			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Over artificial strong 2♦ or 2♥-P-2♥: DBL=♠+♥, 2NT=♣+♦ [32]						
OVER OPPONENTS' TAKE OUT DOUBLE						
All raises are PRE, 2NT=Limit raise, FIT JUMPS [1&3]						
New suit, 4+ cards F1, RE-DBL=10+ HCP no real fit					Psychics: Rare	

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	3	4♥	3 cards if not 5♥/♠ & not 4♦s [18]	1♦MIN3;1NT =7/10HCP,BARON 2NT;2/3♣INV; [1,3,8]	After rebid of 1/2NT, 2/3♣ is checkback [8,20,23-24]	Jump shifts=fit + 10-11 pts, 2NT=11 pts [39]
1♦	No	3	4♥	3 cards if 4432 [18]	1NT=6-10HCP; BARON 2NT; 2/3♦ INV;splinter [1,2,3,8]	4SF, jump 4th suit=splinter for last bid [8,20,23-24]	Jump shifts=fit + 10-11 pts, 2NT=11 pts [39]
1♥	No	5	4♥	11-21 HCP [18]	2♥=3+cards;2NT=FG 4+cards;3/4♥=PRE;splinter[1,3,8]	1♣-1♦-1♥-1♠=♠s; 1♣-1♦-1♥-2♠=4SF [4,8,20,23-24]	Jump shifts=fit + 10-11 pts, 2NT=11 pts [39]
1♠	No	5	4♥	11-21 HCP [1 8]	2♠=3+cards;2NT=FG 4+cards;3/4♠=PRE;splinter[1,3,8]	ROMEX TRIAL BIDS over M only [4,8,20,23-24]	Jump shifts=fit + 10-11 pts, 2NT=11 pts [39]
1NT	No	2		12-14 HCP, BAL 5M/6m poss[21]	STAY, JACOBY TRF, 2♠ BARON, 2NT TRF 3♣/♦, [22]	[22]	Same as by UPH
2♣	Yes	0	4♥	23+HCP if BAL, FG O/wise [25]	2♦=neg/relay [25]	Natural [25,27]	As for UPH
2♦	No	5	4♥	WK5 - 9 HCP - 4th 9-11 HCP [26]	2NT=strong ASK, new suit NF [17]	3♦=MIN, 3♣/♥/♠ shows a feature and MAX [26]	As for UPH
2♥	No	5	4♥	WK5 - 9 HCP - 4th 9-11 HCP [26]	2NT=strong ASK, new suit NF [17]	3♦=MIN, 3♣/♥/♠ shows a feature and MAX [26]	As for UPH
2♠	No	5	4♥	WK5 - 9 HCP - 4th 9-11 HCP [26]	2NT=strong ASK, new suit NF [17]	3♦=MIN, 3♣/♥/♠ shows a feature and MAX [26]	As for UPH
2NT	No	2		20-22HCP(4333),(4432),(5332)[27]	STAY,JACOBYTRF,3♠=5♠s+4♥s,3NT=both m [27]	[27]	As after 2NT by UPH
3♣	No	6	4♥	6+ card suit, 3+ HCP [28]	New suit F1 [28]		
3♦	No	6	4♥	6+ card suit, 3+ HCP [28]	New suit F1 [28]		
3♥	No	6	4♥	6+ card suit, 3+ HCP [28]	New suit F1 [28]		
3♠	No	6	4♥	6+ card suit, 3+ HCP [28]	New suit F1 [28]		
3NT	No	0		solid m, no outside A or K [5]	4/5/6♣ to play in minor, 4♦ shape ASK [5]	Pass or convert, over 4♦ show shortage or 4NT [25]	
4♣	No	7		disciplined, 7+ HCP [28]	4♦ F1, 4♥/♠ NF		
4♦	No	7		disciplined, 7+ HCP [28]	4♥/♠ NF		
4♥	No	7		disciplined, 7+ HCP [28]	New suit = 1st round CTRL		
4♠	No	7		disciplined, 7+ HCP [28]	New suit = 1st round CTRL		
4NT	Yes	0		Specific aces [30]	5♣=no ace, 5♦/♥/♠/6♣=this ace, 5NT=2 aces [30]		
5♣	No	7		disciplined [28]	New suit = 1st round CTRL		
5♦	No	7		disciplined [28]	New suit = 1st round CTRL		
5♥	No	7		disciplined [28]	New suit = 1st round CTRL		
5♠	No	7		disciplined [28]	New suit = 1st round CTRL		
5NT							
HIGH LEVEL BIDDING							
RKCB with void showing responses [31]							
DOPI, ROPI		[31]					
Splinters		[8]					
5NT: GSF							
Control showing cue bids: 1st & 2nd round equally below game, 1st round before 2nd above game.							
LIGHTNER							

[1] Check-back: a 1NT re-bid shows 1517 HCP, bal., and 2♣ is check back looking for a 8-card major suit fit. 3♣ over 2NT is also check-back.

In the sequence: 1m - P - 1M - P - 1NT - P - 2♣ - P - Z;

Z = 2♦ denies 3 cards in partner's major and 4 cards in the other major

Z = 2♥ shows 3 cards if ♥s is partner's suit or 4 cards if it is not partner's suit. It neither promises or denies 4 ♠s.

Z = 2♠ shows 3 cards if ♠s is partner's suit or 4 cards if it is not partner's suit. It denies holding 3 ♥s if ♥s is partner's suit or 4 ♥s if ♠s is partner's suit.

In sequence 1C - P - 1♦ - P - 1NT - P - 2♣ - P - Z; the 2♣ is checking if a 8 card major suit fit exists so 2♦ would deny 4 cards in either major, 2♥ would show 4 ♥s not denying 4 ♠s and 2♠ would show 4 ♠s denying 4 ♥s.

1x - 1y - 1NT 15/17 HCP - 2♣ - 2y NF also 2y by the 2♣ bidder is NF.

1x - 1y - 2NT 18/20 HCP - 3♣ - 3y NF also 3y 6 cards by the 3♣ bidder is NF.

1y - 2x - 2NT 15/20 HCP - 3♣ - 3y F also 3y by the 2C bidder is F with 6 cards.

[2] Lebensohl: slow shows. If 2♣ is bid either natural or with no anchor suit, DBL is Stayman. Otherwise cue bids of the shown suit is Stayman.

In general a cue bid in a naturally bid suit or in the shown suit is Stayman.

Bid via 2NT shows a stop in the opposition's suit and bid directly denies a stop. Similarly 3NT via 2NT shows a stop in the opposition's suit and bid directly denies a stop. The exception occurs in the sequence 1NT - 2♣. Where 2♣ shows ♠s: 1NT - 2♣ - 3♣ is Stayman without a club stop and 1NT - 2♣ - 2NT - P - 3♣ - P - 3♦ is Stayman with a club stop. Where the 2♣ bid is artificial and the suit is unspecified then X is Stayman.

[3] Romex trial bids: used after 1M - 2M & 1m - 1M - 2M. A step bid looks to make a short suit trial bid and other bids are long suit trial bids.

After 1M - 2M a step bid shows a wish to make a short suit trial bid (singleton or void). The next step asks where and the agreed suit shows the higher ranking suit. Responder raises to game if values are outside the shortage.

1♥ - 2♥ - 2♠ - 2NT - Z

Z = 3♣/♦ show shortage in that suit

Z = 3♥ shows shortage in spades

1♠ - 2♠ - 2NT - 3♣ - Z

Z = 3♦/♥ show shortage in that suit

Z = 3♠ shows shortage in clubs.

A suit other than the next step is a long suit trial bid asking for help in that suit. If responder is minimum with values in that suit or if maximum for the raise, go to game. If in doubt, without values in the long suit trial bid then offer help elsewhere by bidding a different suit provided it is below 3M.

1♥ - 2♥ - 2NT is a long suit trial bid in spades.

In competition trial bids are long suit trial bids. A special case is when the opponents have left no space in which to make a trial bid. Eg. 1♥ - 2♦ - 2♥ - 3♦ in this case X is a game try.

[4] Fourth suit Forcing: Priorities are: 3-card support for partner; NTs with a stop in the 4th suit; re-bid 2nd suit with 5 cards in it; raise 4th suit if too good; re-bid 1st suit min. (no extra length), 1♣ - 1♦ - 1♥ - 1♠ shows spades. 2♠ would be 4th suit forcing.

[5] Special responses to opening 1 level bids:

1NT = 6/10 HCP, 7/10 HCP over 1♣ denies an intervening 4-card suit.

Minor suit raises are inverted - 2-level = 4+ card support & 11/15 HCP, 3-level = 5+ card support & 5/9 HCP.

A jump response is single suited or support with a good suit but shows very good values, by a passed hand is a fit jump.

Over 1x - 2y, 2NT is 15/19 HCP, BAL & 3NT is 13/15 HCP BAL.

2NT = Baron over a minor with 3 bids = shortage and 4 bid = good 5 card suit.

2NT over a major is game forcing with 4-card raise.

[6] 1NT Stayman, transfers and 2♠:

Stayman: 2♣ promises at least one 4-card major and the response of 2♦ denies a 4 card major. After which 2-level bids are non-forcing and 3-level bids show 5+ card suits and are forcing, 2/3M shows a 5-card suit and 4-cards on the other major.

Transfers to majors: 2♦/♥ transfers to

Transfers to minors opposite 1NT: In the sequence 1NT - (P) - 2NT - (P) - 3C - (P) - Z,

Z = Pass shows a weak hand with at least 6 clubs.

Z = 3D shows a weak hand with at least 6 diamonds.

Z = 3H/S is a game try in the corresponding minor.

Z = 3NT is a slam try with both minors 55 or better.

Z = 4C/D is a slam try in the bid minor. (A response of 4NT would be to play.)

2♠ is a range inquiry and does not deny a 4 card major. Responder bid 2NT with minimum and lowest 4+ card suit with a maximum. After a 2NT response a new suit is game forcing.

Baron 2S response to 1NT: 2S asks if top or bottom of range. 2NT = bottom and lowest 4(5) card suit is top. This bid can be also used with much stronger hands looking for an 8 card fit in a minor it does not deny a 4 card major.

1NT - P - 3x: these show 6 card suits with 2 of the top 3 honours and not much else - a total of less than 11 HC points. They are to play but invite partner to bid 3NT with Hxx opposite the shown suit and a suitable hand.

[7] Responses to 2NT over a weak 2: the suit is repeated if weak and a new suit shows a feature and top of the range.

[8] 2NT 5-card Puppet Stayman and Transfers: After 3♣: 3♦ denies a 5-card suit but may hold a 4-card major; 3♥ and 3♠ show 5-card suits. 3♦/♥ are transfers to

3♥/♠; 3♠ shows 5♠s and 4♥s. 3NT shows both minors and interest in a slam. 4 of a minor is slam interest in that minor. 4NT says no.

[9] Defence to a strong 1♣ or 1♦: DBL shows both majors and 1NT shows both minors. The bids may be made directly after the 1♣ bid and also after the 1♦ bid.

[10] 1NTX: Pass asks partner to redouble which can be left or bid lowest 4 card suit if weak, a suit shows a weak hand and a 5+ card suit.

[11] Asptro: defence to 1NT, 2♣ shows hearts and another, 2♦ shows spades and another, with both majors the shorter is shown.

[12] Dixon: 2♥/♠ shows that suit + both minors, 2NT = 17 - 19 balanced, DBL = 13 - 16 points or 20+ pts or a big single suited hand.

[13] Leaping Michaels: If the opponents open a weak 2 in a major, 4♣/♦ show that suit and the other major.

1NT opening and responses: 1NT is 12 - 14 balanced it may contain a poor 5 card major or (rarely) a 6 card minor.

Responses: 2C is standard Stayman; 2D/H are transfers to 2H/S, 2S is Baron and 2NT is a weak/strong transfer to either a club or a diamond 6+ card suit.

In the sequence 1NT - (P) - 2C - (P) - 2H/S - (P) - 2NT; if opener is going to bid on with 5 cards in the bid major then bid 3H/S on the way to 3NT.

2H/S - P - 3H/S asks partner to bid 3NT with their suit stopped.

2H/S - P - 2S/3C/3D are natural.

2H/S - P - 2NT = 17 - 19 points with weak NT systems on.

A direct bid in the other major at the 3 level is non-forcing but X followed by a 3-level bid in the other major is forcing.

2H/S - P - 4C/4D show that suit plus the other major 55 or better.

Transfers to minors opposite 1NT: In the sequence 1NT - (P) - 2NT - (P) - 3C - (P) - Z,

Z = Pass shows a weak hand with at least 6 clubs.

Z = 3D shows a weak hand with at least 6 diamonds.

Z = 3H/S is a game try in the corresponding minor.

Z = 3NT is a slam try with both minors 55 or better.

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Baron 2S response to 1NT: 2S asks if top or bottom of range. 2NT = bottom and lowest 4(5) card suit is top. This bid can be also used with much stronger hands looking for an 8 card fit in a minor it does not deny a 4 card major.

1NT - P - 3x: these show 6 card suits with 2 of the top 3 honours and not much else - a total of less than 11 HC points. They are to play but invite partner to bid 3NT with Hxx opposite the shown suit and a suitable hand.

1NT re-bid: In sequence 1x - 1y - 1NT; 1NT re-bid is 15-17points balanced. This does not deny a 4 card major.

Strong balanced hands:

2NT opening bid = 20 - 22 points; 2C - (P) - 2x - (P) - 2NT = 23 - 25 points;

5-card Puppet Stayman: 3D denies a 5-card suit; after which 3H/S show 4 cards in the other major and 3NT is a sign off.

3H/S show the 5-card major; after which 3NT/4H/4S are sign offs, 4C/D cue bids and 4NT RKCB in the 5 card suit.

3NT shows a 5-card minor; after which with slam interest in a minor responder can bid 4C; and then 4D shows diamonds and any other bid shows clubs. Keep this below 4NT to allow responder to SIGN OFF in 4NT if it is the wrong minor. Ace/king showing has to be by cue bidding.

Red suit transfers into the majors

3S = 5 spades and 4 hearts.

3NT shows 55 in the minors slam invitation. NB. All 3NT raises must bid 3C.

4C/D are slam tries in the bid minor

2C - (P) - 2x - (P) - 3NT = 26+ points.

4C response is Baron for 4 card suits in ascending order.

Red suit transfers into the majors

One of a suit openings

Opening 1 of a suit bids: 5 card majors and better minor. With 33 in the minors open 1C and with 44 in the minors open 1D.

Any 4441 shape opening bids: Open these 1D unless the singleton is on diamonds, then open them 1C. The only difficult sequence is 1D - P - 2C.

2H & 2S show 12 - 14 pts and stops for NT purposes (alertable). They deny a stop in the other major.

2NT is 12 - 14 points and 3 NT 15 - 17 points with stops in both suits.

3CD are natural

3H and 3S are reverse bids and have the values for a reverse (alertable).

Responses

Raises: Direct raises of a major tend to be pre-emptive with 4+ in the suit except 1M - P - 2M which may be on a 3-card suit. 1M - P - 2NT shows a good raise with 4 card support and is game forcing. After which 3-level new suits show a shortage, 4 level bids show a good 5 card second suit and 4NT is RKCB. 3M shows a 6+ card suit + extra values and 3NT shows a 5-card suit with extra values. 4M shows a minimum hand (5 or more in the suit.)

If only values to a 3-level raise or with only 3 card support use 2m and then raise to 3M

Other responses to 1-level opening bids: 1C - 1NT should be 7 - 10 points hence

1C - 1D may be bid with a 3 card suit and only 6 points. Otherwise 1NT is 6 - 10 points.

2/1 bids are show 10+ points and forcing to suit agreement. After which a new suit at the 3-level is game forcing.

Jumps opposite partner's opening bid: Jumps with no interference by an unpassed hand are single suited in a very good hand or two suited with the second suit being partner's opening bid. By a passed hand they are fit jumps.

Splinters: A bid at a level one more than a forcing bid in that suit is a splinter. It agrees the last suit bid by partner, shows a shortage in the bid suit and has 4/5 controls (2 for an ace and 1 for a king) and about 12 - 15 count. NB 1S - P - 4H is a splinter in hearts agreeing spades. Otherwise game bids are to play.

Reverses: A reverse shows an unbalanced hand, first suit longer or equal to second suit and good values 17+ points. If the 4th suit is used by responder it is game forcing. A simple suit agreement by responder is non-forcing.

Use of 4NT as RKCB:

If there is an agreed suit then the K for RKCB purposes is the K in the agreed suit.

If 4NT is a jump bid over a suit then the K for RKCB purposes is the K in that suit (it is not necessarily the suit for the final contract).

If a suit has been set without agreement then the K for RKCB purposes is the K in that suit.

Void showing RKCB responses: 4NT - 5NT = 2 KC + a useful void. It says nothing about the Q!

4NT - 6x (x is lower ranking than the agreed suit) = 1 or 3 KC + a useful void.

4NT - 6y (where y is the agreed suit) = 1 or 3 KC + a higher ranking void. (It assumes that there must be enough kings about for the bid.

After 4NT - 5C/D a step bid (excluding the agreed suit) asks for the trump Q. A bid of 6 of the agreed denies the Q. Step bids show 0, 1, 2 and 3 Ks + the Q of trumps.

Higher level openings

Suit openings at the 2 & 3 level: Apart from 2C which is game forcing (except 2NT re-bid) 2-level bids show 5/6 card suits NV and 6-card suits V with 5 - 9 points in 1st, 2nd and 3rd seat and 6-card suits with 9 - 11 points in 4th seat.

In 1st, 2nd and 3rd seat opening bids at the 3-level are pre-emptive. In the 4th seat they are hands that would have bid 3 of the suit at the second time to bid. They hold a 6+ card solid suit and 15+ points.

3NT opening bid is the gambling solid minor suit bid. It should have nothing more than a Q out side. The responses are 4/5/6C to play in the minor at that level and 4D as a shape inquiry. The responses to 4D are to bid 4H/S with shortage there, 4NT with 222 in the other suits (ie. no shortage) and 5C/D with that suit and shortage in the other minor.

Competitive bidding

Protective seat bidding: 1x - P - P - Z:

X is TO and usually 8+ points NV and 10+ points V.

To cover all balanced hands in the protective seat then:

Z = 1NT shows 11 - 16 points (wider than normal so alertable). 2C by partner is Crowhurst style and asks for range and for majors.

2D denies a 4-card major with 11 - 14 points and

2NT denies a 4-card major with 15 - 16 points.

2H/S show a 4 card suit and 11 - 14 points and

3H/S show a 4-card suit and 15 - 16 points.

Z = X followed by a re-bid in NTs at the lowest level shows 17 - 19 points balanced. 1NT systems are on.

Z = 2x shows two unspecified suits - probably quite a good hand.

Z = 2NT shows 20 - 22 points balanced. 2NT systems are on.

Responding to partner's overcall: A change of suit is constructive but may not have even tolerance for partner's overcall suit. It is probably longer than partner's suit. With good support or a very good hand either raise or cue bid (UCB).

Two suited over calls: Michaels and unusual NT any range, 55 or better distribution. 1S - 2S - P - 2NT asks for the minor and 1S - 2S - P - 3C is just to play in the minor.

1S - 2N - ((P) - Z:

Z = 3C/D is to play.

Z = 3H by un-passed hand is forcing and non-forcing by a passed hand.

Z = 3S shows a stop for NT purposes.

Z = 3NT is to play by an un-passed hand and shows values and equal support for the minors.

Defence to Flannery: 2D or 2H show 5 hearts and 4 spades with 11 - 15 points. 2S is a weak TO and X is a strong TO and 2NT is 55 in the minors.

Defence to Chris & Nicole's 1C and 1D opening bids: 1C may be 12 - 14 balanced and 1D may be 15 - 19 balanced.

Over 1C use 2C and 2D as in Aspro as though opener had opened 1NT 12 - 14 points. 1-level bids are natural and 1NT = 15 - 17 points.

Over 1D X shows both majors and 1NT shows both minors.

Defence to strong 1C and 1D: X shows both majors and 1NT shows both minors.

1NT - X: They bid 1NT and we X having passed earlier. It shows either the majors or the minors, similarly in the protective seat.

Bidding after they overcall: A jump bid below game is a fit jump. A jump bid to game is to play.

Sequences involving doubles:

1S X 2S P The second X shows a better hand 16+ points and 2NT
P X P 2N is 2 places to play.

1S X 2S 2NT 2NT is Lebensohl.

1S P 2S X 2NT is Lebensohl.
P 2NT

1S X 2S X Pick a minor denying 4 hearts

1S P 2S P 2NT is 2 places to play.
P X P 2N

1H X 1S X Shows 4+ spades and values

1C 1D X Both majors 44. If 43 in the majors bid the 4 card suit.

1m 1H X shows 4 spades and may also have 4 in the other minor.
1S instead of the X shows a 5+ card suit.

Carding methods

Carding: Reverse count and reverse attitude are the agreed carding methods. Usually reverse attitude on partner's initial lead in a suit contract but reverse count in NT contract. Reverse attitude when discarding. When a high card has been played on the first round of the suit, direct count is used on the second lead of the suit. A and Q ask for reverse attitude and K asks for reverse count in a suit and for unblock in NT.

Smith peters in NT contracts only. H followed by L on declarer's first led suit encourages partner to continue first suit. L followed by H on declarer's first led suit suggests a switch or that there is no help for partner in the first led suit.

Peters in the trump suit: When declarer draws trumps and one is following with small cards, high - low suggests a liking for a higher ranking suit and low - high suggests a liking for a lower ranking suit or no real interest in anything.