

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level – 8 – 17 varies with vul/position 4+ cards [Note 12]
2 Level – 10 – 17 varies with vul/position 4+ cards [Note 12]
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat = 14 – bad 18 (system on) [Note 13]
4 <sup>th</sup> seat is balanced 10 – 15 (system on) [Note 13]
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls – Weak [Note 14]
Unusual 2NT – Lowest 2 suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = 1m, 2m = ♠ + another not opensers suit 1M 2M = Other Major + minor
Jump cue – solid suit stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Hello [Note 6]
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs multi [Note 16]
World [Note 15]
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Crash vs strong club [Note 17]
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 Level forcing, 2 level NF [Note 18]

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5	3/5	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JTx	AJT, KJT, QJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
Signals (including Trumps):			
Parity (hi/lo) = 1 even suit (lo/hi) = 1 odd			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Upto 4♦			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Redouble [Note 11]			
Rdbl of a cue shows 1 <sup>st</sup> round control			

W B F CONVENTION CARD
<b>CATEGORY:</b> Camrose 2010
<b>NCBO:</b> CBAI (Ireland)
<b>PLAYERS:</b> Anna Onishuk (1102149) Karel De Raeymaeker (07D2)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1, Aggressive
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ 4+♠\4+♥ and (2-10 or <=4 losers or 22+ Bal) [Note 1]
2♦ (5+♥'s 2-10 or single suiter <=4 losers or Bal 23/24) [Note 2]
2♥ (5+♠'s 2-10 or M/m 2 suiter <=4 losers or Bal 25/26) [Note 3]
2♠ (5+♣\4+♦ or 5+♦\4+♣ and (2-10 or <=4 losers) [Note 4]
2NT = 21/22 not both majors
Twalshe [Note 5]
<b>SPECIAL FORCING PASS SEQUENCES</b>
Over GF sequence Pass Forcing [Note 9]
<b>IMPORTANT NOTES</b>
RKC 4130, DOPI/ROPI ((re)Double Zero Pass One)
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11-20, 2+♣'s 8 – 20 4 <sup>th</sup> pos	Twalshe [Note 5], Inverted minors [Note 20] Art 2NT [Note 10]	2♣ & 2NT in many sequences ART	Twalshe still applies Twalshe over double is on
1♦		4		11-20 4+♦'s 7 – 20 4+♦'s 3 <sup>rd</sup> pos	Art 2NT [Note 10], Inverted minors [Note 20]	2♣ over 1NT rebid = check back	
1♥		5 (1 <sup>st</sup> /2 <sup>nd</sup> ) 4 (3 <sup>rd</sup> /4 <sup>th</sup> )		11-20 5+♥'s 1st/2nd/4th pos 7-20 4+♥'s 3 <sup>rd</sup> pos	Reverse Bergen [Note 21], 1NT 3-11 [Note 26] Art 2NT [Note 10]		Reverse Drury [Note 24]
1♠		5 (1 <sup>st</sup> /2 <sup>nd</sup> ) 4 (3 <sup>rd</sup> /4 <sup>th</sup> )		11-20 5+♠'s 1st/2nd/4th pos 7-20 4+♠'s 3 <sup>rd</sup> pos	Reverse Bergen [Note 21], 1NT 3 – 11 [Note 26] Art 2NT [Note 10]		Reverse Drury [Note 24]
INT				15-17 5CM and 6cm possible  3 <sup>rd</sup> pos variable Strength	4 way transfers [Note 25] *3♣'s = 5+♦'s\5+♠'s weak 3♦'s = 5+♦'s\4+♠'s GF Minor Suit Stayman [Note 19]	Super accept = doubleton over a major	
2♣		4+/4+M's		4+4+ Major's [Note 1]	2♦/2NT enquiry [Note 1] Any major bid to play 3♣/♦ Natural 6+ suit, NF	2M over 2♦ = longer M and weak 3m over 2♦ = strong hand feature in m	
2♦				5+♥'s or strong hand [Note 2]	2♥ relay [Note 2], 2♠ = nat F 3♣ ART GF 2NT enquiry	Ogust type responses over 2NT enquiry.	
2♥				5+♠'s or M/m Big [Note 3]	2NT enquiry [Note 3] 3♣ ART GF 2♠ relay	Ogust type responses over 2NT enquiry.	
2♠		5+/4+ BOTH minors		5+/4+ BOTH minors [Note 4]	Any minor to play [Note 4] 2NT enquiry 3♥ to play, 3♠ Nat invitational	Over 2NT – 3m longer suit, 3M strong.	
2NT		NOT both majors		22-23 balanced 5CM or 6m possible	3C = enquiry [Note 23] 4 way transfers (same structure as over 1NT) 4♣'s 5+/5+ minors weak NF	Over 3♣ - 3♦ = 4CM, 3♥ no 4CM, 3♠ = 5♠ 3NT = 5♥	
3♣		6		6+ pre-emptive	3x nat and F. 4♦ = RKC. 4M = ask [Note 22]		
3♦		6		6+ pre-emptive	3M nat and F. 4♣ = RKC. 4M = ask [Note 22]		
3♥		6		6+ pre-emptive	3♠'s = F, nat. 4♣ = RKC [Note 22]		
3♠		6		6+ pre-emptive	4♣ = RKC. [Note 22]		
3NT		7 (1 <sup>st</sup> /2 <sup>nd</sup> ) 4 (3 <sup>rd</sup> /4 <sup>th</sup> )		Solid suit normally a minor Gambling [Note 8]	4♣ pass or correct [Note 8] 4♦ - shortage ask 4M/5♦ to play		
4♣		7		Pre-emptive	4♦ art F. 4NT = RKC. 4M/5♦ to play		
4♦		7		Pre-emptive			
4♥		6		To Play	4♠/5♣/5♦ asking bids. 4NT RKC	<b>HIGH LEVEL BIDDING</b>	
4♠		6		To Play	5♣/5♦/5♥ asking bids. 4NT RKC		

## Anna & Karel's Supplementary Notes

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Note all our two bids have follow this general approach

- Vul 1<sup>st</sup> position tends to be 5/6 - 10 hcps if weak.
- 2<sup>nd</sup> position similarly also tends to be 5/6 – 10 hcps if weak.
- 3<sup>rd</sup> position is totally undisciplined.

**NOTE 1 : 2♣ opener always both majors and <11 or 22 Bal+ or <=3LTC**

2♣ shows

- 4+♠\4+♥ 2-10, Not 4504 or 4414, decent vul and 2<sup>nd</sup> seat
- 4+♠\4+♥ <=3LTC
- 4+♠\4+♥ 22+ balanced

Responses :

- 2♦ ART either (1) No preference for either major  
(2) Invitational 11-14 with one or both majors  
(3) Invitational balanced 15-18 no tolerance for major  
(4) ART any GF hand

Over 2♦

- 2♥ Equal length M's or longer H's < 11 points  
2♠ Longer spades < 11 points

Over 2M

- 3♣ ART GF  
3♦ 15-18 nat  
Raise 4\5M 11-14 invit  
2♠ over 2♥ 4♠ invitational

- 3♣/3♦ Minor feature, big hand  
2NT 22+ balanced  
3M big hand 6+\4+

- 2♥/2♠ to Play 3♣\3♦ minor feature, big hand.  
Major raise blocking.  
2♠ over 2♥, Nat NF 6\4.  
2NT 22+ balanced

2NT ART 15-18 invitational

- 3♣'s is a minimum (or 4/4) over which  
3♦ 3\3 in the majors  
3♥/3♠ Nat invitational 3+ suit  
3NT to play convertible  
3♦ Equal length both majors (Not 4/4), positive  
3♥/3♠ positive Nat

- 3♣/3♦/3♥/3♠ To Play  
3NT to play Not convertible  
4m Fit bid, leadable suit + support for one major  
4♥/4♠ to play

2♣ dbl rdbl asks opener to bid 2♦

2♣ dbl pass implies 5+♣

**NOTE 2 : 2♦ weak 5+ ♥ 2-10 or 23/24 balanced or a strong single suiter <= 3 LTC.**

Responses :

- 2♥ ART ( 0 – 16) to play if opener weak
- 2♠ Forcing 5+♠
- 2NT ART asking bid IP 12+ points
  - 3♣ Min (2-7) bad heart suit or clubs GF
  - 3♦ Max (7-10) bad heart suit or diamonds GF
  - 3♥ Min (2-7) good heart suit
  - 3♠ Max (7-10) good heart suit or spades GF
- 3NT Solid hearts 9/10
- 4NT 24/25 balanced
- 3♣ ART GF
  - 3♦ Min or Diamonds GF
  - 3♥ Nat + IP a diamond feature GF
  - 3♠/4♣ Hearts max + a black suit cue GF
  - 3NT Hearts + slow stops NF
- 3♦\♥ To play 0 - 14
- 3♠\4♣\4♦ Splinter for hearts GF
- 3NT To Play (not convertible)
- 4♥ To play

Nb over an opps double 2NT is asking bid

**NOTE 3 : 2♥ weak 5+ ♠ 2 – 10 or 25/26 balanced or a strong M/m two suiter <= 3 LTC**

Responses :

- 2♠ ART 0 – 16 to play if opener is weak
- 2NT ART asking bid normally 12+
  - 3♣ Min (2-7) bad spade suit or clubs + a major GF
  - 3♦ Max (7-10) bad spade suit or diamonds and spades GF
  - 3♥ Min (2-7) good spade suit or hearts and diamonds GF
  - 3♠ Max (7-10) good spade suit
- 3NT Max (9/10) Solid spade suit
- 4NT Balanced 26/27
- 3♣ ART GF
  - 3♦ Min or D's and a major GF
  - 3♥ Heart feature for spades or Hearts and a minor GF
  - 3♠ Diamond feature for spades or spades and a minor GF
  - 3NT Club cue and spades NF
- 3♦\♠ To play 0 - 14
  - 3♥ 5+♥ forcing
- 3NT To Play (not convertible)
- 4♣\4♦ Splinter for spades GF

Nb over an opps double 2NT is asking bid

**NOTE 4 : 2♠ 5+/4+ BOTH MINORS 2-10 or <= 3 Losers**

Responses :

- 2NT ART asking bid, no minor preference or IP 12+ points
  - 3♣ Clubs min
  - 3♦ Diamonds min
  - 3M Major feature F
  - 3NT Minors 5521 or 5422 23+ slam try
- 3♣/3♦ To play 0 - 15
- 3♥/3♠ 5+ suit forcing
- 3NT To play
- 4♣/4♦ To play, generally pre-emptive

Nb over an opps double 2NT is asking bid

**NOTE 5 : Transfer Walshe over 1♣ opening**

This only applies over a 1C opening.

1♦ = 4+ ♥ 1RF

Refuse transfer denies 3+ hearts

1♠ 4+ spades

1NT denies a 4CM 11-14

2♣ denies a 4CM 5+♣ (normally 6)

2♦ no 4CM 5+/4+ reverse 1RF

2♥ 4 hearts 11-14

2♠ 4+ spades reverse

2NT 18-20 Nat NF

3♣ 14-17 6+C's, NF

3♦/3♠ Splinter for hearts

1♥ = 4+ Spades 1RF

Similar to above

1♠ = 4+ Diamonds 1RF (denies a 4CM unless GF)

Similar to above

Nb over an opps double system on

**NOTE 6. Hello over 1NT**

Dbl = If strong NT shows ♣ otherwise penalty

2♣ = 5+♦ or M/m

2♦ = relay; pass or correct.

2♥ = 5+ hearts NF

2♠ = 5+ spades NF

2NT Enquiry

3♣ = ♣ + a major

3♦ asks which major

3♥/3♠ = nat

3♦ = 5+♦

3♥ = ♥ + ♦

3♠ = ♠ + ♦

3♣/3♦ = natural fair hand

3♥/3♠ = 6+ suit invitational

2♦ = 5+♥

2♥ = to play

2♠ = 5+♠ NF

2NT = Enquiry

3♣/3♦/3♠ = Feature

3♥ = Min

3♣/3♦ = Nat

3♥ = invitational

2♥ = 4+♥ & 4+♠

Pass/2♠ = to play

2NT = Enquiry

3♣ = Min

3♦ = equal length > min

3♥/3♠ = Longer > min

3♣/3♦ = Nat 6+ suit, NF

3M = invitational

4M = to play

2♠ = 5+♠'s

2NT = enquiry. Ogust responses

2NT = 5/5 in Minors

### **NOTE 7 : Rubenshol**

Over interference over a 1NT we play the following

1NT 2x ???

Dbl penos or shows x

2y Nat NF

2NT->3H Transfer to next suit 5+ suit

If transfer to opps suit then accepting the Transfer shows a stop else bid 4CM

1NT DBL rdbl relay to 2C's else system on

1NT 3X Dbl is TO

### **NOTE 8 : Gambling 3NT opener**

Shows a solid 7+ card suit in 1st and 2nd (normally a minor BUT may have a major).  
In 3rd/4th it is to play, normally based on a 6+ suit, varying strength.

4♣ - Pass or correct

4♦ - Show a singleton if you have one

4M - To play

### **NOTE 9 : Forcing Pass Situations**

- (1) If the opponents interfere over a GF bid
- (2) If the bidding has clearly shown we either own the hand or are going to game.
- (3) Over a double of a cue - pass denies 1st round control.
- (4) A game try with the bidding still below 3 of our suit.

**NOTE 10 : 2NT relay to 3♣'s**

2NT in the majority of our auctions (competitive or not) is a relay to 3C's. In competition it is rarely natural.

1x P 2NT ask pd to bid 3♣'s over which

Pass to play

3y to play

3x x = Diamonds to play, x = a major 3 card suit 10/11 points

Breaking the 3C relay shows a big hand forcing for one round.

**NOTE 11 : Support Dbls/Rdbls**

1x P 1y 2z where z < y

double shows 3 card support for y or may just have a very good hand.

pass < 3 card.

2y 4 card,

NB over sandwich NT dbl is support dbl. Over nat 1NT its penalties

**NOTE 12 : Overcalls**

Our 1 level overcalls depending on seat and vulnerability can be 4 card suits and normally from 6 - 17 points.

2 level overcalls almost always 5+ in length and IP 9+ points

In response to an overcall bidding the opps suit at the 2 level is the strongest bid we can make and asks pd for a stop. Opps suit at the 3 level tends to be a good raise for pd. Double jump is a splinter.

Special sequence 1x P 1y 2x or 2y is natural to play (x & y suits not NT)

**NOTE 13 : 1NT Overcall**

In direct seat 1NT shows 14 - 18 and normally a stopper in the opening suit. On occasion we have been known to bid 1NT with a solid 6 card minor and an outside stop. System on.

In 4th Position after 2 passes it shows 10 - 15. System is on over 4<sup>th</sup> seat 1NT.

## NOTE 14 : Jump overcalls

1M (2M)	The other major + a minor 5+/4+ <11 or Big hand
1m (2m)	♠'s + another suit 5+/4+ <12 or Big hand
1x (2NT)	Lowest 2 suits 5+/4+ <11 or Big hand
1x (3x)	Long solid suit asking pd for a stop in x
1x (3y)	Pre-emptive
1m (2M)	WJO, 5+ suit <11

Change of suit by pre-empters partner is forcing.

## NOTE 15 : Versus pre-empts

*Versus weak 2M opener/muiderberg/tartan 2nd & 4th*

DBI	12+ TO IP 4OM. 2NT to 3♥ in response is Rubenshol
2NT	15-18, nat, system on
3x	5+suit 12+ points
3M	Art big hand, pd expected to bid 3NT with a stop
4m	World 5+m/5+OM NF
3NT	To play
4OM	To Play

\*\*

*Versus 3x opener*

Dbl	TO 12+
3y	Nat NF
3NT	to play
4x	Big hand 1RF
3♣ (4♦)	5+♦\5+Major
3♦ (4♣)	5+♣\5+ major
3m (4M)	5+M \ 5+om
3M (4m)	5+m\5+ OM
3M (4OM)	To play
3M (4NT)	Minors

*Versus 4♣ or 4♦*

Dbl	TO
4M/D	To Play
4NT	big 2 suiter

*Versus 4♥ or 4♠*

Dbl	Peno oriented
4S	To Play
4NT	2 suiter initially assumed to be the minors
5m	To Play

## NOTE 16 : Defence versus Multi 2D

### *2nd position*

DBI	12+ TO IP one 4CM. May also just be diamonds. Over the double Rubenshol responses.
2M	Nat 4+ suit 12-16
2NT	Nat 15-18. System on
3m	Nat 5+ suit 12-16
3M	Nat Invitational
3NT	Nat
4m	5+m & 5+M Invitational (world)

### *4th position*

#### 2♦ P 2♥ ->

Dbl	hearts or opening bid.
2♠	Nat
2NT	Nat. System on
3m	Nat
3♥	6+ hearts invitational
3♠	6+ spades invitational
3NT	Nat

#### 2♦ P 2♠ ->

Dbl	hearts or opening bid.
2NT	Nat. System on
3m	Nat
3♥	6+ hearts invitational
3♠	6+ spades invitational
3NT	Nat

## NOTE 17 : CRASH vs strong 1C/1D opening

Crash stands for **C**olour **R**ank **S**hape

Dbl	Same Colour S&C or D&H
1♦	Same Rank S&H or D&C
1♥/1♠	3+M & longer minor or 5+M
1NT	Same shape D&S or C&H over a strong 1C Same Rank S&H or D&C over a strong 1D
2♣	Nat IP 6+ suit
2♦	weak 5+♦'s
2♥/2S	Nat weak IP 6+ suit
2NT	6+/5+ strong 2 suiter <=4 losers over a strong 1C Same shape over a strong 1D
3x	Nat Pre-emptive

### NOTE 18 : Over Opps TO double

Note over 1♣ (dbl) system on [See note 5].

1♣ (dbl) 2♣ = single raise not inverted

1x (Dbl)	Rdbl	10+ IP denies a 4CM
	1y	4+ suit 1RF
	1NT	6 - 10 nat
	2x	raise 3+ suit
	2y(x>y)	natural 5+ suit in y, nf
	2M	weak 0-5 5+M
	2NT	relay to 3C's - weak 3y or 3x limit
	3y	y<x fit bid, y>x splinter
	3NT	to play
	4m	Tends to be fit bid

2x (dbl) Pass 5+x to play

### NOTE 19 : Minor Suit Stayman (MSS)

Over 1NT 2♣ – 2 level rebid by 1NT hand – 3♣ is MSS

1NT 2♣ 2♦ 3♣ responses are

3♦ have a 5 card minor, 3H's then asks which, 3S = clubs, 3NT = diamonds

3♥ 4 diamonds

3♠ 4 clubs

3NT 4\4 minors

1NT 2♣ 2♥ 3♣ responses are

3♦ 4\5 diamonds

3♥ 5 hearts

3♠ 4\5 clubs

3NT <4 spades, No 4 card minor

1NT 2♣ 2♠ 3♣ responses are

3♦ 4\5 diamonds

3♥ 4\5 clubs

3♠ 5 spades, No 4 card minor

3NT <5 spades, No 4 card minor

### NOTE 20 : Inverted minors

1m P 2m shows 10+ pts no 4CM 1RF

We bid stops up the line or NT with all remaining suits stopped

### NOTE 21 : Reverse Bergen

1M P 3♣ -> 10-12 4+M 1RF

1M P 3♦ -> 6-9 4+M 1RF

Note - 3♣ or 3♦ may also contain much stronger hands with shortage and a slam try.

- Still apply after a 3rd/4th seat opener. Does not apply over doubles or overcalls.

### NOTE 22 : Response to a 3 level pre-empt

3♣ - 4♦ RKC, 4M control ask in M, 4NT control ask in ♦'s. ♣'s to play

3♦ - 4♣ RKC, 4M control ask in M, 4NT control ask in ♣'s. ♦'s to play

3♥ - 4♣ RKC, 4♠/4♦ control ask in suit, 4NT control ask in ♣'s. ♥'s to play

3♠ - 4♣ RKC, 4♥ to play !! 4♦ control ask in ♦'s. 4NT control ask in ♣'s. ♠'s to play

### NOTE 23 : 3♣ bid to 2NT

Over 2NT either opened direct or via 2♣->2♥, 3♣ is staymanic.

Responses

3♦ Has a 4CM

3♥ = 4♠

3♠ = 4♥

3NT = To play

4m = 4M + 5+m mild slam try+

3♥ NO 4CM

3♠ 5♠&4♥ forcing

3NT to play

4m = 4M + 5+m mild slam try+

3♠ 5♠

3NT 5♥

### NOTE 24 : Reverse drury over a 3rd in hand 1M opener

3rd in hand 1M can be 4 card and quite weak.

2♣ by previously passed pd asks how good the opening was

Pass or repeating the suit shows a poor opener, anything else is natural 12+

## NOTE 25 : Responses to 1NT

1NT opener is 15-17 balanced may have a 5CM or a 6cm.

2♣ Stayman relay BUT does not promise a 4CM

2♦ No 4CM

2♥ 4 or 5♥'s

2♠ 4 or 5♠'s

over the responses to stayman 3♣ is minor suit stayman [Note 19]

2♦/2♥ Transfer 1RF. Breaking transfer is supper accept with a doubleton. 2NT = flat 17 count Hxx

2♠ Transfer to ♣. Accepting promises Hx or 3+♣. 2NT denies support (ie) xx etc

2NT Transfer to ♦. Accepting promises Hx or 3+♦. 3♣'s denies support (ie) xx etc

3♣ 5+♣\5+♦ NF

3♦ 5+♦\4+♣ GF

3M 6+ suit, slam try

3NT To Play

## NOTE 26 : 1NT in response to 1M

1NT has the range 5 to 11. It is not forcing, but if opener has 13/14 or has distribution they are expected to bid (Note a 2♣ rebid could be as few as 2).

## Suggested defences versus 2 openers

*Over 2♣'s showing both majors weak or strong*

Db1	Opening bid hand that doesn't fit any other bid or Clubs
2♦	5+ diamonds natural
2♥/2♠	is a good 5+ suit natural
2NT	balanced 15-17 IP majors stopped
3♣	5+ (normally 6+) clubs natural
3♦/3♥/3♠	6+ suit invitational
3NT	to play
4♥/4♠	to play

*Over 2♦'s – weak hearts or any Strong Acol 2 type single suiter or 23/24 balanced*

Db1	Opening bid doesn't fit any other bid or Diamonds
2♥	TO bid 4 spades
2♠/3♣/3♦	5+ suit natural
2NT	15-17 balanced IP heart stop
3♥	Solid minor asking for a heart stop
3♠	6+ spades invitational
3NT	To play

- Whatever defence you play against a weak 2 in hearts
- Whatever defence you play against multi

*Over 2♥'s – 5+ spades weak or a major/minor 2 suiter ≤ 3LTC or 25/26 balanced*

Db1	Opening bid doesn't fit any other bid or Hearts
2♠	TO bid 4 hearts, needs to be a decent hand
2NT	15-17 balanced IP spade stop
3♣/3♦	5+ suit natural
3♥	6+ hearts invitational
3♠	Solid minor asking for a spade stop
3NT	To play

- Whatever defence you play against a weak 2 in spades
- Whatever defence you play against multi

*Over 2♠'s – 5+/4+ BOTH MINORS ( weak or ≤ 3LTC)*

Db1	Opening bid doesn't fit any other bid or spades
3♣	Stopper ask or weak TO
3♦	Stopper ask or strong TO
2NT	15-17 balanced IP minor stops
3♥/3♠	5/6+ major
3NT	To play

- Whatever defence you play against a weak 2 suited minor opening (eg) 2NT

### NOTE 27 : Unusual vs Unusal

Against a 2 suited overcall (eg) Michaels or ghestem we play

- Double penalise one or both suits
- 2NT relay to 3♣'s
- New suit if both suits known, at the 3 level nat nf
- New suit at the 3 level if only 1 suit is known is nat forcing
- Higher cue is a gf hand in the 3<sup>rd</sup> suit
- Lower cue is a raise in openers suit
- Raise is nf

(eg) 1♠ (2♠)? (2♠ = hearts + clubs)	(eg) 1♠ (2♠)? (2♠ = hearts + a minor)
Double – penalise one or both suits	Double – penalise one or both suits
2NT – relay to 3♣'s	2NT – relay to 3♣'s
3♣ – spade raise	3♣ – forcing with clubs
3♦ – nat nf	3♦ – forcing with diamonds
3♥ – gf in diamonds	3♥ – ART F ( may include good spade raise)
3♠ – to play	3♠ – to play

### NOTE 28 : Good Bad 2NT

Good bad 2NT only applies when

Both opponents and pd have bid, including doubling and NT

Then 2NT is a relay to 3♣'s and shows

1. A desire to play at the 3 level in openers suit
2. 5+♣'s

Responder bids 3♣'s with no clear preference or bids 3 of openers suit with clear preference or bids something else to GF.

### NOTE 29 : DOPI/ROPI

When the opps double our 4NT keycard ask Rdbl = 0 pass = one keycard

When the opps bid over our 4NT keycard ask, Dbl is zero, Pass is one keycard

Bids above the suit interference as much as possible retain their normal meaning.