



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 2.16	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			Category:	GREEN
MAYBE WK NV - 2/1 V = STR, NEW SUIT IS NF			Lead	In Partner's Suit	Country:	EGYPT
JUMP=F1 , CUE RESP = F , O/C JUMP RAISES = PRE , JUMP					Event:	ALL
CUE = MAX INV IN SUIT W/4 CARDS FIT.		Suit	3rd & 5th	3rd & 5th	Players:	AHMED SAMIR-REDA AMIRY
NOTE (37)		NT	4th BEST	3rd & X FROM X*	SYSTEM SUMMARY	
IN R/O = MAYBE 4CARD(BELOW 10 HCP) BUT JUMP IN NEW		Subseq		x FROM HXX	GENERAL APPROACH AND STYLE	
SUIT SHOWS 6+CARDS W/GOOD HAND (31, 33)		Other:	2nd BEST FROM A BAD SUIT , LEAD IN A BID SUIT		5 CARDS M ,1D= 4CARDS INV m RAISES ,MANY FIT BIDS/1M	
(NOTE 35 , 44 , 53)			COULD BE S/P		& 1NT/1M = F1 ,STR 1NT OP ,OPEN HEAVY 1-BIDS ,RESP GOOD	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			5+P ,SIMPLE REBID MAYBE STR ,MOST JUMP SHIFT RESP ART	
2nd = 15-17 W/STOPPER , RESP : 2 C = STAY , 2 D/H = TRF ,		Lead	Vs. Suit	Vs. NT	FLEXIBLE -VE X STYLE ,TERRIBLE 3 SEAT PRE ,WIDE RANGE	
2S = TRF TO 3 C ,2NT = TRF TO 3 D , TRF TO OPP'S M= STOPP		Ace	AX , AKX , AKJ+	AK , AK+ , AX+	O/C (STRONGISH AT 2-LEVEL) ,FREQ USE OF NON-PENX & ART	
QUALITY ASK.		King	AKX,J , KQJ , KQX KQTX	AKJX , KQJ , KQX , KQTX	2NT IN COMP , AGRESIVE COMP STYLE	
IN 4th POS. = 11-15 ,RESP : TRF & 2 C (R) ,2NT MAX ,ELSE		Queen	QJT/9 , QX	QJT/9 , AQJ/T , QX , KQ9,KQ10x	1NT Openings:	15 TO 17
RESPOND 2 D/H/S & 3 C/2NT=PUPPIT STAY		Jack	JTX , JX	JT9/8 , JX	2 OVER 1 Responses:	GF
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	T9, HJTX	T9, HJTX	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1-Suit:	WK EXCEPT V Vs NV	9	HT9+ , 98+ , J98+	HT9+ , 98+ , J98+	WK JUMP RAISES IN COMP (6 , 12)	
2-Suit:	CUE = 2 HIGHEST , 2NT = HIGHEST + LOWEST ,	Hi-x	Xx.	TOP OF NOTHING	GOOD - BAD 2NT (54), DEFENSE AFTER INTERV BY SUIT(43)	
	3 C = 2 LOWEST	Lo-x		HXXS(+)&HXS	DIRECT CUE = 2 HIGHEST UNBID SUITS 5/5	
Reopen:	NOTE (35,44,53)	SIGNALS IN ORDER OF PRIORITY			2NT O/C = HIGHEST + LOWEST UNBID SUITS 5/5	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	3 C O/C = 2 LOWEST UNBID SUITS 5/5, ANTI MICHEALS (41)
1 D-2D& 1 C -2 D(5.5) M,1M-2M (5.5)IN THE		Suit:1st	HI = DSCRG	COUNT = LO-HI E	HI = DSCRG	2 H(WK 5H+5ANY) , 2 S (WK 5 S+5m) & DEFENSE (28 - 51)
HI UNBID SUITS, DBLS ARE PURE PEN &MAY BE REMOVED		2nd	LO = ENCRG	HI COULD BE S/P	LO = ENCRG	NAMYATS (32) - DEF (52)
BY EXTREME SHAPE		3rd	HI = S/P		HI = S/P	LEAD DIRECTING DOUBLES (40)
ALL KNOWN SUITS RAISES PRE (MAY BE TACTICALLY STR)		NT: 1st	HI = DSCRG	COUNT = LO-HI E	LO = ENCR.	SPECIAL SEQU.(34)
1M-3M STOP.INQ &1 D-3 DNAT. &1 C-3 C=2LO UNBID SUITS		2nd	HI COULD BE S/P	LO = ENCRG	COUNT= HI-LO E	2 D =WK 2 H/ S (27) - DEF CROWHURST(38)
VS. NT (vs. Strong / Weak; Reopening; PH)		3rd		HI = S/P		DEF GAMBLING 3NT (49) - OPENING 3NT SOLID 7+ CARDS m (31)
NOTE (24),CAPP OVER STR. NT , NAT OVER WK NT		Signals (including Trumps): LEADS COULD BE S/P				1 C-1D MAY BE IN 3 CARDS
IN REOP: X = 10-14 , 2 C = M;S RESP 2D EQUAL LENGTH , OTHERS NAT			IN TRUMPS = ABILITY TO RUFF HI/LO, SUIT PREF			COMP 2NT=LIMIT RAISE OR WK RAISE (6 , 17 , 46)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			Smith Echo after NT Lead, high ENC, MUD			LEB (47), DEF AFTER OPP O/C BY 1NT(25)
STR T/O DBL, 4 D / 3 C&D=2M, 4 C=M+m ,NT=NAT, L3 = STRG		DOUBLES			DEFENSE AGAINST INTERVENTION AFTER OUR 1NT (22)	
OVER 3H 4C/D = NAT, 4H = SP+m , 4C/D OVER 3S = H+m(50)		TAKEOUT DOUBLES (Style; Responses; Reopening)			HIGH LEVEL BIDDING SEQUENCES (33).	
WK2 (48,49),JUMP 2 SUITER, NT=NAT,		ACCEPTING UNBID SUITS - COULD BE WK(10)W/SHAPE				
CUE =STOPPER ASK		RESP : 1NT = 8-10 W/STOPPER, JUMP IN N.SUIT = 8-10				
OPTIONAL X AT L4 AND HIGHER		CUE = GAME INV - RESP DOUBLES AFTER RAISES				
NEW SUIT=GOOD SUIT+GOOD HAND		DBL JUMP = 8+ TO 11- W/5CARDS (36)			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1 - OVER OPPT'S SAVE = WILLING TO BID ON (33)	
Vs STR C : 1 D/1 H/ S = NAT ,1NT= capp, L2 DONT		1 - X 3rd SUIT BY RESP TO O/C = VALUES			2 - AFTER PARTNER's XX OF A T/O X 3- OTHERS (33)	
2 S=C+any good hand 2NT=2suits not incl C good hand		2 - X OVER OPPT SAVE = UNWILLING TO BID ON			3 - 2 C-DBLE/2X - P =F & XX/X = NO A NO K NO 2Q	
Vs. 1 D : X=T/O S/ANY m, 1NT=NAT NOT NECC. D STOP.		3 - X OVER OPPT O/C OR RAISE=3 CARD FIT-LEVEL2 RESP SUIT			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OTHERS AS OPENING 1D.- STRG HANDS BID 2ND ROUND.		4 - MAX O/C X 5- X OF A SPL = SAVE NV, SUIT BELOW LEAD V			WHENEVER OUR SIDE SHOWED MORE HCP's THAN OPPT's, ALL	
OVER OPPONENTS' TAKE OUT DOUBLE		6 - 1 C- 1 D -X 2M'S 7-XX OF A TRF = FIT,NEED PART TO PLAY.			DBL's ARE T/O & PASS = F - 4NT/L4 PRE IS T/O W/2 SUITS	
AFTER OPENING 1M :		8 - XX OF AN ART BID = 1st STEP 9- XX OF -VE X ,VALUES			DIRECT BIDS SHOW GOOD HANDS	
CAPELLETTI (17)		10- XX SOS AFTER 1 C OPENING			Psychics:	RARE
AFTER OP 1m (46) , 3NT/1M-X = 5CARDS FIT + DEFENSE.		11- 4N-P-5 D-X-XX,VOID D 12 - REVERSED X SEQ (42)				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg X thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4S	11-19 NO 5M	LEV 1 = NAT (MAYBE IN 3 C)	CB & MINISTAY , INV RAISES , 4SF(GF) (1,2,3,4,5,6,7)	2D/H/S = MAX P+GOOD SUIT
				18-19 BAL REBIDS 2NT	1NT= 11, 2C(1) ,2D/H/S = FG W/S-SOL (1-7)	RESP =F1, REBID,1 C- 1H /S-4H/S = TO PLAY, 4C = 6.4	OTHERS THE SAME
					3C =6-8 W/5+C, 2NT=0-5 ,3 D/H/S = PRE	JUMP REV = SPL , AFTER REV 2NT WARNING, BIDS F1	
1♦		4	4S	AS 1 C	1NT = 6-10, 3C= 10-11 NAT 6 CARDS, AS 1CL	1D - 2C = GF, OTHERS SAME AS 1C	AS 1C
1♥		5	4S	11-19, 18-19 rebid 2NT Any.	1 S=3+ , ANTF(8), OTHERS (9 TO 18)	L/S SUIT TRIAL, CB	1NT = PROVISIONALLY F
					2 C/ D =FG , 2SP = 5.5 m 8-12	IN COMP CUE=LIMIT RAISE OR BETTER	2C = DRRURY(18), 3 C /D SPL
1♠		5	4H	SAME AS 1H	SAME AS 1H	1S-1NT-2 C-2 D = F (8) , OTHERS THE SAME	SAME AS 1 H
1NT				BAL OR SMI-BAL 15-17	2C =STAY, 2 D/H/H/NT=TRF, 4NT=QU	1NT-2 C-2NT/3 C = BM MIN/MAX RESP TRF	
				W/5M, 6m, 2 DOUBL	5 LEVEL = ACES, OTHERS (19 TO 25)	&BID 4 D W/BM *OTHER SEQU. (19 TO 25)	
2♣	ART	0		FG IN ANY SUIT OR 23+	2D (R) - NOTE (26)	2 C - 2D - 2NT= 23-25 (26)	
2♦	ART	0	-	(6 H/S) 6-10	2H/S P/C 14- , 3&4 H/S = FIT BM (27), 2NT=F1	2 D -2NT: 3 C /D/H/S/NT = 6 H/S GOOD/BAD	MAY BE ANY SPECIALLY NV Vs V
					2D - 3C/D = H/S F(25)	4CL& D = 20-2 WITH SP RESP RE-TRF(27)	
2♥	ART	5	-	5 H+5 ANY 6-10 HCP	2 S=P/C, 2NT=GF, 3 H=COMP,4 H=EITH/OR (28)	2 H-2NT-3 C/D/H-1 , NEAREST STEP =ASK DISTR (28)	NATURAL IN 4TH SEAT ONLY
				4TH NAT 6CARDS 12-14			
2♠	ART	5	-	5 S+5m 6-10 HCP	2NT = GF, 3 /4/5 C = P/C, S RAISES AS ABOVE	SL-SH-VL-VH-6.5.1.1 & DIRECT 3 S = 5.6.1.1	AS ABOVE
				4TH NAT 6CARDS 12-14			
2NT	ART			20-22 BAL OR SEMI BAL.	3C =PUPPET STAY, 3D/H = TRF, 3S = m OR m'S	NOTE (29)	
3♣		6		PRE,1st&2nd,NO 2A	3 D = S/S ASK, NEW SUIT F		ANY RANGE AND DISTR.
3♦		6		AS 3C	4C = S/S ASK, NEW SUIT F		AS ABOVE
3♥		6		AS 3 C	4C = S/S ASK, NEW SUIT F		AS ABOVE
3♠		6		AS ABOVE	4C = S/S ASK, NEW SUIT F		AS ABOVE
3NT	ART			SOLID 7 CARDS m	4/5C =P/C, 4D = S/S ASK	3NT- 4 D- 4H/S/5C/5 D = S/SH/S/D/C	AS ABOVE
						3NT- 4NT 5/6 C = 7/8	
4♣	ART	0		7 SOLID H + DEF	4NT = RKCB , 4D INT. , 4H TO PLAY		OPENING IN 3RD POSITION NAT WK
4♦	ART	0	-	7 SOLID SP + DEF	4NT = RKCB , 4H INT. , 4SP TO PLAY		AS ABOVE
4♥		7	-	PRE,3 OFF V VS NV	4NT = KCBW - 5X = S/T PROBLEM IN X		
4♠		7		SAME AS ABOVE	4NT = KCBW - 5X = S/T PROBLEM IN X		
4NT	ART	0		FREEKISH m 2SUITS	RESP DETERMINES FINAL CONTRACT		
5♣							
5♦							
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
6 ACES ANY FIT AGAINST BAL., OR DOUBLE FIT , JOSEFEAN 5NT *6 C = A OR K *6 D = Q OR EXTRA CARD							
*6 H = J OR LESS, *6 S = 2 OF TOP 3 , *6NT = 3 *WHEN TRUMPS ARE H 6 D = Q OR LESS , 6 H = 2 OF TOP 3 , 6NT =3							
**OVER 6 C RELAY IS 6 D ASK FOR EXTRA CARD							
1 H - 1 S - 2 S - 4 S - X = MIN, P = F IF FOL BY 5 H = XX ,IF CUE = S , IF P PD X = MIN NO FIT OR NO INTEREST							
*P = F (MIN OR FIT + MAX) IF FOL BY CUE OR 6 IN A NEW SUIT (NAT), DIRECT BIDDING HIGHLY COMPETITIVE							
EXCLUSIVE BLACKWOOD, 1ST STEP AFTER RESPONSE= Q OF TRUMPS OR KINGS , OTHERS ASK FOR EXTRA							
AFTER m AGRE. 4SP = KCBW FOLL BY 5NT K'S , WHEN X P = PROBLEM , XX = VOID OTHERS (33)							
1M-2NT(PASSED HAND)=4CFIT+SGL ANYWHERE 1M-3ANY(PASSED HAND)=NAT 6C 8-10 GOOD SUIT							

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1m

Note 1:

INVERTED MINOR CONVENTION

1♣- 2♣ OR 1♦ - 2♦

Good 10+ With No single in the inverted Minor responder hand.

Over 1♣ - 2♣

1. 2♦

Balanced 11+, No 2 stoppers in the Majors IF MIN.

Responder:

- 2♥/♠ = VALUE GF.
- 2NT = BM STOPPED MIN PASSABLE.
- 3♣ = MIN ONE OR NONE STOPPED.
- 3NT = MAX BM STOPPED.

2. 2♥/♠

UNBALANCED 11+, 5.4 AT LEAST.

Responder:

- 2NT = MIN OTHER SUITS STOPPED.
- 3♣ = SIGN OFF.
- 3♦ = VALUES.
- 3♥/♠ = GOOD 3 CARDS SUPPORT, NO STOPPER.
- 3NT = MAX.

3. 2NT = MIN BM STOPPED

4. 3♣ = BAL SLAM TRY

5. 3♦/♥/♠ = SPLINTER 13+

6. 3NT = BAL 13-14.

Over 1♦ - 2♦

1. 2♥/2♠ = AS ABOVE

2. 2NT = AS ABOVE

3. 3♣ = AS 2♦ (BALANCED GF)

4. 3♦ = MIN ONE OR NONE.

5. 3♥/♠ = SPLINTER

6. 3NT = AS ABOVE

NOTE THAT ALL STRG HANDS CAN BE DESCRIBED BY ANY OF THE ABOVE OPEN RANGE BIDS THEN SOLVED BY QUANTITATIVE BID.

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1m

Note 2:

FOURTH SUIT FORCING CONVENTION

FG & IF ANY BID IS DONE AFTER 4TH SUIT CAN BE DONE BEFORE S/T.

AFTER 1♦ - 1♥ - 1♠ - 2♣

- 2♦ = 5♦ + 4♠.
- 2♥ = MAYBE ♣ STOPPER 4.3.5.1 OR 4.3.4.2 (11-14).
- 2♠ = 4♦.4♠, NO 3♥ NO ♣ STOPPER 4.2.4.3 (12-14).
- 2NT = ♣ STOPPER, NO 3♥, F1
- 3♣ = 4.0.5.4 (11-16).
- 3♦ = 5/6 ♦.4♠ (NO STOPPER IN ♠) 15-17.
- 3♥ = 3 CARDS SUPPORT IN ♥, 4.3.5.1 (14-15).
- 3♠ = 6♦.5♠.
- 3NT = 2 STOPPERS IN ♣ 4.1.5.3 OR (4.3.4.2 OR 4.2.4.3) 13-14
- 4♣ = 4.3.5.1 (16-17)

AFTER 1♣ - 1♥ - 1♠ - 2♦

- 2♠ = 5.5 (13-15)
- 3♦ = 4.1.4.4 OR 4.0.4.5
- 2NT = AMB (MIN JXX)
- 2♥ = COULD BE IN HON 2ND
- 3♣ = 5.4 OR 4.4 IF NO OTHER BID AVAILABLE.

LEVEL 3 - 4th SUIT:

1♥ - 1♠ - 2♦ - 3♣

3♦ = 5.5

3♥ = NOTHING MORE OR EXTREME (6+.4)

3NT TO PLAY.

Note 3:

1♦ - 2♣ = GAME FORCING

- 2♦ = AMB
- 2♥/♠ = UNBALANCED 5.4 AT LEAST
- 2NT = BALANCED (12-14), COULD HAVE 3♣
- 3♣ = FIT, GOOD HAND (NO BAL MIN WITH 3♣)
- 3♦ = 7 PLAYING TRICKS AS 1♦ - 1 ANY - 3♦
- 3♥/♠ = SPLINTERS.
- 3NT = 18 - 19 BALANCED.

NOTE THAT AFTER 2NT ANY SUIT BIDS SHOULD SHOW PROBLEM IN THE UNBID SUIT (SINGLE) OR STRONG SLAM STRY.

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1m

Note 4:

THE C.B. STAYMAN CONVENTION

*1♣ - 1♠ - 1NT - 2♣ - ?

- 2♦/2NT = NO 3C ♠ COULD HAVE 4♥ (MIN/MAX)
- 2/3♥ = 4♥ + 3♠ (MIN/MAX)
- 2/3 ♠ = 3♠ DENYING 4♥ (MIN/MAX)
- 3♣ = (HHX) + GOOD 5 CARDS m (KQXXX), (MIN/MAX)
& 3♦ (R) ASK OUTSIDE A OR K (N.L.H)

SUBSEQUENT AUCTIONS:

- 1♣ - 1♥ - 1NT - 3♥ = SOL 6♥ 10-11
- 1♣ - 1♥ - 1NT - 2♣ - 2♦ - 2♥ = BROKEN 6♥ 10-11 & 3♥ = 6♥ F..
- 1♣ - 1♠ - 1NT - 3♥/♦ = 5.5 13-15 (ALL JUMP SHIFTS)

IMP NOTE:

THE SEQ 1♦ - 1♠ - 3♣
 - 3♦ ® / 3♥ = 5.4 & 3♠ ® - 3♠ = 5.5 LS, 3NT = 5.5 HS.
 - 3♥ = NAT NF.
 - 3♠ = NAT NF
 - 3NT = NAT
 - 4♣ / ♦ = WK TO PLAY.

ROODY

THE BIDDING 1m - 1x - 1NT - 2NT IS FORCING TO 3♣, IT SHOWS 6 CARDS MINOR, NF OR 5.5 IN ANY 2 SUITS 10-11

1♣ - 1♠ - 1NT - 2NT (ROODY) - 3♣ ®

- PASS WK 6 ♣
- 3♦ = 5.5 10-11
- 3♥ = 5.5 10-11

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1m

Note 5:

THE MINI STAY CONVENTION

1♣/♦ - 1♠ - 2NT (it could be unbalanced) - 3♣

- 3♦ = 6 CARDS Minor.
- 3♥ = 4♥ could have 3♠, responder bids 3♠ with 5.
- 3♠ = 3 CARDS NO 4♥
- 3NT = NO M (4♣.4♦ OR 5♣).
- 4♠ = 4 CARDS.
- L4 = 4.4.4.1 (16-17)

1♣ - 1♥ - 2NT - 3♣

- 3♦ = AS ABOVE
- 3♥ = 3♥ NO could have 4♠, responder bids 3♠ with 4.4.
- 3♠ = 4CARDS NO 3♥
- 3NT = AS ABOVE.
- 4♥ = 4 CARDS.
- L4 = 4.4.4.1 (16-17)

1♣ - 1♦ - 2NT - 3♣

- 3♦ = AS ABOVE
- 3♥ = 4♥ COULD HAVE 4♠. responder bids 3♠ with 4
- 3♠ = 4CARDS NO 4♥
- 3NT = 3.3.3.4 OR 5♣.

ANY BID BY RESPONDER OVER 2NT = F.

- 1♣ - 1♥/♠ - 2NT - 3♥/♠ = 6♥/♠ SLAM INTREST
- 1♣ - 1♥/♠ - 2NT - 3♦ = NAT F.
- 1♣ - 1♥ - 2NT - 3♠ = ♣ F.
- 1♣ - 1♠ - 2NT - 3♥ = 5.5, 9+ CONC.
- 1♣ - 1♠ - 2NT - 4♥ = 5.5 NF.
- 1♣ - 1♠ - 2NT - 3♣ - 3NT - 4NT = QTY.

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1m

Note 6:

SPECIAL SEQUENCES AFTER OPENING 1m

- **1♣ - 1NT = 11 COULD HAVE 4 CARDS M**
 - 0m. STAY.
 - SAME MINOR WK
 - 2NT = ♦ REV
 - 2♥/♠ = 6.4 NAT OR 5.4 REVERSE.
- **RESPONDER: 3♣ = GOOD FIT, RAISE NAT, 2NT (WAITING, NO OBVIOUS GOOD FIT), OPENER REBIDS 3NT WITH 6.4 MIN, OR DESCRIBES 3♣/♦ (3 CARDS) WITH OTHERS.**
- 1m - 1ANY - 1NT = (TILL 3.2.3.5)
- 1♣/♦ - P OR X - 2NT = PREAMP. & 1m - 3m MODERATE PEAMP.6-8.
- 1♦ - P - 2NT - P - 3♣ = TRIAL BID, WITH AN ACE BID 3NT.
- 1♣ - 1X - 2NT = NAT.
- 1♦ - 1♠ - 2♦ - 2♥ = F1
- 1♦ - 1♠ - 3♠ = SCATTERED UN-BAL (PROBABLY BID 4) 15-18
- 1♦ - 1♠ - 4♦ = H*** + AK**** & 4♠ = LET ME TRY.
- 1♦ - 1ANY - 3♦ = EITHER BAD UNBAL 16-17 OR 7 PLAYING TRICKS
- 1♦ - 1ANY - 3NT = 6 RUNING ♦ + OTHER SUITS STOPPED.
- 1♣/♦ - 3♣/♦/♥/♠ = Splinter
- 1♦ - 1♥ - 2♥ - 3♥ = PREAMP & OTHERS TRAIL.
- 1♣ - 1♥ - ANY - 4♥ = 7-8 SUIT HEADED BY A & DIRECT 4♥ NO A.
- 1♣ - X - P - P - XX = S.O.S & 1NT 18-19, RESP. 2♣ = M's, OTHERS NAT.
- 1♦ - X - P - P - 1NT = 18-19, 2♦ = M's AND OTHER NAT.

Note 7

SUBSEQUENT AUCTIONS TO OPENER REBIDS IN m

* 1♣-1♠-2♣- ?

- 2♦ = F1 +, IF FOL BY 3♣ = GF IF PH = (9-11)
- 2♥ = F1, WITH 4♥.
- 2♠ = GOOD SUIT, 8-10.
- 3♣ = 6-8 + FIT IF PASSABLE, IF NOT = (9-11)
- 2NT = BAL 10-11

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1m **1m – 1M – 2M**

Note 6-B

The bidding 1m – 1M – 2M

- 1M should be in good 4 cards suits min to the K, or bid 1♦ or 1NT if possible
- Supporting major could be with 3 cards suit if opener have small doublton or singleton

Subsequent Auctions:

When responder have a good hand to continue he bids 2NT®

Opener Rebids:

- 3♣ = min, 3 cards , no single
- 3♦ = min, 3 cards , single over which L3 our Major to play, 3NT to play, others ® asking for single(LS,HS)
- 3M = min, 4 cards support no single
- 0M = min, 4 cards support + single
- 3NT = max, 3 cards support, no single
- 4♣ = good opening, 4 cards, LS
- 4♦ = good opening, 4 cards, HS
- 4M = good opening, 4 cards, no single

• SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 8:

FORCING NT

5+ TO 12-

RESP TO 1♥ - 1NT

2♥	= USUALLY 6♥ 12+TO 15-
3♥	= 6♥ 14 +TO18- (7 PLAYING TRICKS)
4♥	= AJT 8 TIMES + ACE
2♠	= 16+4.5
2NT	= 18-19 ANY, USUALLY WITHOUT ♠.
3NT	= SOL-6♥ 16-17
JS	= (5-5) CONC. 14-16.
SUIT L/R	= 11+TO 17-
2♣	= COULD BE W/2CARDS.
3♠	= 6.5 MIN OPENING.

RESP TO 1♥ - 1NT - 2♠

1 * 2NT =5+ (WARNING)

OPENER:

3♣	= 5.4 AFTER WHICH ANY TO PLAY.
3♦	= 5.4.4.0
3♥	= 6.4
3♠	= 6.5 CONCENTRATED NORMAL OPENING.

2* 4♥	= 10
3* 3♥	= 11 -12
4* 2NT FOLL BY 3NT	= TO PLAY
5* 3♠	= GOOD 3♠ & S/♥

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 8:

RESP TO 1♥ - 1♠ / 1NT - 2NT

1* 3♣ = ®, 5♠ OR 10-12 m OR 9-10 FIT IN ♥.

1♥ - 1♠ - 2NT - 3♣

- 3♦ = 4m & 3♥ = ® 3♠ / NT/4♣ = 4♣/4♦/0.5.4.4
- 3♥ = 6♥
- 3♠ = 3 CARDS
- 3NT = 2.5.3.3
- 4♣/♦ = 6.4

1♥ - 1NT - 2NT - 3♣

- 3♦ = 4m & 3♥ = ® 3♠ / NT/4♣ = 4♣/4♦/4H = 5.4.4 VOID ♠
- 3♥ = 6♥
- 3NT = BAL
- 4♣/♦ = 6.4

1♠ - 1NT - 2NT - 3♣

- 3♦ = 4m & 3♥ = ® 3♠ / NT/4♣/♦/♥ = 4♣/4♦/5.4.4 VOID ♣/♦/♥
- 3♠ = 6♠
- 3♥ = 5.4 OR 5.5 - 3♠ = ® 3NT/4♣/4♦ = 5.4.2.2/5.4.3.1/5.5 LS /5.5 HS
OVER 4♣ 5.4.3.1, 4♦ ®, 4♥/♠ = LS/HS
- 3NT = BAL.
- 4♣/♦/♥ = 6.4

2* (1♥-1♠-2NT-3♦) = 5m (3♥® 3♠/NT OR 4♣/♦ MAX)

3* 3♥ = 11-12 FIT

4* 4♥ = 5 - 7 FIT

5* 4♣/♦ = SPLINTER W/3♥ 11-12

6* 3♠ = 6 CARDS F1.

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

FORCING NT (CONTINUE)

RESP TO JS IN MINOR (5-5) 18-19

RESPONDER DETERMINES THE FINAL CONTRACT
SIMPLE SUIT ASKING FOR DISTR. (LS/HS)

RESP TO JS 1♠ - 1NT - 3♥

CONCENTRATED 13 -15, 5.5
SIMPLE SUIT ASKING FOR DISTR. (LS/HS)

RESP WITH 5+ TO 9-:

SUIT L2, OPEN P/C W (15+ TO 17-), W/5CM (RESP CAN BE W/2)
PASS A NEW SUIT REBID, SING IN THE M, 4C IN THE SUIT OPEN REBIB, NO
HIGHER RANKING SUIT TO REBID AT LEVEL 2
S/P TO OPEN M, 2CARDS, A HAND THAT WISH TO BE LEFT IN 1NT

RESP WITH 9+ TO 11- AFTER 1♥ - 1NT - 2♣:

3♥ = 3C SUPP
3♦ = 10-11 GOOD 5 OR 6 ♦
2NT = 2♥, NO SINGL
1♠ - 1NT - 2♣ - 2♦ = F AND 3♦ = WK (SEE NOTE No.8)

NOTES:

1♥- 1NT - 2♥

- 3♥ = 2♥ 9-11
- 4♥ = 3♥ 9-11
- 3m = 6Cm NO FIT 9+ to 11-
- 2NT = 10-11.

1♥ - 1NT - 2m - 2♠

= m FIT + VAL & 3m IS COMPETETIVE.

1♥ - 1♠ - 1NT - 2♥

= L/R TO 3♥, 3♥ = F1 & 4♥ = OPEN.

1♥ - 1♠ - 1NT - 2♣ - 2♦ - 2♥

= SLAM INTREST IN♥

NOTE:

WHEN THERE IS INTERVENTION AFTER THE 1NT FORCING, ALL DOUBLES
FROM OPENER ARE -VE, AND FROM RESPONDER IS PENALTY.

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 9:

THE SEQUENCE 1♠ - 1NT - 2♣ - 2♦

- 5♣, 10 - 12
- 5♥ +, 10 - 12
- 1.4.4.4, 10 - 12
- 10-11 GOOD 5 OR 6 CARDS IN♦
- 2♠, 8-10

OPENER REBIDS:

1- 2♥ = ®

RESPONDER REBIDS:

- 2♠ = 2♠ 8-10
- 2NT = BALANCED 11-12, WITH 4 OR 5 ♣
- 3♣ = GOOD 5♣ 10-12, PROBABLY UNBALANCED.
- 3♦ = 10-11 GOOD 5 OR 6 CARDS IN♦
- 3♥ = GOOD 5 CARDS 11-12
- 3NT = TO PLAY. 11-12

2- 2♠ = 6♠.4♣

RESPONDER MIGHT BID 4♠ WITH HON EACH SUIT, AND
INVITE WITH SOMETHING LIKE 2 SMALL ♠, ♣A AND ANOTHER A.

3- 3♣ = 5.5 MIN.

RESPONDER AFTER 1♠ - 1NT - 2♣ - ?

- 2♥ = TO PLAY
- 2♠ = 2 CARDS TILL 7P EVEN WITH 4♣ (BAL).
- 2/3 NT = BAL 10-11/12, NO 4♣
- 3♣ = 6-8/9 & 5 CARDS
- 3♦ = WK 6+ CARDS.
- 3♥ = GOOD 6 CARDS 11-12
- 3♠ = LIMIT RAISE TENDENCY TO PLAY ♠.

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 10

TRIAL BIDS

THE MAIN IDEA IS TO PLAY GAME WITH 21-24 POINTS. WITH THE REASON THAT WHEN YOU FIND WHAT YOU WANT, YOU WILL WIN. IF YOU HAVE A PROBLEM WHAT TO ASK FOR, YOU HAVE EITHER PASS (BETTER) OR BID GAME WITH STRONG HANDS.

LONG SUIT TRIAL BIDS:

3+CARDS, MAY HAVE HON HOLDING, OCCASIONALLY 2 SMALL. IT IS PREFERABLE TO MAKE A LONG SUIT WITH XXX THAN AXXX RESPONDER WILL ACCEPT WITH SHORTNESS OR A OR K IN THAT SUIT.

RESPONSES AFTER 1♠ - 2♠ - 3♣:

- 4♠ = XX OR TOP HON
- 3♦/♥ = A OR K OF ♣ + A OR K OF ♦/♥
- 3NT = ONE OR MORE STOPPER USUALLY WITHOUT THE ACE
QJTX, QT9X, KQT (GAME VALUES) – BAL.
- 4 SAME m = SINGLE.
- 4♥ = 4 CARDS SUIT IF TRAIL WAS IN ♥.
- 3♠ = NOTHING OF THE ABOVE.
- 4♦/♥ = SINGLE ♣ + A OR K OF ♦/♥.

RESPONSES AFTER 1♥ - 2♥ - 3♣:

- 4♥ = XX OR TOP HON.
- 3♦/♠ = A OR K OF ♣ + A OR K OF ♦/♠
- 3♥ = AS 3♠.
- 4 SAME m = SINGLE.
- 3NT = AS ABOVE.
- 4♦ = SINGLE ♣ + A OR K ♦.

AFTER 1M-2M-2NT IS FORCING TO 3M AT LEAST.

L3 = 5 CARDS SUIT

3M = MIN BALANCED

L4 = SHORTNESS

3NT= MAX BALANCED

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 11

THE SEQUENCE 1♥ - 1♠ - 1NT - 2♣ (CHECK BACK):

- 2♦ = MIN NO 3♠.
 - 2♥ = MIN NO 3♠, GOOD 5♥.
 - 2NT = MAX, NO 3♠
 - 2/3♠ = MIN/MAX, W/3♠ (NOT CONCENTRATED)
 - 3♥ = MAX/MIN W/3♠ & 2HON & 5♥ W/2HON
 - 3♣/♦ = MAX W/3♠ & 2HON & 5♥ & 2HON + A/K IN ♣/♦
-

Note 12

MAJOR SUIT RAISES

1♥-?

- 2♥ = 6-10 W/3CARDS
 - 2♠/1♥ = 3 WAY
 - 3♣ = 7-10 W/4 CARDS
 - 3♦ = 10-12 W/4CARDS
 - 3♥ = 0-6 W/4CARDS
 - 4♥ = 0-7 W/5CARDS
 - 2NT = 12+ W/4CARDS - 4+ CTRL.
 - 3NT/1♥ = 5 CARDS FIT + DEF (7-10)
 - 3NT/ 1♠ = SPLINTER 9-12
 - OTHER M = SPLINTER 9-12 / 1♥ & 12+/1♠.
 - 4♣ = Q OR JXXX IN TRUMPS + 2 OF 3 TOP 5 TIMES ♣
 - 4♦ = Q OR JXXX IN TRUMPS + 2 OF 3 TOP 5 TIMES ♦
-
- 1♠ - P - 3♣ - P - 3♦ = GT 3♥ = CUE 3♠ = S/O
 - 1♠ - P - 3♦ - P - 3♥ = CUE 3♠ = MIN.
 - 1♥ - P - 3♣ - P - 3♦ = GT 3♥ = S/O
 - 1♥ - P - 3♦ - P - 3♥ = MIN 3♠ = CUE.

*1♠ - 1NT - 2♥ - 4♣/♦ = CUE

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 13

SPLINTERS

3♥/1♠ AND 3♠/1♥ SPLINTER ANYWHERE 3+CTRL

- 1♠ - 3♥ (12+) - 3♠ ®
3NT VOID & 4♣ ® OR 4♣/♦/♥ SINGLE
- 1♥ - 3♠ (9-12) - 3NT ® = S/V 4♣/♦/♥
- 1♠ - 3NT = SPLINTER 9-12, 4♣®.

WITH MAX SPLINTER SHOULD BE SHOWN, WITH GOOD SIDE SUITS, BID THEM FIRST THEN MAKE THE SPLINTER.

Note 14

1♥ - 2♠

EITHER SPLINTER 12+ OR 5.5m 8-11 OR STRG JUMP SHIFT ♠

2NT® :

- 3♣ = 5.5 M,
 - 3♦ = NAT
 - 3♥ = 6 CARDS INV,
 - 3♠®, 3NT MIN, 4♣/♦ MAX LS, HS, OVER 3NT MIN 4♣ ®
- 3♦/♥/♠ = SPLINTER LMH
- 3NT = ♠ JUMP SHIFT

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 15

2/1M (GAME FORCE) 1♥ - 2♣

OPENER REBIDS

- 2♦ = 5 & 4 11 + P
- 2♥ = POSSIBLE 5 CARDS, NO SEMI STOPPERS
COULD HAVE 3♣ EVEN MIN (1.5.4.3)
- 2♠ = 5 & 4 15+ P OR GOOD OPENING
- 2NT = BAL
- 3♣ = CONSTRUCTIVE, PROBABLY UNBALANCED
(5.3.1.4), MIN/MAX OR BALANCED MAX
WITH SUPER FIT HHX, OR 4 CARDS

THE MIN RAISE IS

AXXXX AXX XX KQX
CONTROLS, 2HON, BID 3♣

BID 2♥ WITH

AXX KJXXX QX KQX

IMPORTANT NOTES

- 1♠ - 2♦ - 2♠ - 3♣, COULD BE IN 2 CARDS.
- 1♠ - 2♦ - 2NT - 3♥ = PROBLEM IN ♣ OR STRG S/T.
- 1♠ - 2♦ - 3NT = 18-19 BALANCED.
- 1♠ - 2♥ - 2NT- 3♦, DON'T BID 3NT WITH ONLY ♣ A, REAL ♣ PROBLEM (5.2 IS BETTER,) OR STRG SLAM TRY
- 3♥ = hand which bids 3♥ / 1NTF.
- 3♦ = (JS) 5.5 CONC.
- NEW SUIT L3 = 15+ 5,4 OR EQUIV.
- 1♠ - 2♣ = COULD BE IN 3 CARDS - RARELY 2.
- 1♠ - 2♦ - 2♥ - 3♠ = RUNNING D (5+) + FIT.

NOTE 15- B:

THE SEQ 1 ♠/♥ - OVER CALL 2♦ - 3♣ &
1♠ - OVER CALL 2♥ - 3♣/♦ NF.

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 16

JACOBY 2NT

- 1♥ -2NT

- * 3♣ = 13 - 15
- * 3♦ = No opening
- * 3♥ = 16+ w/single or 6 cards suit
- * 3♠ = 16+ 5.5 LS, 3NT®
- * 3NT= 18-19 Balanced
- * 4♣/♦/♥ = 5.5 HS

OVER 3♣ - 3♦ ®

- 3♥ = 6 cards or Single, 3♠® - 3NT BAL, L4 SINGLE.
- 3♠ = 5.5 LS (3NT ®)
- 3NT= bal 13-14
- L4 = 5.5 HS.

OVER 3♦ - 3♥®

- 3♠ = SINGLE, (3NT ®)
- 3NT= BALANCED.
- L4 = 5.5 ANY SINGLE

THINKING ABOUT MAKING 5.5, 5.4.3.1

SPECIAL SUBSEQUENT AUCTIONS AFTER OPENING 1M

Note 17

CAPALETTI OVER 1M - X

1♠ - X - ?

1NT = TRF to ♣

- 2♣/2♦ = TRF TO ♦/♥(USUALLY 6 CARDS)
- 2♥ = 8+ & 3+ CARDS FIT ♠
- 2♠ = WK TILL 7-
- 2NT = LIMIT RAISE OR BETTER TO 3♠ W/4 CARDS.
- 3♣/♦/♥ = SPLINTER.
- 3♠ = 0-6, 4 CARDS.
- 3NT = 5 CARDS FIT 8-10 + A&K OUTSIDE.
- 4♣/♦/3♠/4♥ = FIT + SIDE SUIT CONCENTERATED.
- 4♠ = 0 - 7, 5CARDS.
- XX = 11+, PENALTY SEEKING IN AT LEAST 2 SUITS, S/♠.
- PASS = NATURAL.

SUBSEQUENT AUCTIONS:

- 1♠ - X- 2♣ - P

2♦ - P - ?

- 2♠ = 8-10, 2+ CARDS+ GOOD 5♦
- 3♠ = 10-11, 3 CARDS+ GOOD 5♦
- 2NT = 2.3.5.3 , 10-11
- 3♣ = 5.5, 9-11
- 3♦ = INVITATIONAL W/6♦.
- 2♥ = 5♦.4♥ F1

Note 18

DRURRY

P- P - 1♥/♠ - P - 2♣

OPENER REBIDS :

- 2M = SUB MIN.
- 2♦ = OPENING.
- 2NT = 18+ BAL.
- OTHERS = NAT.
- DOUBLE JUMP SHIFT = SPLINTER

NOTE:

- DRURRY NATURALLY MADE WITH THE HAND WHICH BIDS 3♦ (BURGEN W/3 OR 4♥)
- P - P - 1♥/♠ - P - 3♣/♦/♥ = 6good cards 9-11. (2♠ m'S 8 -12)
- P - P - 1♥ - P - 2♣ - P - 2♥ - P - 3♥ = COMP, OTHERS TRAIL.
- P - P - 1M - P - 2NT = fit 3/4 cards sgl any

SPECIAL SEQUENCES AFTER OPENING 1NT

Note 19

SEQUENCES AFTER SATYMAN

*1NT - 2♣ - 2♦/M - 3♣ - ?

3♦ = 5m/M & 3♥ = ® OVER WHICH 3♠ - NT = ♣/♦.
3♥ = 4♣
3♠ = 4♦
3NT/2♦ = 4.4m & 3NT/2M = 4.3.3.3

*1NT - 2♣ - 2♦ - 4♣/♦

6♥.4♠/6♠.4♥ SLAM INVITATION (4NT RKCBW - 6 ACES).

*1NT - 2♣ - 2♦ - 3♥/♠

5♠.4♥/5♥.4♠ AND AFTER 3NT 4♦/♥ = RE TRF (6.4 GAME ONLY)

*1NT - 2♣ - 2♥/♠ - 2NT - 3♥/♠

5 CARDS M MAX 17, YOU MAY ALSO BID 3NT.

*1NT - 2♣ - 2M - OM

FIT & SLAM INTREST.

1NT - 2♣ - 2♥ - 2♠ - ?

2NT MIN AFTER WHICH 3♣

3♦/♥/♠/NT

= EXTENDED.

= MAX & RESPONDING TO EXTENDED.

1NT - 2♣ - 2♠ - 3♥ - ?

• 3♠/NT

• LEVEL 4

= MIN GOOD/BAD TRUMPS

= CUE.

*1NT - 2♣ - 2M/♦ - 3♦

5 OR 6 m + 4 OF OM, 10+, 3♥ = ® , 3♠ = ♣ & 3NT/4♠ = ♦

SPECIAL SEQUENCES AFTER OPENING 1NT

Note 20

SEQUENCES AFTER TRF

*1NT – 2♦ – 2♥ – 3♣

4m & 3♦ @, 3♥/♠/NT/4♣/♦/♥ = 4♣/♦/4.4 GF – S/T.

*1NT – 2♦ – 2♥ – 3♦

5m & 3♥ @ 3♠/3NT/4♣/♦ = ♠/♦ GF – S/T.

*1NT – 2♦ – 2♥ – 4♣/♦

5.5 M, SINGLE IN m, OVER WHICH RKCBW 6 ACES)

*1NT – 2♥ – 2♠ – 4♣/♦

5.5 M, VOID IN m, OVER WHICH RKCBW 6 ACES)

*1NT – 2♦/♥

2NT = MAX + 2 TOP HON & RESP RETRF

3♥/♠ = 4CARDS+Max.

CUE = 4 MAX RESP RETRF (CTRL)

*1NT – 2♦/♥ – 2♥/♠ – 4NT

QTY. OPENER RESPOND FOR ACES IF MAX AND OVER WHICH 5NT TO PLAY.
5 OF THE SAME M TO PLAY.

*1NT – 4♦/♥ – 4♥/♠ – 4NT

QTY. DEMANDING ♥ HON, OPENER 5♥ TO PLAY & 6♥ = 2A + ♥HON.

*1NT – 2♦/♥ – 2♥/♠ – 3♥/♠

SPLINTER ANY WHERE INVITATIONAL – 6 CARDS.

*1NT – 2♦ – 2♥ – 2♠

5.5 M (WK)

*1NT – 2♥ – 2♠ – 4♥

5.5 M (GAME VALUES)

*NOTE THAT 1NT – 2♦/♥ – 2♥/♠ – 4♥/♠ = NORMAL OPENING 6 CARDS.

SPECIAL SEQUENCES AFTER OPENING 1NT

Note 21

OTHER SEQUENCES

*1NT - 3♣

EITHER 5♣/4♦ OR 5.5m 10+ & 3♦ ®

3♥/♠	= 5♣.4♦ SHORT ♥/♠
3NT	= 5.5, (GAME VALUES)
4♣	= 5.5 LS S/T
4♦	= 5.5 HS S/T

*1NT - 3♦

4.4.4.1 S/M 10+ & 3♥®

3♠	= S ♥(GAME/SLAM).
3NT	= S ♠(GAMEVALUES).
4♣	= S ♠(S/T).

*1NT - 3♥/♠

5♦.4♣ SINGLE ♥/♠

*1NT - 2♠/NT- 3♣/♦ - ANY

- SHORT SUIT.(CHOOSING GAME OR S/T)
- IF AFTER NO FIT 3NT = OPENING.

*1NT - 2♠/NT-2NT/3♣

- FIT = HON 3RD + 2.5 OUTSIDE SUIT STOPPED.

*1NT - 4♣ = QTY WITH 5 CARDS m, OR 4.4m

4♦®, 4♥/♠/4NT = ♣/♦/4.4 OVER WHICH PASS OR RESPOND FOR ACES.

*1NT - 4♠

QTY GOOD 14 TO BAD 16

*1NT - 2♣ - 2♦ - 4NT

QTY 4.4 M, PASS OR RESPOND FOR ACES.

*1NT - 4NT = QTY 16-17

PD MIGHT ACCEPT WITH GOOD 15 (5 CARDS).

OPENER IF MAX RESPOND FOR ACES AFTER WHICH 5NT TO PLAY OR NEAREST BID YOUR 5 CARDS.

1NT - 4NT - 5♥ - 5♠ = (NO 5 CARDS) OVER WHICH 5NT = NO 5 CARDS ,
LEVEL 6 = 5 CARDS. AFTER 5NT RESPONDER BIDS HIS NEAREST 4 CARDS.

*1NT - 5♥

TWO ACES HAND BEYOND QTY COULD HAVE 5 CARDS.

OPENER 5NT TO PLAY , LEVEL 6 = 5 CARDS & 5♠ = NO 5 CARDS.

SPECIAL SEQUENCES AFTER OPENING 1NT

Note 22

BIDDING AFTER INTERVENTION OVER 1NT

1NT - X = (LONG SUIT) - ?

- XX = S.O.S. WITH 4.4. OR 5m.
- 2♣ = STAY (MAY BE WK)
- 2♦/♥/♠/NT = TRF.
- PASS = ACCEPTANCE.
- 3NT = TO PLAY.

1NT - 2♣ = (LONG SUIT) - ?

- X = STAY (MAY BE WK)
- 2♦/♥/♠/NT = TRF.
- 3NT = TO PLAY.

1NT - X (PENALTY) - ?

- XX = S.O.S. WITH 5 CARDS.
- 2♣/♦/♥ = AS DON'T.
- PASS = ACCEPTANCE.

AFTER INTERVENTION BY (DON'T)

* 1NT - 2♣/♦

- X = VALUES
- L2 = TO PLAY
- 2NT/3♣/♦/♥ = TRF & TRF TO OPPOS SUIT = STAY. (ROBONSHOL)
- 3♣ = TRF TO 3NT W/ STOPPER.
- 3NT = VALUES NO STOPPER..

* 1NT - 2♥ SHOWING ♥+♠:

- X = VALUES
- 2♣ = T/O m or m's WK, PD BID 2NT WITH XX ♣.
- 2NT = ♣ TRF OR. STRG MINORS IF FOL BY 3♦.

STARTING FROM 3♣ = ROBONSHOL

- 3♣ = ♦ TRF.
- 3♦/♥ = GAME VALUES IN THE SUIT OVER TRF..
- 3♠ = TRF TO 3NT WITH BOTH M STOPPED.
- 3NT = GAME VALUES, MINOR 2 SUITER, NO STOPPER.

SPECIAL SEQUENCES AFTER OPENING 1NT

Note 22(CONTINUE)

BIDDING AFTER INTERVENTION OVER 1NT

* OVER 2♦ TRF TO ♥ OR 2♥ TRF TO ♠ :

- X = VALUES (8+)
- P = WK OR PENALTY SEEKING.
- 2♥ = T/O m or m's WK, PD BID 2NT WITH XX ♣
- OTHERS = ROBONSHOL

* 1NT - 2♣/♦ (MAJORS)

- X = VALUES (8+)
- P = WK OR PENALTY SEEKING.
- 2♥ = T/O m's WK, OR ONE MINOR STRG
- 2♠ = T/O m's MINOR WK.
O/W WHICH 2NT MIN, 3♣/♦ = MIN FIT / 3♥/♠ = CU.

STARTING FROM 2NT ROBONSHOL

- 2NT = ♣ TRF OR STRONG MINORS.
- 3♣ = ♦ TRF.
- 3♦/♥ = GAME VALUES IN THE SUIT OVER TRF..
- 3♠ = TRF TO 3NT WITH BOTH M STOPPED.
- 3NT = GAME VALUES, MINOR 2 SUITER ,NO STOPPER.

OVER NAURAL BIDS L2 TO PLAY AND FROM 2NT ROBONSHOL

SPECIAL SEQUENCES AFTER OPENING 1NT

Note 23

BIDDING WHEN A STAYMAN OR TRF IS DOUBLED

1NT - 2♦ - X

- 2♥ = 2 CARDS.
- PASS = 3♥, SUGGESTION FOR PARTNER TO PLAY (A OR K)
- XX = (XXX TILL QXX) + 3♥.

1NT - 2♦ - X - P

XX BY RESPONDER SHOWS A OR K.

1NT - 2♣ - X

- PASS = STOPPER AND PART XX = RESTAYMAN.
- 2♦/♥/♠/NT/3♣ = NO STOPPER (AS IF NO X)
- XX = 5 CARDS ♣.

NOTE:

1NT - P - 2♣ - P - 2NT - P - 3♦ - X - ?

- PASS = SUGGESTION FOR PARTNER TO PLAY (A OR K) & XX BY PART IS THE SAME
- XX = PLAY THE HAND (XXX TILL QXX).
- 3♥ = NAT.

Note 24

DEFENSE OVER 1NT

1NT - ?

- X = Good 6 cards suit + outside value
- 2♣ = any long suit except ♣
- 2♦ = Both MAJORS
- 2♥ = ♥+m.
- 2♠ = ♠+m
- 2NT = m'S
- LEVEL 3 = NAT.

SPECIAL SEQUENCES AFTER OPENING 1NT

Note 25

DEFENCE AGAINST INTERVENTION BY 1NT

* THE OP WAS 1 OF M

- X = PEN
- 2NT = GT W/TWO SUITS
- 2 ♣ = xx M + 5 CARDS IN OM. OTHERS NAT.
- RAISES = COMP.
- L3 = NAT F IF FOLL BY L4 NEW SUIT = 5.5
- OTHERS = NAT. NF

* THE OP WAS 1 OF m

- 2♣ = M'S, OPENER REBID W 3+CARDS
- X =PEN
- RAISES = COMP
- OTHERS = NAT. NF
- 2NT = GT W/TWO SUITS
- L3 = NAT F IF FOLL BY L4 NEW SUIT = 5.5

Note 26

OPENING 2 ♣
STRONG ARTIFICIAL GAME FORCING

- 2♦ = 0-1 CTRL
- 2♥/2♠..... = 2/3/.... CTRL

OVER 2♦ SYSTEM ON:

2- 2♣ 2♦
2♥® 2♠®

- 2NT = 26/28 HCP BAL
- 3♣ = 5/5 ♣+♥ [NON TOUCHING SUIT]
- 3♦ = 5/5 ♦+♠ [NON TOUCHING SUIT]
- 3♥ = ♥ SUIT STR
- 3♠ = 4/4/4/1 OR 5.4.4 20+
- 3NT = 29+ BAL, 4♣ = BARON TO FIND 4/4

RESPONDER:

- BID ANY SUIT NATURAL
- BALANCED MIN, BID NEAREST MINOR AS 2ND -VE.
- NT IS NATURAL VALUES.

AFTER INTERVENTION / 2♣ OPENING:

- 2♣ - X - PASS +VE (COULD HAVE POINTS NO CTRL),
X WK,
2♦/♥/.... AS ABOVE.
- 2♣ - 2X - P - P - X (STRG BAL, OR 4.4.4.1 OPPS SUIT)

Note 27

OPENING 2♦ WEAK IN A MAJOR

6♥ OR 6♠, 6-11

IF IN 1ST AND 2ND POSITION:

- NO 4 CARDS IN THE OTHER MAJOR
- NO 2 ACES OR MANY OUTSIDE DEFENSIVE TRICKS
- NO OTHER CONTRACT APEALS (6-5)

RESPONSES

- 2♥ = P/C – IT COULD BE TILL 14 P, SINGLE ♥
- 2♠ = P/C – COMP WITH 3 CARDS FIT IN ♥ & MAX 2♠
- 3♥ = P/C – COMP WITH 3 CARDS FIT IN ♥ & ♠
- 3♠ = P/C – COMP WITH 4 CARDS FIT IN ♥ & 3♠
- 4♥ = P/C – WK WITH 4 CARDS FIT IN ♥ & ♠
- 3♣ = ♥ AND F1
RESPONDER 3♦ = S♥ 3♥ = XX W/WO HON ®
3♠ = XXX 4♣/♦ = 3 CARDS + SPLINTER
- 3♦ = ♠ AND F1,
RESPONDER 3♥ = S♠ 3♠ = XX W/WO HON ®
3NT = 3CARDS NO SINGLE
4♣/♦ = 3 CARDS W/WO HON + SPLINTER

- 2NT FORCING, ASKING OPENER TO SHOW HIS M & RANGE

OPENER

- 3♣ = MIN ANY – 3/4M P/C – 3♦®, BID THE OTHER M
- 3♦/♥ = INTERMEDIATE ♥/♠
- 3♠/NT = MAX ♥/♠

OVER 2♦- X:

- XX BID YOUR SUIT
- 2♥ = MODERATE HAND WITH 3.3, OPENER CAN COMPETE
- PASS = ♦

Note 28

OPENING 2♥ AND 2♠

OPENING 2♥

5&5 IN ♥ AND ANY 6-10, CONCENTRATED IN THE TWO SUITS

RESPONSES:

- 2♠ = P/C , NON FORCING
 - 2NT = FORCING , SHOW YOUR SECOND SUIT
OPENER BIDS 3♣/♦/♥ = ♣/♦/♠ (SEE NOTE BELOW)
 - 3♥ = COMPETITIVE WITH 4 CARDS FIT
 - 4♥ = EITHER / OR
 - OTHER S = NATURAL & GAME BIDS TO PLAY
-

OPENING 2♠

5&5 IN ♠ AND m 6-10, CONCENTRATED IN THE TWO SUITS

RESPONSES:

- 2NT = FORCING, SHOW YOUR SECOND SUIT
OPENER BIDS 3♣/♦ = 5.5 (SEE NOTE BELOW)
- 3♠ = COMPETITIVE WITH 4 CARDS FIT
- 4♠ = EITHER / OR
- 3/4/5 ♣ = P/C , LENGTH IN BOTH MINORS
- OTHERS = NATURAL & GAME BIDS TO PLAY

IMP NOTES:

AFTER 2NT BY RESPONDER THE NEAREST BID (EVEN OPENERS SUIT) IS ASKING
FOR DISTRIBUTION

(5 STEPS = S LOW, S HIGH, V LOW, V HIGH, 6.5.1.1).

2♥ - 2NT - 3♠ = 6♠.5♥. & 3NT = R OPENER VL/VH/6.5.1.1

SUBSEQUENT AUCTIONS TO SHOWING 20-25 BALANCED

Note 29

2 NO TRUMP OPENING 20-22 BAL OR SEMI BAL

- * 3♣ = PUPP STAY * 3♦/♥ = MTRF(5+) * 3♠ = 6m or 5.5 or 6.5 m
- * 3NT = 5♠.4♥ (NF) * 4♣ = M 5.5 8+ concen * 4♦/♥ = MTRF
- * 4NT/4♠, QUANT (AS 1NT)

SUBSEQUENT AUCTIONS TO PUPP STAY:

- * 2NT - 3♣ - 3♦ - 4♦ = BM (SELEC)
- * 2NT - 3♣- 3♦ - 4♣ = EXTENDED
4♦ = 5m, 4♥ = 4♣, 4♠ = 4♦, 4NT = 4.4 m.
- * 2NT - 3♣ - ANY - 5♣/♦ (TO PLAY).
- * 2NT - 3♣ - ANY - 4NT = BW.
- * 2NT - 3♣ - 3♦ - 3♠ - 4♣ (FIT, MAX, CTRL)- RESPONDER RTRF.

SUBSEQUENT AUCTIONS TO MAJOR TRANSFERS:

- * 2NT - 3♦/♥ - 3♥/♠ - 4♣/♦ = 5♥/♠ . 4 m. S/T - 4NT TO PLAY OTHERS CUE.
- * 2NT - 3♦-3♥-3♠ = 5♥.4♠ F.
- * 2NT - 3♦/♥ - 3NT = NO FIT
- * 2NT - 3♦/♥ - 3♥/♠ = MAJOR SUIT FIT
- * 2NT - 3♦/♥ - 3♠/4♣ = MAJOR SUIT FIT+ CUE.
- * 2NT - 3♦ - 3♥ - 4♥ = INTERMEDIATE 6 CARDS TILL BAD 10 OR 6-4 8-10.
- * 2NT - 3♥ - 3♠ - 4♥ = S/O 5.5 M.
- * 2NT - 3♦ - 4♥ = 4 CARDS FIT, CTRL IN ALL SUITS

OTHER SEQUENCES:

*2NT - 3♠ - 3NT@:

- 4♣ = 6♦
- 4♦ = 6♣
- 4♥ = 2.1.5.5
- 4♠ = 1.2.5.5
- 4NT = 1.1.(6.5) & 0-3 ACES & 5♠ = 1.4 ACES.....
-

- * 2NT - 4♣ - 4♦ (INTREST) - 4♥/♠/NT = S♣ / S♦ / 6.5.1.1 0-3 ACES
- * 2NT - 4♦ - 4♥ - 4NT = (KCBW)
- * 2NT - 5♣/♦/♥ = ACES HAND BEYOND QUANTITATIVE.(AS 1NT)
- * 2♣/♦ - 2NT - 3NT - 4♣ = BARON.
AFTER WHICH 6m IS P/C TO 6NT.

Note 30

OPENING 3♣/♦

CONSTRUCTIVE 3♣/♦ OPENINGS IN THE 1ST AND 2ND SEAT.
IT COULD BE SOLID SUIT

OVER WHICH:

- NEAREST MINOR = S/S ASKING (N.L.M.H)
- L3 FORCING
- GAME BIDS TO PLAY
- 4NT = KCBW & OVER WHICH 5NT = 8 CARDS SOLID.

Note 31

OPENING 3NT

SOLID 7 CARDS m.

OVER WHICH:

- 4/5 ♠ PASS OR CORRECT
- 4♦ = S/S ASKING (4♥/♠/NT/♣ = SHORT ♥/♠/♣/♦)
- 4♥/♠ TO PLAY.
- 4NT = KCBW.

Note 32

OPENING 4♣/♦

1ST AND 2ND SEAT SOLID 7 CARDS SUIT IN THE MAJOR & DEFENSIVE TRIK/S
OUTSIDE A OR A, K OR KQ.
IN 3RD SEAT NAT WK.

RESPONDER:

- 4♦/♥ OVER 4♣/♦ ARE SLAM INTREST.

OPENER:

CUE- BID YOUR NEARST ACE.

BID 4♥ OR 4♠ (SIGN OFF)

LONG MAJOR OPENING CLASSIFICATIONS:

- 1- OPENING 4♥ = PREAMPTIVE.
- 2- 1♥ FOLL BY 4♥ = AJT 8 TIMES + ACE
- 3- 1♥ FOLL BY 3♥ = 7 PLAYING TRICKS 14-17
- 4- OPENING 4♠.
- 5- 1♥ FOLL BY 2NT FOLL BY SHOWING 6♥ = 18-19 6 CARDS.
- 6- 2♣ WITH 6+ ♥ = 4 - LOOSERS

HIGH LEVEL BIDDING

Note 33

* RESPONSES ARE KCBW AFTER ESTABLISHING FIT AND BW IF NOT

30 41 52 52+ Q OF TRUMPS
5NT = 31 + VOID
6♣ = 2 + VOID.

1ST STEP, ASK FOR Q OF TRUMPS

- THE NEAREST STEP OF THE AGREED SUIT = NO Q.
- OTHERS = NEAREST K AFTER WHICH OTHER K OR EXTRAS

○ After ♥ fit:

1- 4NT - 5♣ - 5♦ (♥Q?)

5♥, NO Q. 5♠/6♣/6♦ = ♥Q + K OF ♠/♣/♦

5NT = Q + NO KINGS, 6♣® FOR EXTRAS.

2- 4NT - 5♦ - 5♠ (♥Q?)

5NT/6♣/6♦ = ♥Q + K OF ♠/♣/♦ 6♥ = NO Q.

4NT - 5♣ - 6♣ = ASKING FOR 3RD ROUND CONTROL.

○ After m fit 1♥ - 2♦ - 3♦ - 4♦ (RKCBW)

○ 5NT KINGS, BID THE 1ST IN RANK.

*RESPONSES TO 6 ACES:

ANY 2 SUITE AGAINST BALANCE HANDS OR ANY DOUBLE FIT HANDS
THE 4NT IS KCBW 6 ACES.

1-4 / 2-5/ 2-5+ LOW Q / 2-5 HIGH Q / 2-5 BOTH Q.

4NT - 5♣/♦ - NEAREST STEP = (ASK FOR Q)

NO LOW HIGH BOTH.

1NT - 2♦ - 2♥ - 4♦ (5.5.1.2)

4NT = KCBW 6 ACES ♥ & ♠

5♣ = 0.3 5♦ = 1.4

5♥ = 2.5 NO Qs. 5♠ = 2.5 ♥ Q (LOW)

5NT = 2.5 ♠ Q (HIGH) 6♣ = 2.5 BOTH Qs

*SPECIAL SEQUENCES:

4NT - P - 5♦ - DBLE - ?

- PASS = PROBLEM IN ♦.
- 5 OR 6 OF AGREED SUIT = SIGN OFF
- XX = VOID, BID 7 W/O ACE OF ♦.
THE SAME IS APPLICABLE WHEN CUE IS X BUT XX = 1ST
ROUND CTRL (ACE OR VOID)

HIGH LEVEL BIDDING

Note 33(CONTINUE)

4NT - 5♥ - ?

X = 0.3

P = 1.4

5♠ = 2 & SO ON

4NT - X - ?

XX = 0.3

P=1.4.....

1♠ - P - 4♠ - P - 5X = PROBLEM IN X

5♠ = 2+ LOOSERS, 5NT = K, 6♠ = ACE 6X = SINGLE

*EXCLUSIVE BLACKWOOD (VOIDWOOD)

LEVEL OVER SPLINTER BIDS (KCBW) EXCLUDING THE SUIT BID.

1♥ - 2♥ - 5♣ (RESPOND EXCLUDING ♣ SUIT)

1ST STEP (NOT AGREED SUIT) IS ASKING FOR KINGS, ELSE EXTRA.

* WHEN OPP SAVE AGAINST 6

X = 2 LOOSERS

BID = ONE LOSER

PASS = VOID.

*WHEN WE SAVE AGAINST SLAM (NV OR SAME V)

- X = 2 TRICKES

- PASS = ZERO OR ONE & PD X IS ONE TRICK.

IN LEVEL 5 :

3♣ - X - 5♣ - ?

- PASS FORCING TO X IF YOU BID AFTER A SUIT = STRG.
- X = BAL VALUES (10+), OUTSIDE ♣.
- SUIT BIDS TO PLAY.

HIGH LEVEL BIDDING

Note 33(CONTINUE)

FORCING PASS SEQUENCES

WHENEVER OUR SIDE SHOWED MORE HIGH CARDS POINTS

1- LEVEL 4:

1♥ - 2♠ - 3♠ - 4♠ - ?

- P= F (GOOD HAND MAY HAVE XX ♠)
- X = MIN
- 5♥ = COMPETITIVE.

1♥ - 2♠ - 3♠ - 4♠ - P - P - ?

- 5♥ = XX ♠
- CUE = SINGLE
- X = HON ♠ , (PENALTY)

2- LEVEL 5:

- X = 2 LOOSERS
- PASS = F
- BID MIN + SINGLE.
- NEW SUIT L5 NAT HIGHLY COMPETITIVE(XX OR MIN)

1♦ - 1♠ - 2♥ - 4♠

- X = MIN + FIT & 2 LOSSERS
- RAISE = GOOD MIN + SINGLE.
- P = FORCING
 - * MIN NO FIT (PASS PD X)
 - * MAX + FIT + XX, RAISE AFTER PASS.
 - * STRG FIT + SHORT (CUE) AFTER P.
 - * STR NO FIT (BID)

X	KQXX	AQJXX	XXX	5♥
XX	KQXX	AQJXX	XX	X
XX	KQXX	AQJXX	AX	P FOL 5♥
X	KQXX	AQJXX	AXX	P FOL 5♣
XX	X	AKQXX	AKXXX	5♣ (2L)
X	XX	AKXXX	AKXXX	ALSO 5♣ (MIN)
X	XX	AKQXX	AKXXX	P FOL BY 6♣

SPECIAL SEQUENCES

Note 34

- -VE X OF LEVEL 4 OR MORE PROMISES 10+ P OUTSIDE.
- 1♥ - P - 3♥ - 4♦ - 4♥ - 5♦ - X = MAX (6P)
- 1♥ - P - 2♥ - 4♦ - 4♥ - 5♦ - X = PENALTY.
- 1♦ - 1♠ - 2♣ - 3♥ = 5.5 10-11.
- 1♥ - P - 1♠ - 3♣/♦ - X = -VE OPTIONAL NORMALLY 15+.
- 1♠ - P - 2♠ - 3♣ - ?
 - X = PENALTY
 - 3♠ = COMP
 - 3♦/♥ = TRAIL F.
- 1♠ - P - 2♠ - 3♥ - 3♠ = GOOD HAND.
- 1♠ - P - 3♣ (BURGEN)
 - X = T/O VALUES
 - 3♠ = REAL T/O 3 SUITS.
- 1♠ - P - 3♦ (BURGEN) - X = LEAD DIRECTING.
- 1♦ - X - 1♠ - 1NT = ♦ STOP
- 1♦ - 1♥ - X - XX = VALUES & 1♠ = 5+CARDS.
- 1♥ - 1♠ - 2♥ - 2♠ - X = L/R TO 3 ♥ & 3♥ = COMP.
- 1♦ - 1♥ - 1♠ - 2♥ - P - P - X = MAX (ACTIONAL)
- 1♦ - 1♥ - 1♠ - X = VALUES.
- 1♦ - 1♠ - 2♠ = L/R OR BETTER (DIRECT CUE)
- 1♦ - 1♠ - ANY - P - 2♦ - P - 2♠ = INFORMAT. NOT PROMISSING FIT
- 1♦ - 1♠ - 3♠ =SPLINTER, FIT IN♦,NO 4 CARDS ♥.

SPECIAL SEQUENCES

Note 34 (CONTINUE)

- 1M - 3M = STOP ASK
- 3RD SUIT ALWAYS = VALUE
- 1♣ - 1♦ - 1♥ - 1♠ - 2♣ - P - 2♦ = ♦STOP, NO ♠ STOP.
- 1♦ - 1♠ - 2♣ - P - 2♦ - P - 2♠ = ASK FOR ♠ STOP
- 1♦ - P- 1M - X / BID - XX / X = 3 C. SUPP, TILL L. CUE OF OUR SUIT.
- OVER T/O X & 1NT (2 T/O) - XX / X = 3 CARDS. & 1NT NAT X = PEN.
- 1ANY - P - 1 ANY - X / 1NT = T/O + DEFFENCE / T/O ,WK.
- 1♦ - 1♥ - X = NO 4♠.
- REVERSE SHOWS CONCENTRATED POINTS.

WASO SPECIAL SEQ:

- 1♣ - 1♠ - P/X - 2NT, (6-8), 4 CARDS FIT
- 1♣ - 1♠ - P/X - 3♣, (9-11), 4 CARDS FIT
- 1♠ - 2♥ - P/X - 2NT, (7-10), 4 CARDS FIT
- 1♠ - 2♥ - P/X - 3♥, (8-10), 3 CARDS FIT
- X OF DRURRY AND WK BURGEN IS T/O
- 1ST X OF A CUE BID IS LIGHT T/O
- 1♦ - 1♥ - P - 2♦ - X (T/O) ♥

DEFFENSIVE AND COMPETITIVE BIDDING

Note 35

BALANCING SEAT

1- DOUBLE

9+ P, REOASONABLY GOOD SUPPORT TO UNBID SUITS, TOLARANCE TO
DEFEND L1

RESPONSES

- SIMPLE BID = 0 - 8 (X WITH NORMAL OPENING BID AGAIN)
- JUMP RESPONSES = 9-11, 4+ CARDS.
- 1NT = 9-11 + STOPPER
- 2NT = OPENING
- CUE BID = OTHER GOOD HANDS

1♥ - P - P - X

KJTX	X	KT9X	AT72
KX	82	AKQJX	JTXX
ATX	X	KT954	QT9X

1♦ - P - P - X
P - ?

- | | | | | |
|--------|-----|--------|-------|------|
| • A5 | 72 | KQJ965 | KT7 | PASS |
| • KT5 | JT | J87 | AQ542 | 2CL |
| • QT95 | K7 | 8732 | AKJ | 2D |
| • A5 | QT3 | AQJ | JT952 | 2NT. |

2- OVER CALLS

THE WEAKEST ACTION. COULD BE IN 4 CARDS.

1♥ - P - P - ?

J9842	43	AJT3	QT	1SP
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JT	632	K76432	AT	2D
9	72	QT42	AQ8752	2CL

DEFFENSIVE AND COMPETITIVE BIDDING

Note 35(CONTINUE)

BALANCING SEAT

1♦ - P - P - ?

KJT9	JT	873	KT52
AT98	3	JT95	A872

Bid 1♠

3- JUMP OVER CALLS

1♦ - P - P - 2♥

SOUND OPENING, USUALLY 6 CARDS SUIT, ONE SUITED HAND.

RESPONSES:

- NEW SUIT = F1
- 2NT = INVITE NT GAME
- RAISE = INVIT.
- 3NT = TO PLAY

4-1NT

11-14 & X FOLLOWED BY 1NT/2NT = 15-17/18-21
OVER 1M- P - P -1NT IT SHOULD BE IN THE MAX RANGE

1♦ - P - P - 1NT

- | | | | |
|------|-----|------|------|
| • KX | QTX | KT9X | AJTX |
| • QT | AQT | T985 | AQT6 |

RESPONSES/1NT

- 2♣ = STAY, 1NT BID W/MIN (2♦/♥/♠) AND 2NT W/MAX AND THEN 3♣ PUPPIT STAY.
- OTHER SEQUENCES ON.

5- 2NT

UNUSUAL TWO SUITER MODERATE HAND 7-8 TRICKS.

6-3NT

SOLID MINOR + STOPPER.

7- JUMP CUE-BIDS

LONG SOLID SUIT, ASK FOR STOPPER, RESPONDER BIDS
NEAREST SUIT W/STOPPER.

DEFFENSIVE AND COMPETITIVE BIDDING

Note 35(CONTINUE)

BALANCING SEAT

8- CUE- BIDS

STRONG OFFENSIVE HANDS UNSUITABLE FOR T/O
VERY WK HIGHLY DISTR. CANNOT STAND FOR PASSING T/O.

NOTE

CUE-BID DOES NOT PROMISE A REBID

RESPONDER

- W/GOOD HANDS NT IS (R)
- SIMPLE SUIT BIDS IS NF

1♦ – P – P – 2♦

KQJ984	AQJT5	–	K5
AKJT7	X	X	AKJ842

Also bid 2♦ with:

• QJT9X	QJT754	X	X
• KJT85	KJT95	–	JT7
• QJT32	JT98	–	QJT2

9- Passing in the Balancing chair

Length and strength in the opener suit (weak partner).this will be your
best spot.

Wk hands, that any bid you make might take you over board or wil make
opp's find best spot.

1♥ – P – P – ?

• 94	AJT97	QJ9	JT7	PASS
• 7	AJT97	AT3	9843	PASS
• Q95	Q62	J983	Q42	PASS

- J5 KJT95 AJ4 QT9 PASS/1NT

A & B illustrates case 1, C for case 2, D pass is better to right in your side, although 1NT is a probable action.

DEFFENSIVE AND COMPETITIVE BIDDING

Note 36

THE TAKE-OUT DOUBLE

R.1) CHEAPEST BIDDING LEVEL

1♦ - X - P - 1♥? = 0 TO 8-, MAYBE 3 CARDS SUIT.

REBIDS

PASS	= NO FUTURE
NEW SUIT	= 16+. 5 CARDS SUIT, ASKING FOR SUPP. WITH THE RIGHT MIN.
CHEAPEST NT	= 18-19P + STOPPER
SIMPLE RAISE	= 16 + P. 4+ CARDS.
CUE-BID	= FORCING FOR ONE ROUND.
JUMP IN A NEW SUIT	= 6 CARDS OR VERY GOOD 5 , 18-19

R.2) JUMP SHIFT

A- IN NT

1♣ - X - P - 2NT = 10 + TO 12 P. + 1 1/2 STOPPERS.

REBIDS

PASS	= TILL BAD 13P
3NT	= GOOD 14-15P,
NEW SUIT	= 5 CARDS (13+ 5,4,3/4,1/0 OR 16 +).

B- IN A SUIT

1♣ - X- P - 2♥ = 4 CARDS, 8 + TO 11 P.

REBIDS

CHEAPEST NT	= 2 STOPPER + 18 -19.
SINGLE RAISE	= INVITATIONAL , 4 CARDS SUPPORT.
RAISE TO GAME	= SIGN OFF.
NEW SUIT	= FORCING, 5 CARDS SUIT 16+.

DEFENSIVE AND COMPETITIVE BIDDING

Note 36 (CONTINUE)

THE TAKE-OUT DOUBLE

R.3) CUE-BIDDING:

GAME FORCING (11 + P)

4 & 4 IN THE MAJOR'S (8 +), FOLLOWED BY 3 OF THE MAJOR

1♣ - X - P - 2♣

P - 2♥ - P - ?

3♥ = 8-10, 4.4 IN THE MAJORS (DID NOT WANT TO SELECT ONE /X)

3NT = STOPPER 12-14

3♣ = 3.3.3.4 WITH NO STOPPER & GAME VALUES.

4♠ = LIKE AXXXXX AXX XX XX

NOTE THAT

1♦ - X - P - 3NT = LONG GOOD ♣ + STOPPER

1♦ - X - P - 4♠ = JXXXXX XXX X AXX

R.4) JUMP IN A SUIT

- 1♦-X-PASS-3♥ = GOOD 5 CARDS SUIT&8 + TO 11-

R.5) 1NT

8+ TO 10 - P, STOPPER & NO 4 CARDS MAJOR

- PASS.
- SIMPLE NEW SUIT , NON FORCING
- WITH 3 CARDS (13+ 5,4,3/4,1/0 OR 16 +).

R.6) JUMP CUE-BID

ASKING FOR STOPPER

LONG RUNNING MINOR, NO STOPPER.

DEFFENSIVE AND COMPETITIVE BIDDING

Note 36 (CONTINUE)

THE TAKE-OUT DOUBLE

YOUR R.H.O. OPENS 1♦

AKXX PASS	AQXX	XXX	XX
AQJXX 1♠ FOLLOWED BY X IF 2♦ IS PASSED	JXX	X	AXXX
QJXX X	AXXXX	–	KXXX
KX X - FOLLOWED BY 1NT	KXX	AJ10	AQJXX
AXX P	AKX	XXX	KXXX
AJX 2♣ (PARTNER WILL BID 2NT W/ ♣ QX + ♦K + ANOTHER K)	AX	XX	AKJXXX
AQJXXX 1♠ - FOLLOWED BY X (1♦ - 1♠ - 3/4♦ - P - P - X)	AXXX	–	AXX
AKQJ X - OR 1♠ SIGNAL LEAD	XXXX	X	J10XX
JXXXX X	AXXX	X	AKX
A 3NT (NO GAMBLING O/C)	QXX	KX	AKQXXXX

DEFFENSIVE AND COMPETITIVE BIDDING

Note 36 (CONTINUE)

THE TAKE-OUT DOUBLE

1♣ - X - P - ?

KXXX 2♣ FOLLOWED BY 3♥/♠	AXXX	QXX	XX
AXXXX 2♣ FOLLOWED BY 4♠	AX	X	XXXX
QXXXX 3♠	AX	KXX	XXX
JXXXXX 4♠ (LET ME TRY)	AX	X	XXX
XXX 1♦/♥	XXX	XXX	KQJX
XXX 3♦/ NT	X	AJXXXX	KXX
– 4♦ (PREEAMPTIVE)	XX	KXXXXXX	XXX
QXX 1NT	XXX	QXXX	AJX
KXX 2♣ FOLLOWED BY 3NT	KXX	AXX	QJXX
XXX 1♦	X	AXX	JXXXXX
AXX 2♣ FOLLOWED BY 3♣	KXX	AQX	XXXX
XX 3♣	XXX	AKXXXX	XX

DEFFENSIVE AND COMPETITIVE BIDDING

Note 36 (CONTINUE)

THE TAKE-OUT DOUBLE

1♣ - X - P - 1♦
P - ?

AJ10XXX 1♠	AQ	AQX	XX
XX 2♥	AQJXXX	AKX	AX
AXXX 2♦ / P	AQXX	KXXXX	—
AXX 1NT	KXXX	AQX	AQX

1♣ - X - P - 1♥
P - ?

AJ10XX 3♥	AKXXX	AQXX	—
AQXX 2♥	KQXX	AJXX	X
AXXX P	KJXX	AXXX	X
AKX 2♦	QXX	AKJXXX	X

DEFFENSIVE AND COMPETITIVE BIDDING

Note 36 (CONTINUE)

THE TAKE-OUT DOUBLE

1♣ - X - P - 1NT

P - ?

J10XX 3NT	AKX	AQJXX	X
--------------	-----	-------	---

AXXX 2♥ / P	J10XXX	AQXX	-
----------------	--------	------	---

AJ10XXX 2♣ (IF 2NT BID 4♠ - IF ANY OTHER TRY 6♠)	AKXX	AQX	-
---	------	-----	---

AQXX 3♦ (K OF ♦ IS AKEY CARD)	AXX	AQXXXX	-
-----------------------------------	-----	--------	---

1♣ - X - P - 2♣

P - ?

J10XXX 2♠	AXX	AKXX	X
--------------	-----	------	---

QX 2NT	AXX	AQXXX	AQX
-----------	-----	-------	-----

KJXX 4♣	AJXX	AKXXX	-
------------	------	-------	---

AX 3♦	AKX	AJ10XXX	XX
----------	-----	---------	----

DEFFENSIVE AND COMPETITIVE BIDDING

Note 37

SIMPLE OVER CALLS

IN TEAMS (IMPs), THE SAFETY FACTOR IS OF GREAT IMPORTANCE , THAT YOU CAN NOT TAKE THE SAME RISK.

IN IMPS TO MAKE A SUCCESSFUL OVER CALL YOU SHOULD CONSIDER TOO MUCH

- 1- THE QUALITY OF THE SUIT
- 2- THE QUALITY OF THE HAND
- 3- EXPECTED FITS
- 4- THE VULNERABILITY
- 5- HOW DO YOU EXPECT THE DEFENCE WILL GO IF YOU PLAY
- 6- WHAT WILL BE PARTNER'S LEAD IF THEY PLAY
- 7- THE LEVEL YOU ARE GOING TO OVER CALL IN.
- 8- HOW MUCH DOES YOUR BID HAVE A FUTURE OR HOW DOES IT OBSTRUCT OPONENTS.

RESPONSES TO OVERCALLS

A- SIMPLE RAISE

NATURAL (AS IF OPENING)

1♦ - 1♥ - P - 2♥ = (6-10) 3 CARDS SUPPORT.

B- JUMP RAISES :

PREAMPTIVE

1♦ - 1♥ - P - 3/4 ♥ = 4/5 CARDS SUPPORT WK.

C- NEW SUIT :

NATURAL, NON FORCING

I HAND THAT WISH TO PLAY ITS SUIT IF O/C IS WK.

1♦ - 1♥ - P - 1♠

D- JUMP IN A NEW SUIT :

GOOD SUIT, F1

1♦ - 1♥ - P - 2♠

DEFFENSIVE AND COMPETITIVE BIDDING

Note 37(CONTINUE)

SIMPLE OVER CALLS

E- CUE BIDS

FORCING. O/C AFTER CUE SHOULD REBID HIS SUIT WITH WK HANDS.

1♦ - 1♥ - P - 2♦

1- FIT IN O/C SUIT & LIMIT RAISE OR BETTER

2- OPENING WITH BAD SUIT

P - 2X - P - 2♠

3- STRG HANDS THAT HAS NO CLEAR BID.

F- JUMP CUE BIDS :

DOUBTFULL VALUES (9-11) + FIT BY 4 CARDS.

1♦ - 1♥ - P - 3♦

LOVE ALL

1♣ - 1♥ - P - ?

- QJXX QXX KXX QXX
2♥ , Natural
- AJ10XX XX AKX XXX
1♠ , Partner will bid 2♠ with moderate o/c
- QXX AXXX KXXX XX
3♣ , doubtful values + fit by 4 cards.
- XX AXXX XXXXX XX
3♥ , preemptive
- KQX JXX AXXXX XX
2♣ , 4♥ is probable against good o/c
- AXX QX AXXX K10XX
2NT, don't punish partner for overcalling
- XXX KXXX AKXXXX _____
4♣ , void, 4 cards support , good hand

DEFFENSIVE AND COMPETITIVE BIDDING

Note 37(CONTINUE)

SIMPLE OVER CALLS

LOVE ALL

1♣ - 1♠ - P - 2♣

P - ?

- AQ10XX XX KXXX XX
2♠ , with min o/c rebid your suit
- AJ10XXX AQ10 XXX X
3♠ , good 6 cards, good hand
- AJ10XX XXX XX KJX
2♠ , again if partner bids more bid NT.
- AKQXXX XX XX KJX
3NT, solid 6 cards + stopper

ALL VUL

1♦ - 1♥ - P - ?

- AK10XXX QX AXX XX
2♠ , a self sufficient suit & a good hand
- KJXXX XX AKXX XX
1♠ , don't be afraid if partner passed, you will have nothing
- QXXXX AX KX AXXX
2♦ , forcing, don't get involved with this ♠ suit.
- AXX XX KX AJ10XXX
2♣ , if partner raise bid 3NT.

DEFFENSIVE AND COMPETITIVE BIDDING

Note 38

CROWHURST- COUNTER MULTI

2nd SEAT

- X = T/O, MINOR TENDENCY OR BAL 18+
- 2M = T/O S IN OM. NF.
- 2NT = 16 -18
- 3♣/♦ = NAT
- 3M = 12-14 6 CARDS OR 15-17 5 CARDS.
- 4♣/♦ = 5♣/♦ + 5M – game going hand.

4th SEAT

2♦-P-2M- ?

- X = T/O
- 2OM = NAT. NF.
- 2NT = 16-18
- L3 = NAT LIMITED

6th SEAT

AFTER PASSING 2 OF A M

- X = T/O, BALANCING.
- 3♣/♦ = m + OM
- 2NT = Bm
- OTHERS = NAT

SUBSEQUENT AUCTIONS

RESPONSES TO 2nd SEAT

X = (2♦-X-P-?)

- 2♥/♠ = S/O
- 3♥/♠ = 5CARDS GF.
- 3♣/♦ = NAT F1.
- 3NT m's = 10-12.
- 2NT = LEBENSHOL - OPEN 3♣ &

RESPONDER:

- P/3♦ = WK
- 3♥/♠ = 4 cards F1
- 3NT = NAT

DEFFENSIVE AND COMPETITIVE BIDDING

Note 38(CONTINUE)

CROWHURST- COUNTER MULTI

SUBSEQUENT AUCTIONS

RESPONSES TO 2nd SEAT

2♦ - X - 2♥/♠ - ?

- PASS = WK
- X = 9+ ♥/♠
- 3♠ = 5 cards no ♥ stopper
- 3♥ = 4♠ no ♠ stopper
- 3♣/♦ = F W/5+CARDS
- 3NT = AS ABOVE
- 2NT = LEBENSHOL - AS ABOVE

2NT (16-18)

AS IF PAT OPEN 2NT

2♥/♠

T/O (NORMAL OPENING)

GAME = S/O.

M RAISES = INV & PRE IN COMPT

OM = F1.

2NT = LEBENSHOL

L3 = F1.

3♣/♦

NEW SUIT = NAT F BELOW G/L

GAME = S/O

DEFFENSIVE AND COMPETITIVE BIDDING

Note 38(CONTINUE)

CROWHURST- COUNTER MULTI

SUBSEQUENT AUCTIONS

RESPONSES TO 4th SEAT

X over 2♥/♠
(T/O)

GAME BIDS	= S/O
CUE	= GF
RAISES	=AS ABOVE
OTHERS	= F1 ACCEPT L2 BIDS.
2NT	= LEBENSHOL.

2NT
AS 2nd SEAT

SUBSEQUENT AUCTIONS

RESPONSES TO 6th SEAT

X	= T/O (LEBENSHOL).
3♣/♦	= (m+OM) RESPONDER DETERMINES FINAL CONTRACT
OM	= FORCING
OTHERS	= NAT NF
2NT	= MINORS

RESPONDER:

- 3♥ = ♣ FIT F1
- 3♠ = ♦ FIT F1
- OTHERS = TO PLAY

DEFFENSIVE AND COMPETITIVE BIDDING

Note 39

LEAD DIRECTING DOUBLES

Consider: When opener reverses or jump shifts and the opponents reach 3NT from responder's side, double requests the lead of opener's second suit.

When partner overcalls and opponents reach 3NT, partner's double generally suggests another suit, although vulnerability and level of overcall might dictate otherwise.

When you overcall and opponents reach 3NT, partner's double shows great defense positionally, with good stoppers in dummy's main suit.

When both partners bid and opponents reach 3NT, double calls for leader's suit.

When we double 3NT when opening leader has bid, double is defined as a "LEAD THROUGH" situation, meaning that we have entries and a couple of small cards in partner's suit to lead when those entries materialise.

(1X)-P-(1NT)-P-(P)-DBL PEN showing length, values in opener's suit, not lead-directing per se.

Double after opponents open 1NT:

(1NT)-P-(3NT)-DBL Lead shortest (or weaker) major

(1NT)-P-(2C)-P-(2x)-P-3NT-DBL Lead the OTHER suit bid in response to 2C

Double of a Splinter response asks for the lead of the lowest of the remaining two suits, excluding the trump suit and the Splinter suit.
Exceptions: when vulnerability is favorable, double of a Splinter bid suggests length in the suit encouraging a possible save (should have little or no defense). Double of a SPADE Splinter is ALWAYS save-oriented.

Double of opener's Splinter Raise suggests that a lead in the "obvious" REMAINING SUIT will not be successful if opening leader is counting on third hand for an honor.

The Undouble : If the opponents cue-bid a suit we opened or overcalled after we have passed once after opening, then double of this cue-bid requests the lead of a different suit.

TENDENCY TO DUMMI'S FIRST SUIT IN OTHER CASES.(COULD BE THE 2ND).
LIGHTNER X (SLAM) , UBNORMAL LEAD.

It could be a ruff – AK in 2nd declarers suit

DEFFENSIVE AND COMPETITIVE BIDDING

Note 40

GENERAL DEFENSIVE PRINCIPLES

We ALWAYS take at least 15 seconds before following to the first trick, no matter how quickly declarer plays from dummy. We announce this at the start of a round. It is important enough that we will not forget to do so.

In discarding situations, we always try to give partner the information we believe that HE most needs. Easier said than done.

We SPLIT honors AS WE WOULD LEAD them in that suit (against that contract), typically second of equals.

When we DISCARD an honour, it is normally the TOP card of a sequence or internal sequence.

Against notrump, failure to discard a card in the suit partner led strongly implies that (a) we have one or no cards left in that suit, or (b) we have five or more cards in that suit and can't afford to throw a winner. If we throw a card in his suit early, we will almost surely have at least one card remaining to lead to him, or with which to follow suit (this is a remainder count situation).

Failure to attack a more or less obvious suit with another threatening suit in dummy implies that the defense can take care of the threat.

When third hand believes that his partner will need a critical piece of information in ANOTHER SUIT in order to defend correctly, he may try to convey that information by using the OPENING LEAD SUIT as a surrogate for the critical suit.

For example, say that third hand believes his partner will need to know whether to duck his ace in dummy's long suit, third hand may GIVE COUNT in the suit led AS HE WOULD DO IN THE CRITICAL SUIT if he had the opportunity in time.

DEFFENSIVE AND COMPETITIVE BIDDING

Note 41

ANTI MICHEALS

- X = BAL (VALUES)
- RAISE = COMP (VUL NEAR THE LIMIT RAISE)
- 4th SUIT = 5 CARDS, GOOD HAND 9 TO 11-.
- LOW CUE = 4SUIT F1.
- HIGH CUE = SUPPORT F1.

WE PLAY 2 RANGE MICHEALS WK OR VERY STRG, NORMAL OPENING HANDS WILL BID TWICE NATURALLY.

Note 42

REVERSED DOUBLE SEQUENCES

- AFTER X VALUES OF MICHEALES CUE-BID
- AFTER XX OF A T/O DOUBLE
- AFTER 1NT - P - P - X - P - P - ANY
- AFTER 1ANY - P - P - X - P - P - ANY
- AFTER 1ANY - 1NT - X - ANY.

DEFFENSIVE AND COMPETITIVE BIDDING

Note 43

DEFENCE AGAINST INTERVENTION BY A SUIT

- NEG X

7+ ACCEP TO UNBID S, INSUF LENGH OR POINTS TO BID IN APPROPRIATE LEVEL.

1♦	1♥	Dble	Pass
?			
1- J**		**	AJ*** AK*
2- A10**		*	k***** AJ*
3- **		AQ**	KQ** Q10*
4- **		AQ*	AKJ9** J*
5- Q*		**	AQ109** AJ*
6- KJ*		*	Ak*** A***
7- **		QJ109	AK** KQ*

1♠	2♣	Dble	Pass
?			
1- AJ***		A**	A** **
2- AK***		AJ**	K** *

1♦-1♥-?
 ♠. K** H. ** D.A** ♣.Q10***

DEFFENSIVE AND COMPETITIVE BIDDING

Note 44

DEFENCE AGAINST INTERVENTION BY A SUIT

REOPENING

- X = DEFF+S/S+ SUPPORT TO UNBID/S
- NEW SUIT = NAT.
- CUE = F1
- JUMP CUE = SPLINTER

Examples

1- X AKXX QXX AQXX
P - P - 1♣ - 2♠* - P - P - ?

DOUBLE

- ♠ SHORTNESS
- SUPPORT TO UNBID SUITS
- 31/2 QUICK TRICKS IF PARTNER CONVERTS TO PENALTIES
PASS IF PARTNER BID 3♥ (HE FAILED TO MAKE -VE X)

2- AQJX X KJ10XXX QX
P - P - 1♦ - 1♥ - P - P - ?

2♦

- PARTNER MOST LIKELY HAS NO 4♠
- A LOT OF YOUR OPENING BID PUNCH IS FROM DISTRIB.
IF OPP. BID MORE ♥ AND PARTNER X , PASS

3- QJ9XXX A AQ6 J73
P - P - 1♠ - 2♥ - P - P - ?

2♠

- TEND TO REBID 6 CARDS MAJOR
- PLAY POTENTIAL LOOKS GOOD
- NOT GOOD ENOUGH FOR MORE AGRESSIVE ACTION
- BE DELIGHTED IF THE COMPETE TO 3♥ & PARTNER X.

DEFENSIVE AND COMPETITIVE BIDDING

Note 44

DEFENCE AGAINST INTERVENTION BY A SUIT

REOPENING

4- JXXXX KQJ10X AK X
P - P - 1♠ - 2♣ - P - P - ?

2♥

- WITH DISTRIBUTIONAL HANDS BID DISTRIBUTIONALLY

5- KQXXX XX AKXXX X
P - P - 1♠ - 2♦ - P - P - ?

PASS

- CHRISTMAS
- PARTNER WAS UNABLE TO FIND -VE X , HE COULDN'T BE WAITING
- THEY HAVE A GOOD ♥ PART SCORE OR GAME , ♦ IS THEIR WORST CONTRACT

6- — AKQJXX AXX QJ10X
P - P - 1♥ - 1♠ - P - P - ?

3♠

- SLAM IS MAKABLE AGAINST 2 MINOR K ???!
- IF THEY PRESS TO 4♠ , BID 5♥ (IF YOU FAIL 4♠ IS ALMOST ON)
- YOU MAY COMPETE TO 5♥ EVEN AFTER PARTNER X 4♠ , FULLY PREPARED TO APOLOGIZE IF PARTNER STARTED WITH : QJ10X X QXXXX XXX

DEFFENSIVE AND COMPETITIVE BIDDING

Note 44(CONTINUE)

REOPENING

7- KQ10X AXX KJXX XX
P - P - 1♦ - 1♠ - P - P - ?

PASS

- MIN
- HON IN LHO'S SUIT
- OVERCALLER'S PARTNER IS PROBABLY LOOKING IN DEFENSIVE HAND WITH STIFF ♠

8- QJ109XXX KQ – AJ10X
P - P - 1♠ - 2♥ - P - 3♥ - ?

4♠

- PARTNER WITH TOTALLY UNSUITABLE HAND YOU WILL BE SET 2
- K OF ♣ IS ENOUGH TO 4♠

9- KQJ10XX XX KJX AX
P - P - 1♠ - 2♥ - P - 3♥ - ?

PASS

NO GREAT DISTRIBUTIONAL VALUES
YOUR SIDE VALUES GOOD IN DEFENSE AS OFFENSE

10- AJXXX XX AQX AXX
P - P - 1♠ - 2♥ - P - P - ?

DOUBLE

HEALTY OPENING (3 QUICK TRICKS)
PASS QUIETLY IF PARTNER BIDS 2♠ / 3♣ / 3♦

Note 45

DEFENCE AGAINST INTERVENTION BY A SUIT

- FREE BIDS = NATURAL.
 - SUPP X & XX = 3 CARDS SUPPORT TO MAJOR.
 - CUE
 - DIRECT = LIMIT RAISE 1♦ - 1♥ - 2♥
 - DELAYED = F1 1♦ - 1♥ - 1♠ - P - 1NT - P - 2♥.
 - JUMP CUE = VOID + FIT 1♦ - 1♥ - 3♥.
 - S/RAISE = NAT (1♥ - 1♠ - 2♥)
 - 1NT = 8-10
 - LEVEL 1 = F1
 - JR = COMP
 - GOOD-BAD 2NT = IN MANY SEQUENCES
- * 1♥ - 1♠ - 2♥ - 2♠ - 3 ANY = REAL SIDE SUIT (DOUBLE FIT SEARCH)
- BID-P-RESP-O/C-P-P-?
REBID LONG SUIT
 - SHOW UNDISCLOSED FIT
 - NT W/STOPPER
 - X(ACTIONAL)

DEFFENSIVE AND COMPETITIVE BIDDING

Note 46

BIDDING AFTER INTERVENTION BY DOUBLE:

THE OPENING WAS 1 OF M

CAPELLETTI (SEE NOTE 15)

THE OPENING WAS 1 OF A m

- SINGLE RAISE = 0-5 + 4CARDS
 - 2NT = 0-7 & 4+
 - 3SAME MINOR = 6-8
 - L1 = F
 - L2 = S/O
 - 1NT = 8-10
 - 3 O/m = INVITATIONAL.
 - XX = 11+ PENALTY SEEKING
 - 3M = PRE
 - 3NT = TO PLAY.
-

Note 47

LEBENSHOL (WARNING)

AFTER

- W2 BIDS & MULTI 2♦
- 1M-P-2M-X-P-? (1♥ - X - 2♥ - ? = 2♠ = WK , 3♥ = 4♠ NO STOP)
- REVERSE (1♦ - 1♠ - 2♥ - 3♦ = GF & 2NT IS WAR OPENER BID 3♣ (MIN)
- DEFENSE OVER 2 SUITER.

1- SUITS LEVEL 2 , NAT , NF

2- 2NT (WAR)

OPENER BID 3♣ TILL 17 & 3♦ W 18+

AFTER 3♣

- 1- PASS OR SUIT BELLOW OPP SUIT = W , S/O
- 2- CUE = 4 IN THE OM , W /STOP OR STAY OVER m INTER
- 3- SUIT HI RANK = 5 CARDS + STOP F1
- 4- 3NT = TO PLAY

3- DIRECT L3 BIDS , 5 CARDS , F , NOTHING ABOUT STOP

4- DIRECT 3NT , 4,4 m , NO STOPPERS G VALUES

DEFENSIVE AND COMPETITIVE BIDDING

Note 48

DEFENCE AGAINST WEAK 2

LEBENSCHOL OVER T/O X
O/C, GOOD HAND, GOOD SUIT

- | | |
|---------------------|--|
| • 2♠ | = 5 + CARDS 11-14 |
| • 3♠ | = 6 CARDS 12-14 OR 5, 15-17) |
| • 2NT | = 15-17 |
| • X FOLLOWED BY 2NT | = 18-19 (PUPPIT) |
| • 4♣ | = ♣ & M |
| • 4♦ | = ♦ & M |
| • 4♥ | = MINORS. |
| • 4♠ | = TO PLAY. |
| • CUE | = SINGLE SUITED (2♥ - 3♥ = STOP ASKING)
RESP BID 3NT OR 3♠® |
| • SUIT LEVEL 3 | = GOOD SUIT AND GOOD HAND. |
| • 3NT | = SOL SUIT + STOP |
-

Note 49

DEFENCE AGAINST GAMBLING 3NT

2nd SEAT

- | | |
|----------|---|
| - BBLE | = 17+ OR PENALTY |
| - 4♣ | = 5.5 M S/T, 4D = INTEREST, 4H/SP = FIT MIN, 4NT = 6A |
| - 4♦ | = 5.5 M G ONLY |
| - OTHERS | = NAT |

4th SEAT

- | | |
|----------|-------------------|
| - BBLE | = 13+ OR PENALTY. |
| - 4♣ | = THE SAME |
| - 4♦ | = THE SAME |
| - OTHERS | = NAT |

DEFENSIVE AND COMPETITIVE BIDDING

Note 50

DEFENSE AGAINST 3 LEVEL PREAMPTES

3♣/♦

- 3♦/♥/♠ = GOOD SUIT , STR. (12+ GOOD 6 CARDS OR 15+ 5 CARDS)
- 4♣ = (♦+M)
- 4♦ = 2M
- 4♥/♠ = NATURAL

3♥

- 3♠ = GOOD SUIT , STR (12+ GOOD 6 CARDS OR 15+ 5 CARDS)
- 3NT = NAT (18-20)
- 4♣/♦ = NAT
- 4♥ = ♠+m
- 4NT = 2m

3♠

- 3NT = NAT.
 - 4♣/♦ = ♣/♦ + ♥
 - 4♥ = NAT
 - 4NT = 2m.
-

Note 51

DEFENSE AGAINST 2 ♥ / ♠ 2SUITER.

- X = T/O 13+ OR 19+ BAL
- 2NT = 16-18 BAL.
- L3 = GOOD SUIT, GOOD HAND.
- CUE BID = STOPPER INQ
- GAME = TO PLAY EITHER/OR
- 3NT = LONG SUIT + STOPPER.
- 4♣/♦ = 5.5 m+ OTHER M.

DEFFENSIVE AND COMPETITIVE BIDDING

Note 52

DEFENCE AGAINST NAMYATS TRF

OVER 4♣

- X = T/O WITH SHAPE , IF P FOLL BY X SRG NO SHAPE.
- 4♥ = ♠ + MINOR
- 4♠ = TO PLAY
- 4NT =Bm
- 5♣/♦ = NAT TO PLAY
- 4♦ = NAT FORCING 16+

OVER 4♦

- X = T/O WITH SHAPE , IF P FOLL BY X SRG NO SHAPE.
- 4♥ = TO PLAY
- 4♠ = ♥+ MINOR.
- 4NT = Bm
- 5♣/♦ = NAT TO PLAY

DEFFENSIVE AND COMPETITIVE BIDDING

Note 55

SCRAMBLING 2NT

N	E	S	W
	1♦	1♠	X
2♠	P	P	2NT

8 AQ74 KT3 98654

YOU NEED A 2ND ♠ TO ANOTHER X (IF PD PASS), WHY GUESS BETWEEN 3♣/♦).

N	E	S	W
		1♠	2♣
2♠	P	P	?

9 AKJ6 85 AQ8742 2NT
9 85 AKJ6 AQ8742 2NT

PARTNER CAN BID PAST 3♣ IF HE IS PREPARED FOR EITHER RED SUITS.

DEFENSIVE AND COMPETITIVE BIDDING

Note 56

GENERAL COMPETITIVE AGREEMENTS

- WE RAISE PREAMPTIVLY TO L3 WITH 4.4.3.2 SAME VUL.
- WE RAISE PREAMPTIVLY TO L3 WITH 4.3.3.3 FAVOURABLE VUL.
- DOUBLE IN COMPETITION MOSTELY PASSED WITH BALANCED.
- OVER DON'T, X BALANCED (BIDDING BASED ON IDEA OF 8 CARDS FIT).
- DECISIONS IN COMETITON MA BE BASED ON LAW OF TOTAL TRICKS SO THERE WOULD BE SOME DELAY.
- WE RAISE MINOR AGGRESSIVELY SPECIALLY IF WE HAVE SINGLE MAJOR.
N.V. WE RAISE 1♣ TO 3♣ WITH
XXXX XX KX QJXXX
XXX X JTXXX QJXX
- IF THERE IS NO GUARANTEE OF OPPONENTS FIT WE DIDN'T USUALLY BALANCE.
- CARD SHOWING X TENDS TO HAVE 2 CARDS IN OPPTS SUIT.
- WE DIDN'T TEND TO PASS PENALTY X WITH VOID.
- WE TEND TO BID 4♠ OVER 4♥ WHEN WE BELIEVE THAT THERE IS 18 TRUMPS
- WE LEAN TOWARDS BIDDING IN FREEK DEALS.
- WE DIDN'T TEND TO BID 5 OVER 5 UNLESS THERE IS HUGE NO. OF TRUMPS
- WE CONSIDER MAKING PENALTY X HOLDING 4 TRUMPS WHEN OPPTS PLAY IN 5.3 FIT
- WE LEAN TOWARDS PASSING HAVING QJX IN OPPTS SUIT BUT NOT USUALLY WITH QXX OR JXX.
- WE TEND TO BID HOLDING LONG SUITS OR VOIDS, PURE SUITS HOLDINGS AS WELL AS DOUBLE FITS.
- WE TEND TO REMOVE IN LEVEL 5 PD T/O X WHEN WE HAVE 5.5
- WE TEND TO REMOVE IN LEVEL 5 PD T/O X WITH WK 6 CARDS ONLY WHEN WE HAVE X OR 3 CARDS IN OPPTS SUIT
- REMOVING LEVEL 5 WITH 5.5 OR 5.4 STRG IS 4NT.
- WE TEND TO OPEN PREAMPTIVELY HOLDING 6.5 VERY WK HANDS.
- WHEN PD REMOVES THE X OF LEVEL 3 IN THE MIN LEVEL WE PLACE HIM WITH AXXX OR EQUIVELENT IN THE SUIT HE REMOVES TO.