

OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				WBFC Convention Card 2.18 
Aggressive 1 level, sound 2 level		Lead	In Partner's Suit		
Jump RAISE=PRE	Suit	4TH, 3RD FROM HXX, MUD	LO FROM HONOUR IF SUPP.		
New suit JUMP=FIT,INV	NT	4th, 2ND FROM BAD SUIT (4+),3RD - HXX	as above		Category: Natural - GREEN
New suit=NF over 1 level o/c. F1 over 2 -level o/c	Subseq	same			
Simple RAISE=courtesy	Other:	Vs NT, K asks CT/UB;A asks ATT			
cue = 3 card raise, 2nt = 4 card raise, mixed raise below 3M					Country: Pakistan
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				Event: OPEN
15+-18+HCP	Lead	Vs. Suit	Vs. NT		Players: sarfaraz ahmed khan and rashid jafer
4 suit transfers	Ace	AKJ10(+), AKx(+)	AKx(+)		SYSTEM SUMMARY
	King	AK, KQ(J/10)x(+), KQx(+)	AKJ10(+), KQ109(+),		GENERAL APPROACH AND STYLE
	Queen	AQJx(+), QJx(+)	KQx(+), QJx(+)		1NT resp:semi-F/1M
	Jack	J10, J10x(+),	J10, J10x(+), KJ10x(+)		5-card M
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+), 109, H109x(+)	109, 109x(+), H109x(+)		
1-Suit: PRE	9	9x, 98x(+)	9x,		
2-Suit: michaels and unusual nt (2 lowest suits), either weak or strong.	Hi-x	HxS, HxxS, Sx, xSx	HxS, HxxS, Sx, xSxx		
	Lo-x	HxS, HxxS, Sx, xSx	HxS, HxxS, xSxx		1NT Openings: 14+-17 HCP
Reopen: unusual	SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Response:GF OVER MAJOR UNLESS MINOR IS REBID
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(1M) - 2M : OM + m	Suit:1st	Hi=ENCRG	Hi/lo=E	Hi=DISCRG	2 ♠ : WEAK IN ONE MAJOR (4 - 7HCP, COULD BE 5 CARDS)
(1m) - 2m: ♥ + ♠ (54+);	2nd	Hi/lo=E	S/P	Hi/lo=E	2M = 8 - 11 HCP, NATURAL SIX CARDS
	3rd	S/P		S/P	BAD-GOOD 2NT
	NT: 1st	same as above	same as above	same as above	BERGEN FOUR-CARD RAISES OF 1M
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	same as above	same as above	same as above	COMPETITIVE 2NT =LIMIT OR + RAISE WITH 4 TRUMPS OVER M '
against strong nt - dbl : h+m, 2 ♣ : majors, 2 ♠: ♦ + ♠, 2M : nat	3rd	same as above	same as above	same as above	COMPETITIVE CUE=LIMIT OR + RAISE WITH 3 TRUMPS OVER M '
against wk nt - dbl : 14+ hcp, 2 ♣ : majors, 2 ♠ : ♦ + M, 2M : nat	Signals (including Trumps): Trumps:Hi-lo shows interest in ruff				FIT-SHOWING JUMPS (FIT) ... IN COMPETITION AND AFTER
	REMAINDER COUNT=STND				PASSED HAND UNCONTESTED
	SMITH SIGNAL vs NT, hi = encrg original lead				LEBENSÖHL-SLOW SHOWS
	Trumps:Hi-lo is S/P				
	DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
3M - 4m = m + OM	1m-(DBL)-1M-(2M)=NAT				
3m - 4Om = Om +M	SCRAMBLING 2NT				
3m - 4m = Majors,					
3M - 4M = single suit hand.					SPECIAL FORCING PASS SEQUENCES
2M - 4m = m + OM	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1NT-(DBL)-RDBL:F
VS. ARTIFICIAL STRONG OPENINGS	1 ♣ - (1 ♦) - DBL: 4 + cards in both Ms				Pass=F when: IF WE BID GAME BASED ON HIGH CARDS
Vs 1 ♣ : dbl = majors, 1 nt = minors	1m - (1 ♥) - DBL: exactly 4 ♠				AND OPPS SAVE. OR IF WE CUE BID AND BID GAME
Vs 2 ♣:: dbl = clubs, 2 NT = minors, 3♣ ♠: majors	NEG DBL THRU: 4 ♥				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	SUPP DBL THRU 2 ♠				ebensohl, checkback, rev drury.
OVER OPPONENTS' TAKE OUT DOUBLE					
1-level = F1 by unpassed					Psychics: Rare
2nt = limit or better.					
ump in new suit is preemptive natural if unpassed	DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS
if pass hand, jump in new suit is fit showing					

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4 ♠	3 if 4-3-3-3 Or 4423.), 9-22 hcp, (11)12-14	inverted. 2 ♦ / ♥ / ♠ : GF single suited. see Note 1	see Note 1, 3 and 7	fit showing jump
1♣				/ 18-19 hcp if balanced			
1♦		3	4 ♠	9-22 hcp, (11)12-14 /	inverted.2 ♦ / ♥ / ♠ : GF single suited. See note 2.	see Note 2, 3 and 7	fit showing jump
1♦							
1♥		5 / 4+in 3/4	4 ♠	9-22 hcp, (11)12-14 / (17)18-19 hcp if bal	acb 2nt, bergen raises. see note 4	see note 4 and note 6	rev drury, fit showing jumps,2NT: minors
1♠		5 / 4+in 3/4	4 ♥	9-22 hcp, (11)12-14 / (17)18-19 hcp if bal	acb 2nt, bergen raises. see note 5	see note 5 and note 6	rev drury, fit showing jumps, 2NT :minors
1NT				(14)15-17 hcp, may have 5 c major, 6 c	2 way staymen, 3x is nat slam try, 2nt : trfr to club.	see note 8	
1NT				minor or singleton honour			
2♣		0		strong hcp atleast 22/tricks (at least 9)	2 ♦ : 0-7 bal or 0-5 unbalanced. Note 9	2c - 2d - 2H :gf in hearts or bal 24 +	
2♦		0		3 - 7 hcp with one major(5+)	2M/3M/4H : p/c. 2nt : inquiry see note 10.	over dbl, xx :ask suit, pass : to play, new suit: nat.	6+ cards, 11-13 hcp
2♥		6		8 - 11 hcp natural	2nt=inquiry, simple raise = preempt, see note 11.		6+ cards, 11-13 hcp
2♠		6		8 - 11 hcp natural	2nt=inquiry, simple raise = preempt, see note 12.		6+ cards, 11-13 hcp
2NT				(19)20-21 hcp, may have 5 c major, 6 c	STAY, 3 ♠=MINOR SUIT STAY, 4x = slam int in 2 under		
2NT				minor or singleton honour	see note 13.		
3♣		6		Pre-empt, const.in 2nd and agg. in 1st / 3rd.	New Suit=F1		
3♦		6		Pre-empt, constructive in 2nd and aggressive in 3rd.	New Suit=F1		
3♥		6		Pre-empt, aggressive	4 ♣ : ask hand quality, 4 ♦ : ask suit quality		
3♠		6		Pre-empt, aggressive	4 ♣ : ask hand quality, 4 ♦ : ask suit quality		
3NT				GAMBLING no outside k or ace. solid minor			
4♣		0		preempt in hearts with one loser suit			
4♦				preempt in hearts with one loser suit			
4♥				Pre-empt, aggressive			
4♠				Pre-empt, aggressive			
4NT				Specific aces			
5♣				to play			
5♦				to play			
5♥				Raise once for each AK trumps			
5♠				Raise once for each AK trumps			
5NT							

HIGH LEVEL BIDDING

1st + 2nd round equally

5NT: GSF

RKCB DOPI

RKCB-1430

PASS, then pull is SLAM TRY

Note 1:**RESPONSES TO OPENING 1♣**

1♦:	4+ cards, 5+ hcp
1♥:	4+ cards, 5+ hcp
1♠:	4+ cards, 5+ hcp
1 NT:	6-10 hcp
2♣:	4+ cards, at least invitational
2♦:	Single-suited hand with a good suit (6+ cards), game forcing. Hx/xxx to support.
2♥:	Single-suited hand with a good suit (6+ cards), game forcing. Hx/xxx to support.
2♠:	Single-suited hand with a good suit (6+ cards), game forcing. Hx/xxx to support.
2 NT:	11-12 hcp with 4 card in diamonds.
3♣:	Pre-empt, aggressive
3♦:	Void, game forcing with 4+ clubs
3♥:	Void, game forcing with 4+ clubs
3♠:	Void, game forcing with 4+ clubs
3 NT:	13-15 hcp, normally 3-3-4-3 with 4 card diamonds
4♣:	Pre-empt
4♦:	Pre-empt
4♥:	To play
4♠:	To play
4 NT:	Blackwood, 4-aces

NOTE:

1♣ - 1♦	
1♥/♠:	Unbalanced, at least 4-5 (does not apply if responder has passed originally)
1♣ - 1♦	
1 NT:	Balanced, may have 4 card major
1♣ - 1♥/♠	
1 NT - 2♣:	Check-back
2♦:	To play (5/6d with 4M)
3♣:	To play
3♦:	5-5, invitational
3♥:	5-5, invitational
3♠:	Splinter with clubs
4♣:	Invitational to 5♣ with 5 (6) card clubs and 5 card major
1♣ - 1♥/♠	
2♣ - 3♦/♥:	Splinter
1♣ - 3 NT	
4♥/♠:	Shortage (singleton or void)
1♣ - 1 NT	
2♦:	Reverse strength
2♥:	Maximum with a club fit
2♠:	Maximum with a diamond fit
2 NT:	Minimum with a no trump hand
3♣:	Minimum with a club fit
3♦:	Minimum with a diamond fit

Note 2:**RESPONSES TO OPENING 1♦**

Same principles as for opening 1♣.

NOTE:

- | | |
|------------|---|
| 1♦ - 3♣: | Void |
| 1♦ - 4♣: | Pre-empt |
| | |
| 1♦ - 1♥/♠ | |
| 1 NT - 3♣: | To play |
| | |
| 1♦ - 1♠ | |
| 2♣ - 3♥: | 5-5, invitational (jump in 4 th suit at the 3-level) |
| | |
| 1♦ - 1♠ | |
| 2♦ - 3♥: | Splinter |
| | |
| 1♦ - 3 NT | |
| 4♥/♠: | Shortage (singleton or void) |
| | |
| 1♦ - 1 NT | |
| 2♣ - 2♥: | Good raise to 3♣ with hearts honour(s) |
| 2♠: | Good raise to 3♣ with spades honour(s) |
| 2 NT/3♦: | Natural game invitational |
| | |
| 1♦ - 2♣ | |
| 3♥/♠: | Splinter but does not promise extras. Reverting to 4♣ is not forcing. |

Note:

- | | |
|------------|--|
| 1♣ - 1M | |
| 4♣: | 6♣ (AKQ) + 4M (headed by honour), up to 14 hcp. |
| 4♦: | 6♣ (AKQ) + 4M (headed by honour), at least an A more than opening. |
| | |
| 1♦ - 1M | |
| 4♦: | 6♦ (AKQ) + 4M (headed by honour), up to 14 hcp. |
| 4♣: | Splinter. |
| | |
| 1m - 1♥ | |
| 3♥ - 3♠: | Art. Slam try with balanced hand. |
| - 3NT/4om: | Slam try with ♠/om singleton |
| - 4m: | Slam try with m singleton. |
| | |
| 1m - 1♥ | |
| 3♥ - 3♠ | |
| 3NT: | ♠ singleton. |
| 4♣: | 6♣ + 4♥ |
| 4♦: | ♦ singleton |
| 4♥: | 16 – 18 hcp with 5 – 4- 2- 2- or balanced (17) – 18 hcp |
| | |
| 1m - 1♠ | |
| 3♠ - 3NT: | Art. Slam try with balanced hand. |
| - 4m: | Slam try with m singleton or void. |
| - 4om/4♥: | Slam try with om / ♥ singleton or void. |
| | |
| 1m - 1♥ | |
| 1NT - 2♠: | Slam try with 6 ♥ + 4 (5) ♠ |

Note 3:**INVERTED MINOR**

1♣ - 2♣	
New suit:	Natural, game forcing (NB: A relay, here 2♦, can be 18-19 NT!)
2 NT:	13-14 hcp, balanced
3♣:	Weak hand, balanced or unbalanced
Jump:	Splinter (singleton or void), some extras, but not game forcing
Double jump:	Void
3 NT:	To play
4♣	RKCB

A jump to 4 in the opening suit after inverted minor is Roman Key Card Blackwood from both hands.

NOTE:

1♣ - 2♣	
2♦ - 2♥:	Asks if 2♦ is natural or 18-19 NT
2♠:	Singleton spades
2 NT:	18-19 NT
3♣:	2-2-4-5
3♦:	5 card diamonds and 6 card clubs
3♥:	Singleton hearts
3♠:	Void
1♦ - 2♦	
2♥ - 2♠:	Asks if 2♥ is natural or 18-19 NT
2 NT:	18-19 NT
3♣/♠:	Singleton clubs / spades
3♦:	2-4-5-2
3♥:	5 card hearts and 6 card diamonds
1♣ - 2♣	
2x/3♣ - 3♦:	2-2-(4-5), looking for best game (or slam)
3♥/♠:	Singleton, looking for best game (or slam)

NOTE:

1♣/♦ - 2♣/♦	
2♦/♥ - 2♥/♠	
2 NT - 3♦/♣:	2-2-(4-5), looking for best game (or slam)
3♥/♠:	Singleton, looking for best game (or slam)

If opponents interfere at the 2- or 3-level after inverted minor:

Pass:	Minimum or hoping to double the opponents
Bidding:	Not minimum, at least two cards in the opponent's suit
Doubling:	Singleton in the opponent's suit, don't need extras

When the opponents interfere, a cue-bid of the opponent's suit will be "inverted minor". It promises at least four cards in partner's suit and is at least game invitational.

A jump to 4 in the agreed minor suit from both players is RKCB.

Double of the opponent's suit from the opener still shows a singleton!

If the opponents interfere at the 4-level, double is penalty (a warning against bidding on).

We don't use forcing pass after inverted minor, it only applies when the game force is established (same principle as after Jacoby).

Note 4:**RESPONSES TO OPENING 1♥**

1♠:	4+ cards, 5+ hcp
1 NT:	5-12 hcp, not 4 card spades
2♣:	Natural, game forcing if not a rebid of 3♣
2♦:	Natural, game forcing if not a rebid of 3♦
2♥:	3+ cards, (6) 7-10 hcp
2♠:	Single-suited hand with a good suit (6+ cards), game forcing. Hx/xxx to support.
2 NT	Jacoby, game forcing
3♣:	4 + cards, 10-12 hcp
3♦:	4 + cards, 7-9 hcp
3♥:	4 + cards 0-5 hcp
3♠:	Void, 10 – 13 hcp
3 NT:	13-15 hcp, 3-3-(3-4)
4♣:	Void, 10 – 13 hcp
4♦:	Void, 10 – 13 hcp
4♥:	Pre-empt
4♠:	To play
4 NT:	Blackwood, 4-aces

Special positions:

1♥ - 1♠	
2♥ - 3♥:	Game invitational
1♥ - 2♣/♦	
2♥ - 3♥:	guaranteed 8 card fit, gf, not necessarily big hand. Serious 3nt applies
1♥ - 2♣	
2♥ - 4♣:	Slam try with clubs
1♥ - 2♣	
3♥ - 3♠:	Control-bid with hearts (always)
1♥ - 2♣	
3♥ - 4♣:	Control-bid, denies a spade control
1♥ - 2♦	
3♥ - 4♣:	Control-bid, denies a spade control
1♥ - 2m	
3m :	4 + cards or 3 + with at least a K extra
1M - 2m	
3m - 3M:	guarantees 8 card fit in M. serious 3nt applies
1♥ - 2♦	
3♦ - 3♠:	Asks for a spade stopper NB! 4♦ from partner can be passed (applies also in similar positions)
1♥ - 2♣/♦	
3♠:	Splinter, shows extras (since splinter bid over 3M level)
1♥ - 3 NT	
4♣/4♦/4♠:	Shortage (singleton or void)

Note 4 cont.

1♥ - 2♥

3♠/4♣/4♦: Slam Try with second suit which has source of tricks. Follow up 4nt is Double key card

1♥ - 2♥

2♠: Short suit game try.

1♥ - 2♥

2♠ - 2NT/3♣/3♦: Not accepting game try if short suit is ♠/♣/♦

1♥ - 2♥

2NT/3♣/3♦: Long suit game try with ♠/♣/♦

1 M - 3 ♣

3♦: Game try

When the responder has passed, we play 2 way reverse drury.

When the responder has passed originally, 2 NT shows at least 5-5 in the minors over a major opening!

Note 5:

RESPONSES TO OPENING 1♠

Same principles as for opening 1♥.

NOTE:

1♠ - 2♣/♦
3♦/3♥: Splinter, does not promise extras

Special positions:

1♠ - 2♣/♦
3♣/♦: 4 + cards or 3 + with at least a K extra

1♠ - 2♥ Natural, game forcing.
3♥: Extras. 3♥ is stronger than 4♥ here (opener can have singleton if 3 card hearts).
4♣/♦: Splinter with at least 4 card trump support
4♥: 11 – 14 hcp balanced hand with 3 card support.

1♠ - 2♥
3♥ - 3♠: A/K/Q of ♠
3 NT: Serious slam try

1♠ - 1 NT
2♥ - 2 NT: Forcing till 3M.
3♣/♦: Sign off in respective suit.
3♠: Invitational with 3 card spades (normally 3-3-(3-4))

1♠ - 1NT
2♥ - 3♥: Courtesy raise
4♥: Distributional raise

1♠ - 1 NT
2♥ - 2 NT:
3x : Opener describes his hand.

1♠ - 1 NT
2♥ - 2 NT:
3x - 3♥: Good raise. Invitational.

1♠ - 2♣
2♦ - 3♠ Good 5 card ♣ with 4 card ♠

1♠ - 2♣
2♦ - 4♠ Picture jump. Denies 1st /2nd control in unbid suits.

1♠ - 2♠
3♣/♦/♥: Long suit game try.

1♠ - 2♠
2NT: Short suit game try. Responder will bid the suit in which he does not accept game try.

Note 6:

JACOBY

1♠ - 2 NT	
3♣:	Natural, not minimum (less than a 7-losers hand)
3♦:	Natural, not minimum (less than a 7-losers hand)
3♥:	Natural, not minimum (less than a 7-losers hand)
3♠:	Minimum (7-losers hand or more, unbalanced / (11)12-14 hcp balanced)
3 NT:	18-19 hcp, balanced
4♣:	Void, don't promise extras
4♦:	Void, don't promise extras
4♥:	Void, promise extras
4♠:	Void in heart, minimum
1♠ - 2 NT	
3 x - 3♠:	Asks for singleton. 3 NT denies a singleton, but not the worst hand, which is 4♠. 4 x shows concentrated values with 5-2-2-4.
3 NT:	Asks for real control (not singletons), shows "some" values (a light slam-try)
3 y/4 y:	Singleton
4 x:	Singleton. (Also applies in this sequence: 1♠ - 2 NT - 3♥ - 4♥!)

If the opponents interfere after 1♥ and 1♠:

2 NT by responder is showing 4 + card fit and 10 + Hcp.

Cue bid at the 2 or 3 level below 3 of M is 4 card fit with 10 + Hcp.

A jump to the 3-level in openers suit is pre-emptive (aggressive, less than 6 hcp).

A jump to the 4-level in openers suit is pre-emptive. Forcing pass is not established regardless of the vulnerability.

NOTE:

1♠ - (pass) - 2 NT - (3 x) -	
Pass:	«Normal» opening or a wish to penalize the opponents
Double:	Singleton in opponent's suit, do not need extras (also applies after an overcall of a suit below ours on the 4-level)
3 y:	Natural, not minimum (less than a 7-losers hand), denies singleton in the opponent's suit
3♠:	Totally minimum
3 NT:	18-19 hcp
4-level without a jump:	Natural, not minimum (less than a 7-losers hand), denies singleton in the opponent's suit
4 in the opponent's suit:	Void, do not need extras
4 in new suit with jump:	Void, do not need extras

We use forcing pass after game forcing Jacoby

NOTE:

pass - 1♥/♠	
2 NT:	Both minors (at least 5-5)

Note 7:

CHECK-BACK STAYMAN

1x - 1♥/♠
1 NT - 2♣: Always Check-back Stayman (at least game invitational)

1♣ - 1♥
1NT - 2♣
2♦ - 3-2-4-4 minimum
2♥: 3-3-3-4 / 2-3-4-4 / 4-3-2-4/4-3-3-3-, minimum
2♠: 4-2-3-4, minimum
2 NT: 3-2-4-4, maximum
3♣: 3-2-3-5, minimum
3♦: 2-3-3-5/ 3-3-2-5, minimum or maximum
3♥: 3-3-3-4 / 2-3-4-4 / 4-3-2-4/4-3-3-3, maximum
3♠: 4-2-3-4, maximum
3 NT: 3-2-3-5, maximum

Special positions:

1♣ - 1♠
1 NT - 2♣
2♦: 2-3-4-4, minimum
2♥: 2-4-3-4, minimum
2♠: 3 card spades, minimum
2 NT: 2-3-4-4, maximum
3♣: 2-3-3-5, minimum
3♦: 3-(3-2) -5, minimum or maximum
3♥: 2-4-3-4, maximum
3♠: 3 card spades, maximum 3-(4-2)-4
3 NT: 2-3-3-5, maximum

1♣ - 1♠
1 NT - 2♣
2♦ - 2♥: Natural forcing
1♣ - 1♠
1 NT - 2♣
2♥ - 2♠: 6 card (good 5 card) spades, invitational
2 NT: Bad 5 card spades, invitational
3♣: Natural looking for best game, could be slam interest.
3♦: Natural looking for best game, could be slam interest(at least 5 card diamonds)
3♥: Natural, balanced slam try
3♠: 6 card spades, forcing (may be looking for best game)

1♣ - 1♠
1 NT - 2♣
2♠ - 2 NT: Forcing, balanced (5 card spades). Searching for the best game
3♣: Natural, slam try
3♦: Side suit (trial-bid), game or slam try
3♥: Side suit (trial-bid), game or slam try
3♠: Slam try, balanced
3 NT: "To play" with 5 card spades

Note 7 cont.

1♣ - 1♠	
1 NT - 2♣	
2 NT - 3♣:	Natural looking for best game, could be slam interest
3♦:	Side suit, looking for best game, could be slam try
3♥:	Side suit, slam try
3♠:	5+ cards, forcing (may be looking for the best game)
4♣:	Splinter (singleton or void), slam try in spades

NOTE:

1♣ - 1♠	
1 NT - 2♣	
3♥ - 4♦:	Slam try with diamonds
4 NT:	RKCB with hearts

NOTE:

1♥ - 1♠	
1 NT - 2♣	
2♦:	2-5 in the majors, minimum
2♥:	2-5-3-3, with good 5 card ♥, minimum
2♠:	3-5-(3-2), minimum
2 NT:	2-5 in the majors, maximum
3♣:	3-5-2-3, maximum
3♦:	3-5-3-2, maximum
3♥:	2-5-3-3 with good 5 card ♥, maximum

Rebid of 2 NT

1♣ - 1♦	
2NT- 3♣	Always check back
3♦:	Forcing , Natural
3♥/♠:	Feature in support of clubs.
1♣/♦ - 1♥/♠	
2NT -3♣	Check back
3♦:	Fit for openers minor
3♥/♠:	Natural, forcing
1♣/♦ - 1♠	
2NT - 3♥:	5-5 at least with slam ambitions
1♣ - 1♥	
2NT- 3♠:	5 (6) ♥ / 4 ♠ slam ambitions
1♣ - 1♦	
2NT -3♣	
3NT:	5♣ +3♦

Note 8:

RESPONSES TO OPENING 1 NT

2♣:	Stayman
2♦:	GF stayman
2♥:	Weak sign off
2♠:	Weak sign off
2 NT:	Transfer to 3♣ for ♣ / ♦ sign off or GF with both minors.
3♣:	Slam invitational
3♦:	Slam invitational
3♥:	Slam invitational
3♠:	Slam invitational
3 NT:	To play
4♣:	Both majors, mild slam try
4♦:	Transfer to hearts
4♥:	Transfer to spades
4♠:	Freak hand with both minors, no slam interest.
4 NT:	Quantitative

Special conventions:

1 NT - 2♣	
2♦ - 2♥:	Pick a major (pass if 3-3), either weak with 4-4/5-4 or very mild inv with ♥
2♠:	Mild invitation with 5 card spades
2 NT:	Invitational (does not promise a major suit but can have 4/5 M)
3♣:	Invitational with 6+
3♦:	Invitational with 6+
3♥:	Invitational with 6+
3♠:	Invitational with 6+

1 NT - 2♣	
2♦ - 2 NT	
3M:	Accepting invitation and showing 3 card M

1NT - 2NT	
3♣ - 3M:	5/4 in minors, singleton M, 3 OM, GF.
- 3NT:	5/5 in minors

Note 8 cont.

PULLING 1 NT DOUBLED

Redouble:	Shows a long unknown suit. Forcing partner to bid 2♣, which could be corrected
Direct bid:	Shows the bid suit and the touching higher ranked suit Example: 2♣=♣+♦, 2♦=♦+♥, 2♥=♥+♠, 2♠=♠+♣
Pass:	Asks for a redouble. After that you can show ♦ and ♠ by bidding 2♦ and ♣ and ♥ by bidding 2♣.

OVERCALLS FROM OPPONENTS OVER OPENING 1 NT

Negative doubles at the 2-level, strength showing doubles at 3- and 4-level.

A bid of a suit on the 2-level is natural, not forcing.

2 NT is lebensohl, slow shows

A bid at the 3-level is forcing.

If an overcall shows another suit(s) than the suit bid, a double shows interest for penalising the opponents in at least one suit. The double promises at least a game invitational hand, and sets up forcing pass to 2 NT.

1 NT - (2♣*) - 2♥/♠: Forcing game, shows a stopper in ♥/♠ and is looking for 3 NT
*Both major

Note 9:

RESPONSES TO OPENING 2♣

2♦:	0-5 hcp unbalanced or 0-7 hcp balanced
2♥:	5+ cards, 6+ hcp
2♠:	5+ cards, 6+ hcp
2 NT:	8+ hcp, balanced (not 5 card minor with an honour)
3♣:	5+ cards, 6+ hcp
3♦:	5+ cards, 6+ hcp
3♥:	6+ cards, semi-solid (KQJ10xx) heart suit without side strength
3♠:	6+ cards, semi-solid (KQJ10xx) spade suit without side strength
3 NT:	Solid 6+ card suit without side strength

2♣ - 2♦	
2♥:	5+ cards game forcing or balanced 25 + hcp.
2♠:	5+ cards, forcing
2 NT:	(21)22-24 hcp, balanced (same shape as 1 NT opening)
3♣:	5+ cards, game forcing
3♦:	5+ cards, game forcing
3♥:	Sets hearts as trump, asks for control-bid (1 st or 2 nd round control)
3♠:	Sets spades as trump, asks for control-bid (1 st or 2 nd round control)
3 NT:	8 – 8.5 tricks with a long minor, 17 – 20 hcp.

NOTE:

2♣ - 2♦	
2♥ - 2♠:	Relay
2NT:	Balanced 25-26 Hcp
3♣:	5 + ♥ / 4+ ♣ GF.
3♦:	5 + ♥ / 4+ ♦ GF.
3♥:	6+ ♥ GF.
3♠:	5 + ♥ / 4+ ♠ GF.
3NT:	27 + HCP Balanced.

2♣ - 2♦	
2♥ - 2♠	
3NT - 4♣:	Range inquiry
- 4♦:	Transfer to ♥
- 4♥:	Transfer to ♠
- 4♠:	Transfer to ♣, for ♣ or ♦ strain.
- 4NT:	Asking for minor suit preference.

2♣ - 2♦	
2♠ - 3♣:	“Second negative” shows 0-3 hcp. Second negative applies after opener bids 2♠ over 2♦, even if you have a fit for the 2♣ opener’s suit.

2♣ - 2♦	
2♠ - 3♣	
3♠:	Non forcing.

Note 9 cont.

2♣ - 2♦	
2 M - 3 M:	Promise 1 st or 2 nd round control, 3+ card support and 4-7 hcp
4♣/♦:	Splinter
2♣ - 2♦	
3♣ - 3♦:	Artificial asking bid for 4 card major (or want a no trump contract to be played from the strong hand)
2♣ - 3♣	
3♦:	Artificial asking bid for 4 card major.
2♣ - 2x/3x	
4♠/♥:	Natural, approximately nine tricks
2♣ - 2♦	
2 NT -	Same system as after opening 2 NT
2♣ - 2 NT	
3♣:	Baron. It may be a natural bid, but then the club suit can be repeated.
2♣ - 2♦	
3 NT - 4♣:	Interest in slam opposite partners minor.
4♦:	♦
4♥/♠	Control bid with ♣ suit

Special positions:

2♣ - 3 NT	
4♣:	Asks for singleton
4♦:	Asks for suit (4 NT shows diamonds)
4 NT:	Asks for length (5♣=6, 5♦=7, 5♥=8...)

After 2♣ is doubled:

Pass:	0-5 hcp unbalanced or 0-7 hcp balanced
Redouble:	Want to play 2♣ redoubled
2♦:	5+ card diamonds, 6+ hcp

Opponents interfere over 2♣:

Pass:	Forcing pass; 5+ hcp, may be interested in penalizing the opponents
Double:	0-4 hcp

Note 10:

RESPONSES TO OPENING 2♦

- | | |
|----------|---|
| 2♦ - 2♥: | Pass or correct to 2♠ |
| 2♠: | Pass or correct to 3♥* |
| 2 NT: | Asking |
| 3♣: | To play (bid only with maximum and support) |
| 3♦: | To play (bid only with maximum and support) |
| 3♥: | Pass or correct to 3♠ |
| 3♠: | Pass or correct to 4♥ |
-
- | | |
|-----------|---------------------|
| 2♦ - 2 NT | |
| 3♣: | Maximum |
| 3♦: | Minimum with hearts |
| 3♥: | Minimum with spades |
-
- | | |
|-----------|--------------------------------------|
| 2♦ - 2 NT | |
| 3♣ - 3♦: | Asking for which suit (bid opposite) |
-
- | | |
|-----------|--|
| 2♦ - 2 NT | |
| 3♣ - 3♦ | |
| 3♥: | 5/6 card spades (3♠ asks, and 3 NT shows 5 card) |
| 3♠: | 6 card hearts |
| 3 NT: | 5 card hearts |
-
- | | |
|-------------|-----------------|
| 2♦ - 2 NT | |
| 3♣ - 3♥/3♠: | Natural forcing |
-
- | | |
|-----------|-----------------|
| 2♦ - 2 NT | |
| 3♦ - 3♠: | Natural forcing |
-
- | | |
|----------|---------------------------------|
| 2♦ - 4♣: | Natural, asking for control-bid |
| - 4♦: | Natural, asking for control-bid |
-
- | | |
|-----------------|--------------------------|
| 2♦ - (x) - 2 M: | Shows a suit of your own |
| - xx: | Asks for partner's suit |
| - pass: | Diamond suit |

*After 2♦ - 2♠ you show shortage with 3♣ and 3♦. A 2 NT bid shows shortage in spades or a balanced hand with maximum. 3♣ asks for which type of hand. 3♦ shows singleton spades, 3♠ shows void in spades and 3♥ shows a balanced hand with maximum.

Note 11:**RESPONSES TO OPENING 2♥**

2♠:	Natural, constructive
2 NT:	Asking
3♣:	Natural, forcing
3♦:	Natural, forcing
3♥:	Pre-empt
3♠:	Splinter, slam try
3 NT:	To play
4♣:	Splinter, slam try
4♦:	Splinter, slam try
4♥:	To play, pre-empt, no forcing pass
4♠:	To play
4 NT:	Blackwood, 4-aces
2♥ - 2 NT	
3♣:	Shortage
3♦:	Shortage
3♥:	Minimum with no shortage
3♠:	Shortage
3 NT:	Maximum with no shortage (2-6-3-2)
4♣:	6-5
4♦:	6-5
2♥ - 2 NT	
3♣/3♦ - 3♥:	Invitational
2♥ - 2 NT	
3♥ - 3♠:	Natural, forcing
3 NT:	Suggestion to play
4♣/4♦:	Control bid

Note 12:

RESPONSES TO OPENING 2♠

2 NT:	Asking
3♣:	Natural, forcing
3♦:	Natural, forcing
3♥:	Natural, forcing
3♠:	Pre-empt
3 NT:	To play
4♣:	Splinter, slam try
4♦:	Splinter, slam try
4♥:	To play
4♠:	To play, pre-empt no forcing pass
4 NT:	Blackwood, 4-aces

2♠ - 2 NT	
3♣:	Shortage
3♦:	Shortage
3♥:	Shortage
3♠:	Minimum with no shortage
3 NT:	Maximum with no shortage (2-6-3-2)
4♣:	6-5
4♦:	6-5
4♥:	6-5

2♠ - 2 NT	
3♣/3♦/3♥ - 3♠:	Invitational

2♠ - 2 NT	
3♠ - 3 NT:	Suggestion to play
4♣/4♦/4♥:	Control bid

Note 13:**RESPONSES TO OPENING 2 NT**

3♣:	Stayman
3♦:	Transfer to hearts
3♥:	Transfer to spades
3♠:	At least 4-4 in the minors, game forcing
3 NT:	To play
4♣:	Slam try with hearts.
4♦:	Slam try with spades
4♥:	Slam try with clubs
4♠:	Slam try with diamonds
4 NT:	Quantitative; invitational to 6 NT. If accepting, opener will introduce 4 card suits (baron) at the 5 level and 5 card suit at the 6 level.
5♣:	To play
5♦:	To play

STAYMAN

2NT - 3♣	
3♥ - 3♠:	Slam try in ♥
4m:	Natural forcing with the minor (usually also 4 card spades)

2NT - 3♣	
3♠ - 4♥:	Slam try in ♠
4m:	Natural forcing with the minor (usually also 4 card hearts)

2 NT – 3♠

2 NT - 3♠	
3 NT:	May have 4 card minor if honour concentration in the majors
4♣:	4+ card clubs
4♦:	4+ card diamonds
4M:	4/4 in the minors, 3cards in the M

TRANSFERS

After transfers over 2 NT, 4 in the minor is natural.

2 NT - 3♦	
3♥ - 4♣	
4♦:	Control-bid with clubs as trump
4♥:	To play
4♠:	Control-bid with clubs as trump
4 NT:	RKCB with hearts as trump

2 NT - 3♦	
3♥ - 3♠:	Natural forcing (4-5+)
4♣:	Slam try with hearts as trump
4♦:	Slam try with spades as trump
4 M:	Minimum

Note 13 cont.

NOTE:

- 2 NT - 3♦
3♠: Control-bid with hearts as trump
- 3 NT: New transfer (to 4♥)
- 2 NT - 3♥
4♣/♦: Control-bid with a good hand plus fit in spades
- 4♦/♥: Control-bid (no new transfer here)
- 2 NT - 3♦/♥
3 NT: Singleton in partner's suit, does not promise maximum

RESPONDER HAS BOTH MAJORS

- 2NT - 3♣
3♦ - 4M: 6M / 4oM –game interest
- 2NT - 3♣
3♦ - 3M: 5M / 4oM
3NT - 4M: 6M / 4oM – slam interest
- 2NT - 3♣
3♦ - 3♠
3NT-4♥: 5♥/5♠ slam interest
- 2NT - 3♥
3♠ - 4♥: 5♥/5♠ game interest

SINGLE SUITED SLAM TRY

- 2NT - 4♣: Slam try in ♥
4♦: Interest in ♥ slam
4♥: Minimum
4NT: Max but singleton ♥
- 2NT - 4♦: Slam try in ♠
4♥: Interest in ♠ slam
4♠: Minimum
4NT: Max but singleton ♠
- 2NT - 4♥: Slam try in ♣
4♠: Interest in ♣ slam
4NT: Max but singleton ♣
5♣: Minimum
- 2NT - 4♠: Slam try in ♦
4NT: Max but singleton ♦
5♣: Interest in ♦ slam
5♦: Minimum

NB! If opponents interfere over 2 NT, we use strength showing (negative) doubles!

