

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Vul sound overcalls. Non-vul can be min 5+ HCP.Simple raise=nf.
New suit by partner =nf and nat. Cue=forcing 1round. Implies support but not confirms.
Jump shift by partner at 2 level=nat and forcing. At 3 level, is Fit Showing and natural
Jump raises are preemptive in nature.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd =15-18. Cue = stayman and GF. Jump in new suit is inv. Simple new suit=NF. 2NT is inv.
4 th : 9-13 HCP. 2C by partner is range inquiry. 2NT rebid, or 3M is max
JUMP OVERCALLS (Style; Responses; Unusual NT)
Wk. 6+ cards. Over 1M 2NT is minors, over 1m, 2NT is H + other Minor.Over 1m(nat3 card), 3 of same is nat. 1M-3M NT inquiry
Reopening Jump=opening hand with 6+ cards. 4 th position 2NT=19/20 HCP
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M-3M= NT inquiry. 1m-3m (if nat)=nat . Simple cue=Michaels.
VS. NT (vs. Strong/Weak; Reopening;PH)
Against weak NT, Capp all positions. Against Strong NT, Dbl=C, rest normal Capp, all positions.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over wk 2s, dbl=T/O. Now Lebensohl after direct dbl.
Leaping Michaels. Cue is NT probe.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against 1C: Dbl=majors, 1NT =minors.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th Best	Low from 3 small	
NT	4 th best	Low from 3 small	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AK	
King	KQ, Kx	AKJ10, KQ9	
Queen	QJ, Qx	KQ10, QJ10, QJ9,	
Jack	J10, Jx	AJ10, KJ10, J109, J108	
10	109, 10x	A109, K109,Q109,1098	
9	K98,Q98,J98,98, 9x	A98,K98,Q98,J98,98,	
Hi-X	2 small, or 2 nd from 4 small	Could be from 3 small.	
Lo-X	Usually min 3 card H suit.	Same as for Suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Natural	Natural
Suit 2	Suit Pref		
3			
1	Attitude	Natural	Natural
NT 2	Suit Pref		
3			
Signals (including Trumps): Suit Preference/hi-lo desire to ruff. Smith on occasions.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape T/O dbls with as little as 10HCP. Cheapest response weak.Jump=inv. Reopening Dbl=11+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Cooperative, Negative, Lightener.			
Rdbl over opps' T/O Dbl=9+ HCP.			

W B F CONVENTION CARD
CATEGORY: Bermuda Bowl Open
NCBO: Pakistan Bridge Federation
PLAYERS: Tahir Masood --- Javed Ahmed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard American with variations. 5 card majors, variable Notrump, 2 way Stayman, weak 2D/H/S
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES: RKC 0314, Specific Kings, DOPI
Rdbl=9+ HCP, usually denies fit. New suit at 1 Level=1RF. At 2 level, nf. Raise is nf. Jump raise=weak. 2NT=limit raise.		
4m = splinter.		
		PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4H	Natural. 10+ HCP.	New suit =1RF by UPH.Raise natural, min 4 cards.	If non-vul, rebid of NT at cheapest level=15-17. See notes.	Jump to 2M=fit showing
					1NT=6-9HCP, denies a major.		
1♦		3	4H	As Above.	As above	As Above	As above
1♥		5	4D	As Above	Bergen Raises. J2N	See Notes	
1♠		5	4H	As Above	As Above	See Notes	
INT				12-14 non-vul. 15-17 vul.	2 way stayman. See notes	See Notes	
2♣	yes	0		20+HCP.GF unless rebid 2NT over 2D response.	2D=negative or waiting.New suit =7+ HCP min 5 cards.	See Notes	
2♦		5		Wk 2. Constructive 6-11HCP	2NT=inquiry. New suit 1RF.	See Notes	
2♥		5		As Above	As above	See Notes	
2♠		5		As Above	As Above	See Notes	
2NT				20-21HCP.Balanced	Transfers to Majors. 3C=Stayman.4Level=Nat and slammish	See Notes	
3♣		6		Fav. Vul can be 3+ HCP.	New suit=Forcing	See Notes	
3♦		6		As Above	As Above	See Notes	
3♥		6		As Above	As Above	See Notes	
3♠		6		As above	As Above	See Notes	
3NT				Gambling. 7 solid card suit any, usually minor.	4C=pass or correct. 4D=shortness asking.	See Notes	
4♣		0 first hand		By UPH=transfer to H. Min 7 card solid or 1loser with Ace.	Natural.	See Notes	
4♦		0 first hand		By UPH=transfer to S. Rest as above.	As Above	See Notes	

4♥		7		Preemptive. Usually weaker than 4C	As Above.	See Notes	
4♠		7		As Above	As above.	See Notes	
4NT				Specific Ace Asking	Bid the Ace suit. With 2 Bid 5NT		
5♣		8		By UPH usually broken suit	Natural	HIGH LEVEL BIDDING	
5♦		8		As Above	As Above		
5♥		7		Slam Seeking	Bid 6 with one or 7 with both top honours.		
5♠		7		As Above	As Above		

SYSTEM NOTES

1 OF A SUIT OPENING BIDS

- 1M by partner, simple raise is 7-9 constructive with 3 cards only. Can be 4 by passed hand. Bergen raises (unpassed hand only): 3M=2-6 HCP, min 4 cards, 3C=7-9 min 4 cards, 3D=9-11/12 min 4 cards. The 3C and 3D will tend to deny a singleton. After 3C, 3D by opener is general game try.
- After 1M 2M, 3 new suit is game try asking for help in that particular suit.
- After 1M 2M, 2NT is slam try. Responder will rebid suit with no extras and bid feature with extras.
- 1M 2NT=J2N. Responses are as follows:

1H/S	2NT	now
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 - New suit at 3 level=shortness.
 - Rebid of suit= denies shortness but shows interest in slam.
 - Rebid of suit at 4 level=no slam interest.
 - Rebid of 3NT= Slam interest with poor trumps.
 - Rebid of new suit at 4 level=natural 5 cards.
- Bergen raises by unpassed hand only. Reverse drury. Jump shift by unpassed hand is natural and GF. After Reverse Drury, Jump to 4 level by opener is natural showing 5 cards. Jump shift by passed hand is 4 card fit showing with a good suit.
- The following sequence

1H	1S	
2C	2NT	
3C		shows a weak 5-5

However

1H	1S	
2C	2NT	
3D		shows a strong 5-5 in H and C.

This is true for all sequences similar to this one when responder bids NF 2NT on his second turn.
- 1M 4M Preemptive. Max 8 points, usually 5 cards support.
- 1M 4m Splitter in the bid suit. Min 4 card support. 9-11 HCP.
- After a 2 over 1 response, the responder promises a rebid.

- 1S 2C
2D/H 3S is slammish.
- 4th suit at the 1 level is 1RF, but at the 2 or 3 level is GF.
- Reverse Drury 3rd/4th hand openings. Guarantees minimum 3 card support. Rebid is weak, any other bid shows a full opening. A jump at the 4 level of a new suit shows 5-5.
- 1m 2NT is 11/12 points with no major.
- 1 any 1NT
2new suit 2NT= good raise to 3 of the second suit. Direct raise is weaker.
- Jump shifts are strong and GF. These are either good single suiter (at least 6 cards) and minimum 16 HCP or as little as 13HCP with a good 5Card suit and a 4 card support for partner's first suit. (Responder can also use J2N with that hand, however if he uses jump shift and then support partner at the next turn, he will show a very good suit of his own. Atleast AKQ10x or AKJ109.
- The sequence 1m 1of a suit
3NT shows 16-18 points with a running min 6 card own minor suit.
- 1m 1M
4 own minor shows 4 card support for partner and a running 6 card own minor suit. Minimum 15 HCP.
- The sequence 1C 1H/S
2H/S 4C is splinter.
- After a reverse by opener at the 2 level, a 2NT rebid by responder could be the beginning of a signoff sequence.
- The sequence 1 C/D/H/S 1 level response
3 (rebid) 4NT is natural showing 15-16 HCP
- 1m 3m is limit 9-11HCP
- Passed hand jump shifts in majors = weak. However, passed hand jump shift in clubs is 9-11 with 6 cards.
- 4th position 2NT is balanced 19/20.

CHECKBACK SEQUENCES:

A 2C checkback will be considered almost GF unless opener shows min and responder makes an invitational bid. Example

1H 1S
1NT 2C

2D 2H/S/NT are all nonforcing bids.

After a 1NT rebid by opener, if responder bids a new suit at the 2 level, which is not a reverse, it is non forcing.

A 3C checkback on 2NT rebid is always GF.

1C 1D
1NT 2C now

2D= min no 4 card major

2H=min with 4 H

2S=min with 4 S

2NT= max with no major

3C= max with good 5 card clubs

3H/S= max with 4 cards of the bid suit

3NT= Whenever 3NT is bid by opener after a chkback, it will show max number of cards in the majors the bidding allows the opener to hold.

NOW...4C by responder is RKC in Hearts, 4D is RKC in Spades and 4NT is RKC in Clubs.

After 1C 1D
 1NT 2C
 2D 2H asks for checks in the major suits. Now 2S shows a Spade check, 3H shows a Heart check and 2NT shows checks in both majors.

1C 1H/S
1NT 2C same responses as above, however, instead of using checkback, if responder reverses, it is a slammish auction usually showing 6-4. Example: 1D 1H
 1NT 2S responder should be 6-4 slam going hand, otherwise he goes via checkback.

1C/D 1M
1NT 2C now 3 own minor denies support or 4 cards of the

other major, but shows a good 5 card own suit and max 3 other minor shows a good 5 card own suit AND 3 card support for partner.

1C/D	1S	
1NT	3H	is 5-5 invitational, however, going via chkbk and then jumping is forcing.

1C/D	1H/S	
1NT	3C/D	is to play, however via chkbk and then support is GF. Opener must cue with 4cards, or bid 3NT with less.

1m	1H	
1NT	2C	
2 or 3S		shows 4 cards but denies 3H. Similarly a bid of 2 or 3H will show 3 card support with min or max, but will deny 4S.

1any	1 any	
2NT	3 reverse	shows 6-4 usually and slammish.

1S	2H	
2NT	3C	is natural and not checkback as opener has denied support.

However, 1M 2NT 2C 3C is checkback, as 3M or 3D will show 6- 4 and is slammish.

1 NT OPENING

12-14 Non-Vul, 15-17 Vul. After a 1st/2nd seat weak NT opening and a pass by partner, usually shows 7-10/11 points. After a non-vul 1 of a suit opening and a response, a NT response at the cheapest level will show 15-17 HCP and a balanced hand. A 1NT opening can have a 5 card major.

Responses: 2C=NF Stayman, does not promise a major. If opponents intervene, opener does not have to bid. A 2NT rebid over 2C stayman shows a broken 6 card minor suit.

2D= GF Stayman, does not promise a major.

Responses to 2D GF Stayman:

2H/2S shows 4 cards. However a jump to 3H or 3S will show 5 cards. In case of a jump to 3S, it will deny 3 cards of Hearts. 3C and 3D over 2D will also show 5 card suit. A 2NT response denies a 4 card major or a 5 card minor. If opener has opened 1NT with 5 minor and 4 major, over 2D he will show major. After a 2NT response, 3C asks for distribution. The responses are:

3D= 3343

3H= 2344

3S= 3244

3NT= 3334

After 1NT 2D

2H 3H is slammish. Same if the opener responds 2S and is raised by one by responder.

After 1NT 3 of a suit shows min 6 cards and is slammish. Opener will rebid 3NT only if he has Jx or less. With any other holding, he must cue-bid.

1NT 2S is artificial raise to 2NT. If opener is accepting invitation, he must bid his 5 card major, if he has one.

1NT 2NT asks opener to bid 3C. Responder can pass or correct to 3D, which is a sign off sequence. However, if responder bids 2C and over any response bids his minor, it shows min 6 cards and is invitational.

After 1NT 2NT if opener bids 3D, he shows a hand going to 3NT if responder has Clubs. However, if responder has Diamonds, he can pass.

After 1NT 2NT

3C now 3H by responder shows 1 3 4 5 or 1 3 5 4, and similarly a rebid of 3S will show 3 1 4 5 or 3 1 5 4. Both these sequences are GF.

After 1NT 2S (max raise to 2NT), if opener declines invitation, and responder still bids 3NT, or if opener accepts invitation and bids 3NT and responder bids 4NT it shows a hand, which if opener had a max, the combined point count would add upto 32 HCP. Against a weak NT, the responder will have 18 balanced, and against a strong NT the responder will have 15 balanced. In both cases the responder tends to deny a 4 card major or a 5 card minor.

The sequences	1NT	2D
	2M	4NT is quantitative

1NT	2D
3M	4NT is also quantitative

However, 1NT 2D
3M 4m opener is to assume it is natural and cue with support or bid 4NT without, If responder had meant his minor as a waiting/cue for opener's major, then he will now respond to 4NT as RKC for opener's suit. If opener makes a cue-bid over the minor and responder bids the opener's major, then the responder's minor was a cue for opener's major. If now responder bids 4NT after bidding a minor and hearing a cue from partner, it will be RKC for the opener's suit.

After intervention over our 1NT, we play lebensohl. Fast will deny check. If opponents bid 2C as single suiter, dbl=stayman. A 2 bid will be NF, by the responder.

1NT 4C transfer to 4H and
1NT 4D transfer to 4S. A direct 4H/S is to play. There is no real difference in strength between the two sequences. In the transfer sequences, the responder could be trying to protect opener's kings/tenaces.

WEAK 2 OPENINGS

2D, 2H and 2S are weak 2s, and are usually 6 card suits. At times a good 5 card suit 1st or 2nd seat can be opened with a weak two. 3rd hand a 5 card suit is more likely. All weak 2s in 1st and 2nd seat are constructive bids. Min 5 HCP and max 11HCP. The minimum suit quality non-vul is J109xxx and vul Q10xxxx. Ofcourse in both these instances there will be compensating values elsewhere. 3rd hand weak 2 especially white against red can be weaker, but will be stronger than a 3 opening in the same position.

Responses: A new suit is natural and forcing for 1 round, single or jump raises are nonforcing and are preemptive in nature. 2NT is enquiry. Opener responds as follows:

After a 2D opening:

2H= natural 4 cards.

2S= natural 4 cards.

3C= shows extras somewhere, now 3D by responder asks, and opener bids the suit in which he has card(s). If extras are in Clubs, he will rebid 3NT. So the sequence

2D 2NT
3C 3D
3NT will show values in the club suit.

A rebid of 3D over 2NT shows the weakest hand., rebid of 3NT shows a suit AKQxxx, and a jump to 4 of a new suit shows 5 cards of the new suit.

After a 2H/2S opening, a new suit by responder is forcing for 1 round. Simple or jump raises are to be taken as further preempting. Ofcourse, vulnerability will dictate responder's action.

2NT is enquiry. Opener will rebid suit with nothing extra, and bid feature with some extras. If choice between bidding a singleton/void and an Ace or King, the honour suit will be bid first. A jump to 4 of another suit will show 5 cards of that suit. However, if the opener is 5 - 6 in the majors, he will rebid 4H after opening 2H and a 2NT response from partner. A 3NT rebid will show AKQxxx.

A 2 opening in 4th seat will promise an opening hand with a good suit.

4Nt over a weak 2 will be RKC.

2D	2NT
3C	3M asks for check in that suit.

3 OPENINGS

3 openings are much weaker than 2 openings. However, 1st and 2nd seat equal vulnerability, it will be a good preempt. Vulnerable 3 openings will promise 2 of the top 3 honours in 1st second seat and min 7 cards. In 4th seat a 3 opening will be a near opening hand and a reasonable 7 card suit. 3rd hand favourable vulnerability 3 openings are usually left alone and rarely raised by partner. At favourable vulnerability 1st or 2nd seat a 3 opening can be on 6 cards also and as weak as 2 HCP, with no minimum standards for suit quality.

Responses: A new suit is GF and natural. 3NT is to play. 4NT is RKC.

3NT opening is gambling, usually a 7+ card solid minor, with maximum a king outside. In 3rd/4th position can be opened with a major suit also. \$C by partner asks opener to pass or correct. 4D is asking. Partner will bid his singleton major or 4NT with other singleton minor. With no singleton, he bids his suit.

HIGHER PREEMPTS

1st and 2nd seat 4C and 4D openings are transfers to 4H and 4S respectively. These show either a solid 7 card suit with maximum a queen outside or a 1 loser 7 card suit with an outside Ace.

In 3rd and 4th positions these are natural and preemptive showing atleast 8 cards.

4H and 4S openings in 1st and 2nd seat are weaker than 4C and 4D openings, and show minimum 7 card suits. In 3rd or 4th seats these could be anything. Higher level opening bids of minor suits are again usually broken suits with atleast 8 cards.

Opening bids of 5 M asks partner to bid 6 with one of top 2 honours of that suit and 7 with Ace and King of that suit.

A 4NT opening bid is regular Blackwood.

4M new suit by partner asks for 1st or 2nd round control in that suit.

2C OPENING

Artificial and strong. Min 21 HCP. GF unless followed by a rebid of 2NT over a 2D response.

Responses:	2D	negative or waiting.
	2M	7+ points, natural atleast 5 cards.
	3m	-----do-----

After	2C	2D	
	2M or 3C	Cheapest minor is double negative	showing less than 3 HCP.

After	2C	2D	
	2NT(22-24)		See notes on 2NT opening.

After	2C	2D
	3NT(25-27)	4C is stayman.

After	2C	2D
	3M	shows a solid 6 card(min) suit and sets that suit as trumps.
	2C	2D
	4NT	shows 28-30 HCP

2NT OPENING

20 – 21 HCP balanced hand.

Responses: 3C = Stayman. Responder MUST have a 4 card major suit.

2NT	3D	Transfer to Hearts.
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2NT	3H	Transfer to Spades
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2NT	3S	Asks opener to bid 3NT. Responder will now show various hands with minors.
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2NT	3NT	To play.
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2NT	4NT	Quantitative. Now if opener accepts, he can bid a 5 card suit at the 5 level or jump to 6 with a 6 card suit.
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	2NT	4 of any suit shows 6 cards and is a slam try. Now 4NT by opener denies more than Jx in that suit.
After	2NT 3H	3C 3S is slam try in Hearts
After	2NT 3S	3C 4H is slam try in Spades.
After	2NT 3D/H/S	3C 4m is natural showing min 5 cards.
After	2NT 3 any	3C 4NT is quantitative.
After	2NT 3NT	3C denies a major and shows a good minor 5 card suit, min AKQxx

Transfer sequences: Once partner transfers, the opener can break the transfer in 3 different ways.

1. 3NT. This will show 3 card support with atleast 2 of the top 3 honours. Responder with no interest will re transfer.
2. 4 of the agreed suit will show atleast 4 cards of the suit with atmost 1 of the top 3 honours.
3. 4 of a new suit(preferably below the suit level), will show a card in the bid suit and atleast 4 cards in the agreed suit with a minimum of 2 top honours.

After a transfer break 4NT by responder is RKC.

After	2NT 3NT	3S now	1) 4C is 5 4 in minors with 5 clubs and slammish. 2) 4D is 5 4 in minors with 5 Diamonds and slammish. 3) 4H is 5 5 in minors with sgl. H 4) 4S is 5 5 in minors with sgl. S 5) 4NT is 5 5 in minors with a void.
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Now: In sequences 1 – 4, a 4NT rebid by opener is to play. For sequences 1 and 2, 4H will be RKC in Clubs, 4S will be RKC in Diamonds. In sequences 3 – 5, 5NT by opener will ask partner to pick a slam.

DEFENSIVE/COMPETITIVE BIDDING

Over opponents NT, we play Capp. However, if NT is strong, then dbl=Clubs, and 2C= single suiter in D, H or S.

- | | | | | |
|----|-------------|--|-------------|-------------------------------------|
| 1. | LHO
1C | PARTNER
Pass | RHO
1H/S | YOU
2H/S is natural 6+ cards. |
| 2. | 1NT(weak) | Dbl | Rdbl | Pass is to play |
| 3. | Wk 2 | Dbl | Rdbl | Pass is to play. |
| 4. | 1 of a suit | Dbl | Rdbl | Pass nothing to say. |
| 5. | 1NT | 2D(majors) | Pass | 2NT is inquiry. Jump is preemptive. |
| 6. | Wk 2 | Dbl = Lebensohl. | | |
| 7. | | 1NT | 2 any | Now Lebensohl. |
| 8. | 1m | 2NT shows 5 5 in Hearts and the other minor. | | |

	LHO	PARTNER	RHO	YOU
9.	4H	Dbl = Takeout. However, double of 4S 1 st 2 nd position is penalty oriented, showing a strong NT or better.		
10.	4S	Pass	Pass	Dbl = takeout.
11.	1 of a suit	1NT = 15-18. Now : cue is stayman and GF. Jump in a major is invitational. 2NT also inv.		
12.	1 of a suit	Pass	Pass	1NT = 9-13. Now: 2C is range inquiry. 2D shows min. 2H/S also shows min with 4. 2Nt or jump shows maximum.
13.	2H/S	Cue = asks partner to bid 3Nt with stopper.		
14.	2H/S	4C/D = Leaping Michaels. 5-5 in bid suit and other major. 15+		
15.		1 of a suit	overcall	jump new suit= fit showing jumps promising a 5 card suit with two honours and 4 card support. 9-11.
16.	overcall	1C/D/H/S	pass	1 level response dbl shows a strong NT or better, but will not promise a check.
17.	overcall	1C/D/H/S	pass	1NT dbl = shows shortness in the opponent's suit and 17-19 HCP.
18.		1C/D	1H	2S = weak 6 cards, max 4/5 HCP

19.	weak 2 pass	pass dbl = penalty.	single raise	pass
	LHO	PARTNER	RHO	YOU
20.		1 of a suit	dbl	2NT = limit raise
21.		1NT	3preempt	dbl = value showing
22.	1NT(weak)	dbl(penalty)	any	pass by you is forcing till 2S. So a double shows values and is NOT penalty.
23.	2S	1H DBL	1S Pass	Pass now: 3H= best hand, and via 2NT and passing 3C or correcting is weaker.
24.		1H/S	2NT	now lower of opps' suit is for lower major.
25.		1H	dbl	3D = Fit Showing Jump(FSJ). Shows a 5 card suit plus 4 card Supp. Max of 10/11 HCP.
26.		1S	2C/D	3 New suit Same as above.
27.	1D	1S	Pass	3D= 4 card supp/limit
28.	1D/H	1S	Pass	3C FSJ

A jump shift at 2 level after partner's overcall is natural and forcing. However, a jump shift at the 3 level after partner overcalls, is FSJ, showing a good 5 card suit and min 3 card supp.

After a 1 opening and a dbl by LHO, a 1 level suit is 1RF. A 2 level new suit is NF. Jump raise is preemptive.

Against strong artificial 1C openings: Dbl = majors
1NT = minors, and any other is natural.

After an overcall by us, a change of suit at the cheapest level is NF. Cue is 1RF and does not guarantee support, although overcaller will assume so, however, he will NEVER jump to game unless suit is self sufficient. A jump shift by partner in a new suit is natural and forcing. A jump cue at the 3 level is fit showing with shortness. Jump raises are preemptive. Single raise is constructive.

In competitive situations, a double under the bidder, will 99% of the times be takeout.

In a slam bidding sequence, if our cue is dbld, pass will tend to show second round control. A redouble will show first round control.

KEYCARD BLACKWOOD

Once a suit is agreed a 4NT is RKC. If two suits are agreed, then keycard is always for the first bid suit. If no suit agreed, then it is for the last suit bid.

Responses: 5C=0 or 3
 5D= 1 or 4
 5H= 2 or 5 without trump queen.
 5S= 2 or 5 with trump queen.
 5NT= even number plus a useful void.
 6C= odd number with a useful void.

Queen ask responses: 1st step = denies queen.
 2nd step = shows queen with no extras.
 5NT (if higher than 2nd step) shows queen plus extras.
 6 of a suit = shows queen and the king of that suit.

After 4NT a bid of 5NT asks for specific kings. Partner is to bid king below agreed suit if possible and bid grand if the king is in a higher suit than trumps, bid is partner's 1st suit. With 2 kings, bid grand.

DOPI. (Double =0 or 3, Pass = 1 or 4, next step 2 without and so on).

CARDING METHODS

Standard carding. 4th best leads. On an honour lead from partner, first card will show attitude. Trump suit usually used for signaling other suits.

Against 5 level contracts, from AK, King will be led and partner MUST give count.

Against NT, The lead of Queen asks for unblock of Jack. The lead of King asks for attitude, and the lead of Ace asks for unblock of queen and if no queen, then give count.