

| DEFENSIVE AND COMPETITIVE BIDDING                                  |                                                                 | LEADS AND SIGNALS         |                 |                           | <div>WBFC Convention Card 2.18</div>  |
|--------------------------------------------------------------------|-----------------------------------------------------------------|---------------------------|-----------------|---------------------------|-------------------------------------------------------------------------------------------------------------------------|
| OVERCALLS (Style; Responses; 1/2 Level; Reopening)                 |                                                                 | OPENING LEADS STYLE       |                 |                           |                                                                                                                         |
| 1-LEVEL OVERCALL 7-15 HCP ; 2-LEVEL 11-15 HCP Sound Suit           |                                                                 | Lead                      |                 | In Partner's Suit         |                                                                                                                         |
| 8-12 HCP IN BALANCING SEAT                                         | Suit                                                            | 3RD & 5TH WITH HONOR      |                 | STANDARD                  |                                                                                                                         |
| ADVANCER BIDDING : SINGLE RAISE IS COMPETITIVE                     | NT                                                              | ATTITUDE                  |                 | STANDARD                  | Category: WORLD CHAMPIONSHIPS Note#1                                                                                    |
| JUMP RAISE IS PREEMPTIVE , NEW SUIT NON-FORCING                    | Subseq                                                          | STANDARD                  |                 | STANDARD                  | Country: TRINIDAD                                                                                                       |
| JUMP SHIFT IS INVITATIONAL BUT NON FORCING                         | Other:                                                          | JOURNALIST                |                 |                           | Event: BERMUDA BOWL - SHANGHAI - SEP 2007                                                                               |
| JUMP CUE BID = LIMIT RAISE OF OVERCALLERS SUIT                     |                                                                 |                           |                 |                           | Players: HART / CLARKE / VIEIRA / MAPP                                                                                  |
| CUE BID = 1RF 11+HCP , cue bid then new suit or raise is a GF.     | LEADS                                                           |                           |                 |                           | SYSTEM SUMMARY                                                                                                          |
| 1NT OVERCALL (2ND/4TH Live; Responses; Reopening)                  | Lead                                                            | Vs. Suit                  |                 | Vs. NT                    | GENERAL APPROACH AND STYLE                                                                                              |
| DIRECT SEAT 1NT = 16 -18 HCP WITH STOPPER                          | Ace                                                             | DENIES K EXCEPT AK DBL    |                 | VERY GOOD SUIT            | STANDARD AMERICAN - 5 CARD MAJORS                                                                                       |
| BALANCING SEAT 1NT = 8 -12 HCP MAY HAVE STOPPER                    | King                                                            | Suit headed by AK or KQ   |                 | Suit headed by AK or KQ   | STRONG NOTRUMP [1] , MULTI 2♦ [2] , FLANNERY 2♥ [3]                                                                     |
| ALL SYSTEMS ON AFTER 1NT OVERCALL IN DIRECT SEAT                   | Queen                                                           | Suit headed by QJ10       |                 | Suit headed by QJ10       | 1Major - 3♣ = JACOBY [19]                                                                                               |
| EXCEPT THAT 2♣ IS NORMAL STAYMAN                                   | Jack                                                            | Suit with J109 or JX dbl  |                 | Suit with J109 or JX dbl  | WJS IN COMPETITION , SJS WITHOUT COMPETITION                                                                            |
| NATURAL RESPONSES AFTER 1NT OVERCALL IN BAL SEAT                   | 10                                                              | J WITH A or K; 1098 ; 10X |                 | J WITH A or K; 1098 ; 10X | HI-LO POWER NEGATIVE DOUBLES [8], PUPPET OVER 1NT [1]                                                                   |
| JUMP OVERCALLS (Style; Responses; Unusual NT)                      | 9                                                               | 9X                        |                 | 9X                        | INV MIN RAISES [9] , NMF [10] , 4SF [11] , WOLFF [6]                                                                    |
| 1-Suit: GHESTHEM OVERCALLS 2NT= TWO LOWER SUITS                    | Hi-x                                                            | Denies Honor MUD          |                 | DISCOURAGING              | 1NT Openings: 15 -17 MAY HAVE 5-CARD MAJOR [1]                                                                          |
| 2-Suit: 1♦-3♣ = MAJORS ; 1♣ - 2♦ = MAJORS                          | Lo-x                                                            | Usually Shows Honor       |                 | ENCOURAGING               | 2 OVER 1 Responses: 12+ without INTERF or 6-10 IN COMP                                                                  |
| Other jump overcalls are natural and preemptive                    | SIGNALS IN ORDER OF PRIORITY                                    |                           |                 |                           | SPECIAL BIDS THAT MAY REQUIRE DEFENCE                                                                                   |
| Reopen: Natural & Intermediate strength. Natural Responses         |                                                                 | Partners Lead             | Declarer's Lead | Discarding                | 1♥ - 1♠ = ONE ROUND FORCE                                                                                               |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)                | Suit:1st                                                        | ATTITUDE                  | MAY BE COUNT    | STANDARD                  | 3+ HCP WITH ANY DISTRIBUTION OTHER THAN                                                                                 |
| DIRECT CUE = TOP & BOTTOM WITH 5/5 DISTR. DEFENSIVE                | 2nd                                                             | COUNT                     |                 | Suit Preference           | 8+ HCP WITH 5+ CARD ♠ SUIT or A 2/1 RESPONSE [12]                                                                       |
| DIRECT JUMP CUE BID = ASKS FOR STOPPERS                            | 3rd                                                             |                           |                 |                           | 1♥ - 1NT = 1RF 8+HCP WITH 5+ CARD ♠ SUIT [12]                                                                           |
| ADVANCERS CUE BID = GENERAL FORCE, 1RF                             | NT: 1st                                                         | ATTITUDE                  | MAY BE COUNT    | STANDARD                  | 1♠ - 1NT = ONE ROUND FORCE 3+HCP ANY DISTRIBUTION                                                                       |
| ADVANCERS JUMP CUE = LIMIT RAISE FOR OVERCALLER                    | 2nd                                                             | COUNT                     |                 | Suit Preference           | OTHER THAN A 2/1 RESPONSE ... [12]                                                                                      |
| VS. NT (vs. Strong / Weak; Reopening; PH)                          | 3rd                                                             |                           |                 |                           | 2♦ MULTI = WEAK 2 LEVEL PREEMPT IN ♥ OR ♠                                                                               |
| VS STRONG OR WEAK NT CRASH IN DIRECT SEAT                          | Signals (including Trumps): TRUMP ECHO 3+ CARDS                 |                           |                 |                           | or STRONG BALANCED 20-21 HCP (may contain 5 Major)                                                                      |
| 2♣ = COLOR ; 2♦ = RANK ; 2NT = ♣&♥ or ♦&♠ 5/5 distr                | Some partnerships use upside down                               |                           |                 |                           | or 16+ HCP THREE SUITED ... [2]                                                                                         |
| CRASH RESPONSES ARE BEST OF WORST                                  | signals and UMD. PLEASE ASK !!!!!!!!!                           |                           |                 |                           | 2♥ = 11-15 HCP WITH 5+♥ AND 4 CARD ♠ (Flannery) ... [3]                                                                 |
| IN BALANCING SEAT ALL BIDS ARE NATURAL                             | DOUBLES                                                         |                           |                 |                           | 2♠ = 11 - 15 HCP THREE SUITED WITH 4 CARD ♠ SUIT ... [4]                                                                |
|                                                                    | TAKEOUT DOUBLES (Style; Responses; Reopening)                   |                           |                 |                           | 2NT = 22-23 HCP BALANCED ... [5]                                                                                        |
| VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)                  | UP TO 4♥ IN DIRECT SEAT : OPENING VALUES OR BETTER              |                           |                 |                           |                                                                                                                         |
| DBL = TAKEOUT UPTO 4♥. Lebenshol after direct dbl of 2♥/2♠ [15]    | CAN BE OFF-SHAPE with EXTRA VALUES                              |                           |                 |                           |                                                                                                                         |
| DIRECT CUE = 1RF NATURAL RESPONSES ASKS STOPPER                    | IN BALANCING SEAT : 8+ HCP @ 1 LVL ; 11+HCP @ 2 LVL             |                           |                 |                           |                                                                                                                         |
| JUMPS = NATURAL                                                    | STD STYLE RESPONSES, non-jump bids are natural and weak         |                           |                 |                           | SPECIAL FORCING PASS SEQUENCES                                                                                          |
| NT BIDS = NATURAL WITH STOPPER (2NT = 16-18 HCP ASO )              | NT = Stop , Jump = Extra values, cue bid of openers sut is a GF |                           |                 |                           | WHEN OPPONENTS COMPETE AT GAME LEVEL OR HIGHER                                                                          |
| VS. ARTIFICIAL STRONG OPENINGS                                     | SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES           |                           |                 |                           | OVER OUR FORCING SEQUENCE                                                                                               |
| OVER 1♣ or 2♣ CRASH DBL=color; ♦=rank; NT=♣&♥ or ♦&♠ 5/5           | HI-LO POWER NEGATIVE DOUBLES [8]                                |                           |                 |                           |                                                                                                                         |
| OVER 1♠/1♦ CRASH DBL=color; 1NT=rank; 2♣ = ♣&♥ or ♦&♠ 5/5          | OVER STRONG 1♣ or 2♣ DBL= CRASH                                 |                           |                 |                           | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE                                                                                |
| OVER 2♣/2♦ CRASH DBL=color; 2NT=rank; 3♣ = ♣&♥ or ♦&♠ 5/5          | RESPONSIVE DOUBLES TO 4♥ LEVEL                                  |                           |                 |                           | FOURTH SUIT GAME FORCING [11] NEW MINOR = FORCE [10]                                                                    |
| OVER OPPONENTS' TAKE OUT DOUBLE                                    | LEAD DIRECTING DOUBLES BELOW SLAM LEVEL                         |                           |                 |                           | SPLINTER RAISES [13] , INVERTED MINOR RAISES [9]                                                                        |
| RD = 10+ normally denies fit. May also be a power raise for opener | SUPPORT DOUBLES / REDOUBLES UPTO 2♥ LEVEL                       |                           |                 |                           | HELP SUIT & SHORT SUIT GAME TRIES [14] , RKCB [16]                                                                      |
| 2NT = LIMIT RAISE IN MAJORS                                        | DOPI AFTER INTERFERENCE OVER RKCB                               |                           |                 |                           | Psychics: OCCASIONAL                                                                                                    |
| SINGLE RAISE = COMPETITIVE ; DOUBLE RAISE = PREEMPTIVE             | LIGHTNER DOUBLES AT SLAM LEVEL                                  |                           |                 |                           |                                                                                                                         |
| NEW SUIT = NON-FORCING ; JUMP SHIFT = PREEMPTIVE                   |                                                                 |                           |                 |                           |                                                                                                                         |

| Opening | Artificial | Min.     | Neg Dble thru  | Description                   | Responses                                              | Subsequent Auction                | Passed Hand Bidding |
|---------|------------|----------|----------------|-------------------------------|--------------------------------------------------------|-----------------------------------|---------------------|
| 1♣      | YES        | 2+♣      | 3♠             | 12 - 21 HCP with 2+♣          | STD,2♣=IM,3♣WK,4♣ RKCG,2NT=16+,SJS,SPL                 | SPL,WOLF,NMF,4SF,SJS,1♣-X-2NT=LIM | NO CHANGE           |
| 1♦      | NO         | 4+♦      | 3♠             | 12 - 21 HCP with 4+♦          | STD,2♦=IM,3♦WK,4♦ RKCG,2NT=16+,SJS,SPL                 | SPL,WOLF,NMF,4SF,SJS,1♦-X-2NT=LIM | NO CHANGE           |
| 1♥      | NO         | 5+♥      | 3♠             | 12-21 HCP with 5+♥            | F♠/NT[12],3♣ [7],SJS,SPL[13],2NT16+BAL                 | HSGT,SPL[13],1♥-X-2NT=LIM RAISE   | 2♣ = LIM RAISE [17] |
| 1♠      | NO         | 5+♠      | 3♥             | 12 - 21 HCP with 5+♠          | FNT[12],3♣ [7],SJS,SPL[13],2NT 16+BAL                  | HSGT,SPL[13],1♠-X-2NT=LIM RAISE   | 2♣ = LIM RAISE [17] |
| 1NT     | NO         | BAL      | PENALTY        | 15 - 17 may have 5 card maj   | See note [1]                                           | See note [1]                      | NO CHANGE           |
| 2♣      | YES        | 0        | 3♠             | 22+ bal or 3-1/2 losers       | 2♦ waiting, 2♥/2♠/3♣/3♦ 5+card 2Top, 2NT 8+bal         | NATURAL                           | NO CHANGE           |
| 2♦      | YES        | 0        | PENALTY        | MULTI 2♦ see note [2]         | See note [2]                                           | See note [2]                      | NO CHANGE           |
| 2♥      | NO         | 5+♥      | PENALTY        | 5+♥ & 4+♠ see note [3]        | See note [3]                                           | See note [3]                      | NO CHANGE           |
| 2♠      | NO         | 4 card ♠ | Penalty Orient | 11-15 three suit see note [4] | See note [4]                                           | See note [4]                      | NO CHANGE           |
| 2NT     | NO         | BAL      | PENALTY        | 22 - 23 may have 5 card major | See note [5]                                           | See note [5]                      | NO CHANGE           |
| 3♣      | NO         | 6+♣      | PENALTY        | PREEMPTIVE                    | NEW SUIT FORCING                                       | NATURAL                           | NO CHANGE           |
| 3♦      | NO         | 6+♦      | PENALTY        | PREEMPTIVE                    | NEW SUIT FORCING                                       | NATURAL                           | NO CHANGE           |
| 3♥      | NO         | 6+♥      | PENALTY        | PREEMPTIVE                    | NEW SUIT FORCING                                       | NATURAL                           | NO CHANGE           |
| 3♠      | NO         | 6+♠      | PENALTY        | PREEMPTIVE                    | NEW SUIT FORCING                                       | NATURAL                           | NO CHANGE           |
| 3NT     | YES        | 7+ suit  | PENALTY        | GAMBLING                      | NEW SUIT FORCING                                       | NATURAL                           | NO CHANGE           |
| 4♣      | YES        | 8+ ♥     | PENALTY        | NAMYATS TRX TO 4♥             | Complete transf or bid intervening suit as slam intrst |                                   |                     |
| 4♦      | YES        | 8+♠      | PENALTY        | NAMYATS TRX TO 4♠             | Complete transf or bid intervening suit as slam intrst |                                   |                     |
| 4♥      | NO         | 7+♥      | PENALTY        | PREEMPTIVE                    |                                                        |                                   |                     |
| 4♠      | NO         | 7+♠      | PENALTY        | PREEMPTIVE                    |                                                        |                                   |                     |
| 4NT     | YES        | BLKWD    | DOPI           | ACE ASKING                    |                                                        |                                   |                     |
| 5♣      | NO         | 8+♣      | PENALTY        | PREEMPTIVE                    |                                                        |                                   |                     |
| 5♦      | NO         | 8+♦      | PENALTY        | PREEMPTIVE                    |                                                        |                                   |                     |
| 5♥      | NO         | 8+♥      | PENALTY        | PREEMPTIVE                    |                                                        |                                   |                     |
| 5♠      | NO         | 8+♠      | PENALTY        | PREEMPTIVE                    |                                                        |                                   |                     |
| 5NT     |            |          |                |                               |                                                        |                                   |                     |

| HIGH LEVEL BIDDING |     |
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| 15                 | 15  |
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| 96                 | 96  |
| 97                 | 97  |
| 98                 | 98  |
| 99                 | 99  |
| 100                | 100 |

RKCB [16]

RKCG [16]

4NT AFTER OPPONENTS HAVE REACHED GAME

IS A TWO OR THREE SUITED TAKEOUT

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|----------------|---------------------------------------------------|---------------------|
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## **NOTE 1**

### **1NT = 15-17 HCP can contain a 5 card major**

#### Responses

- 2♣ = Puppet Stayman 8+ HCP asks opener to describe his major suit holdings (see below)
- 2♦ = Transfer to 2♥. 3♥ by opener is 4/5 card ♥ suit and 17 HCP
- 2♥ = Transfer to 2♠. 3♠ by opener is 4/5 card ♠ and 17 HCP
- 2♠ = Game Force. MSS. at least 4/4 minors 13+hcp. Slam interest. 2NT response = no 4+ card minor
- 2NT = Relay to 3♣. Weak minor or Strong 5/5 minors or Strong minor (see below)
- 3♣ = Semi-solid suit 6/7 card ♣ suit with two top honors and nothing else
- 3♦ = Semi-solid suit 6/7 card ♦ suit with two top honors and nothing else
- 3♥ = Game Force. 6+ card ♥ suit. 13+hcp slam interest
- 3♠ = Game Force. 6+ card ♠ suit. 13+hcp slam interest
- 3NT = Sign-off
- 4♣ = Roman Gerber for Aces (0/3 , 1/4 , 2 like , 2 unlike :: 5♣ after is King ask with similar responses)
- 4♦ = Transfer to 4♥. no slam interest
- 4♥ = Transfer to 4♠. No slam interest
- 4NT = Quantitative

### **PUPPET STAYMAN**

1NT/2♣ Responder must have a 3 or 4 card major 8+hcp or a balanced hand with invitational values

#### **OPENERS REBIDS**

- 2♦ = one or both 4 card majors.
- 2♥/2♠ = 5 card major
- 2NT = 15-16 no 4+ card major
- 3♣ = 17 HCP no 4+ card major may have 5 card ♣
- 3♦ = 17 HCP no 4+ card major with 5 card ♦ suit

#### **RESPONDERS REBIDS AFTER 1NT/2♣/2♦**

- 2♥ = Forcing 4 card ♠ suit 7-11 HCP
- 2♠ = Forcing 4 card ♥ suit 7-11 HCP
- 2NT = Invitational 7/8 HCP no 4 card major
- 3♣ = Game Force 5+ card ♣. 14+ HCP slam interest. This 3♣ rebid also applies if openers rebid was 2♥/2♠/2NT
- 3♦ = Game Force 5+ card ♦. 14+ HCP slam interest. This 3♦ rebid also applies if openers rebid was 2♥/2♠/2NT
- 3♥ = Game Force. 12+ HCP Slam Interest. 4 card ♠.
- 3♠ = Game Force. 12+ HCP Slam Interest. 4 card ♥.
- 3NT = Sign-off

**1NT / 2NT RELAY Responder has one of three hand patterns.(1)weak minor (2)strong 5/5 minors (3)strong minor**

Opener is forced to bid 3♣.

**RESPONSES**

Pass = Weak ♣ club suit

3♦ = Weak ♦ suit. Opener to pass

3♥ = Game Force. Slam Interest. 12+ HCP with 5/5 minors and single/void in ♥.  
If opener now rebids 3NT and responder bids 4♣ or 4♦ it shows 14+HCP natural and slam interest.

3♠ = Game Force. Slam Interest. 12+ HCP with 5/5 minors and single/void in ♠  
If opener now rebids 3NT and responder bids 4♣ or 4♦ it shows 14+HCP natural and slam interest.

3NT = 9-11 HCP 5/5 minors.

4♣ = Game Force. Slam Interest. 14+ HCP 6+card ♣ suit

4♦ = Game Force. Slam Interest. 14+ HCP 6+card ♦ suit

**5/4 AND 5/5 MAJOR SUIT HOLDINGS OPPOSITE 1NT OPENING**

1NT - 2♦

2♥ - 2♠ = 5 card ♥ and 4 card ♠ 7-9 HCP Invitational

1NT - 2♥

2♠ - 3♥ = 5 card ♠ and 4 card ♥ 7-9 HCP Invitational

1NT - 2♦

2♥ - 3♠ = Game Force 5+ card ♥ and 5+ card ♠ 9+ HCP

1NT - 2♣

2NT )

3♣ ) - 3♥ = Game Force Smolen. 9+hcp 4 card ♥ and 5 card ♠

3♦ )

1NT - 2♣

2NT )

3♣ ) - 3♠ = Game Force Smolen. 9+hcp 5 card ♥ and 4 card ♠

3♦ )

With 5/4 in the major suits and a weak hand (3-5) responder should transfer to the 5 carder and pass.

With 5/5 in the major suits and invitational values (6-8) responder should treat the weaker 5 carder as a 4 card suit and bid accordingly.

With 5/5 in the major suits and a weak hand (3-5) responder should transfer to the stronger 5 carder and pass

**STRONG BALANCED 20-21 HCP OPENINGS (may have a five card major)**

2♦ - 2♥/2♠

2NT

**RESPONSES**

3♣ = Puppet Stayman

3♦ = Transfer to ♥

3♥ = Transfer to ♠

3♠ = Minor Suit Stayman.

3NT = Sign off

4♣ = Roman Gerber for Aces (0/3 , 1/4 , 2 like , 2 unlike :: 5♣ after is King ask with similar responses)

4♦ = Transfer to 4♥. No slam interest

4♥ = Transfer to 4♠. No slam interest

4NT = Quantitative

**STRONG BALANCED 24+ HCP OPENINGS (should not have a five card major)**

2♣ - 2♦

2NT

**RESPONSES**

3♣ = Baron

3♦ = Transfer to ♥

3♥ = Transfer to ♠

3♠ = Minor Suit Stayman.

3NT = Sign off

4♣ = Roman Gerber for Aces (0/3 , 1/4 , 2 like , 2 unlike :: 5♣ after is King ask with similar responses)

4♦ = Transfer to 4♥. No slam interest

4♥ = Transfer to 4♠. No slam interest

4NT = Quantitative

## **WHEN THEY COMPETE AFTER OUR 1NT OPENING**

After dbl by LHO all system bids are on including Puppet Stayman.  
After natural overcall by LHO Lebensohl (slow shows - direct denies)

| <b>Opener</b> | <b>LHO</b> | <b>Responder</b>                                                                                                                                                                                                                                                                                                                     |
|---------------|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1NT           | 2♥         | Dbl = penalty<br>2♠ = weak 5+card ♠. Opener to pass<br>2NT = relay to 3♣<br>3♣ = Game Force 9+ HCP 5+ card ♣<br>3♦ = Game Force 9+ HCP 5+ card ♦<br>3♥ = Game Force 9+ HCP Stayman shows a 4 card ♠ suit without a ♥ stopper<br>3♠ = Game Force 9+ HCP 5+ card ♠<br>3NT = Game Force 9+ HCP without a ♥ stopper and no 4+card ♠ suit |
| 1NT           | 2♥         | 2NT                                                                                                                                                                                                                                                                                                                                  |
| 3♣            | P          | Pass = Weak with 5+card ♣ suit.<br>3♦ = Invitational 7-9 HCP 5+ card ♦ suit<br>3♥ = Game Force 9+ HCP Stayman shows a 4 card ♠ suit with a ♥ stopper<br>3♠ = Invitational 7-9 HCP 5+ card ♠ suit<br>3NT = Game Force 9+ HCP with a ♥ stopper and no 4+ ♠ suit.                                                                       |

Similar sequences exist when LHO overcalls a natural 2♦/2♠.

When the natural overcall is 2♣ then Dbl is 9+hcp Stayman with ♣ stopper. This Dbl can be converted to penalties.

### **When the natural overcall is at the three level:**

Dbl = Takeout not penalty

Three level bids are natural one round force

Game bids are natural. No transfers

Four level cue bids are slam interest may have a four card ♥/♠

## DEFENSE TO CAPPALLETTI OVERCALLS

The Capalletei convention:

2♣ = Any one suited hand. RHO will relay to 2♦

2♦ = Both majors , 2♥ = ♥ and a minor , 2♠ = ♠ and a minor , 2NT = both minors

1NT - 2♣(cap overcall) - Dbl is Puppet Stayman  
- All other system bids are on.

1NT - 2♦(cap overcall) - Dbl = One 4+ card major with 8+hcp Penalty oriented.  
- 2♥ = Shows weakness in ♥ . Looking for 3NT.  
- 2♠ = Minor Suit Stayman (system on)  
- 2NT = relay to 3♣ (system on)  
- all other system bids are on.

1NT - 2♥ (cap overcall) - Lebensohl applies. Treat as a natural ♥ overcall

1NT - 2♠(cap overcall) - Lebensohl applies. Treat as a natural ♠ overcall

1NT – 2NT(cap overcall) - Dbl = One 4+ card minor 8+hcp. Penalty oriented.  
- 3♣ = Puppet Stayman 8+hcp  
- 3♦ = Transfer to 3♥  
- 3♥ = Transfer to 3♠  
- 3NT = Sign off

### When they DBL our Jacoby Transfer:

1NT - P - 2♦ - DBL  
Pass = Doubleton ♥  
2♥ = 3 card ♥ with min.  
RDBL = 3 card ♥ with max/near max or 4 card ♥ non-max  
3♥ = 4 card ♥ with max

1NT - P - 2♦ - DBL  
P (doubleton ♥) - RDBL = GF. 9+ Please complete transfer  
3♣ = Weak 5 card ♣ and 5 card ♥  
3♦ = Weak 5 card ♦ and 5 card ♥

1NT - P - 2♥ - DBL  
Pass = Doubleton ♠  
2♠ = 3 card ♠ with min  
RDBL = 3 card ♠ with max/near max or 4 card ♠ non-max  
3♠ = 4 card ♠ with max

## **NOTE 2**

**2♦ Multi = Weak 2♥ or 2♠ , 3-Suited 16+ HCP (may have a 5 card minor) , Strong balanced 20 – 21 HCP**

### Responses

- 2♥ = Waiting bid ask opener to describe (see below)
- 2♠ = 8 -10 HCP good 4+ card ♥ suit and bad ♠. Game Force unless opener has weak 2♠ opener (see below)
- 2NT = Forcing 11+ HCP asks opener to describe (see below)
- 3♣ = 8 -10 HCP 7+ card ♣ no support for majors / no 4+ card ♦. Game force if opener has one of the strong hands.
- 3♦ = 8 - 10 HCP 7+ card ♦ no support for majors / no 4+card ♣. Game force if opener has one of the strong hands.
- 3♥ = 5 - 10 HCP 4/4 or 4/3 in majors. Game force if opener has one of the strong hands.

### **OPENERS REBIDS AFTER 2♦/2♥**

- Pass = Weak 2♥ opening
- 2♠ = Weak 2♠ opening. Responder to pass.
- 2NT = Strong 20-21 HCP balanced can contain 5 card major. See Note 1 for continuation.
- 3♣ = Three suited 16-20 HCP short ♦.
- 3♦ = Three suited 16-20 HCP short ♥.
- 3♥ = Three suited 16-20 HCP short ♠.
- 3♠ = Three suited 16-20 HCP short ♣.

Responders bid of openers short suit is control asking. First step shows 4 controls.

### **OPENERS REBIDS AFTER 2♦/2♠**

- Pass = Weak 2♠ opening
- 2NT = Game Force. Strong 20-21 HCP balanced can contain 5 card major. See Note 1 for continuation.
- 3♣ = Game Force. Three suited 16-20 HCP short ♦.
- 3♦ = Game Force. Three suited 16-20 HCP short ♥.
- 3♥ = Game Force. Three suited 16-20 HCP short ♠.
- 3♠ = Game Force. Three suited 16-20 HCP short ♣.
- 4♥ = Weak 2♥ opening

Responders bid of openers short suit is control asking. First step shows 4 controls.

### **OPENERS REBIDS AFTER 2♦/2NT**

- 3♣ = Weak 2♥ opening with good suit 9 - 10 HCP
- 3♦ = Weak 2♠ opening with good suit 9 -10 HCP..
- 3♥ = Weak / bad 2♥ opening. 6-8 HCP.
- 3♠ = Weak / bad 2♠ opening. 6-8 HCP.
- 3NT = Balanced 20 – 21 HCP. Strong slam Interest. 4♣=Baron, 4♦/4♥ are transfers , 4NT is Ace Asking
- 4♣ = Game Force. Three suited 16-20 HCP short ♦.
- 4♦ = Game Force. Three suited 16-20 HCP short ♥.
- 4♥ = Game Force. Three suited 16-20 HCP short ♠.
- 4♠ = Game Force. Three suited 16-20 HCP short ♣.

Responders bid of openers short suit is control asking. First step shows 4 controls.

### **OPENERS REBIDS AFTER 2♦/3♣**

- Pass = Weak 2♥ or 2♠ opening
- 3♦ = Game Force. Agrees ♣. Three suited 16-20 HCP short ♦.
- 3♥ = Game Force. Agrees ♣. Three suited 16-20 HCP short ♥.
- 3♠ = Game Force. Agrees ♣. Three suited 16-20 HCP short ♠.
- 3NT = Balanced 20 – 21 HCP or 16-20 HCP Three suited short ♣.

### **OPENERS REBIDS AFTER 2♦/3♦**

- Pass = Weak 2♥ or 2♠ opening
- 3♥ = Game Force. Agrees ♦. Three suited 16-20 HCP short ♥.
- 3♠ = Game Force. Agrees ♦. Three suited 16-20 HCP short ♠.
- 3NT = Balanced 20 – 21 HCP or 16-20 HCP Three suited short ♦
- 4♣ = Game Force. Agrees ♦. Three suited 16-20 HCP short ♣.

### **OPENERS REBIDS AFTER 2♦/3♥**

- Pass = Weak / bad 2♥ opening.
- 3♠ = Weak / bad 2♠ opening
- 3NT = Balanced 20 – 21 HCP suggest openers hand is not suitable to 4♥/4♠.
- 4♥ = Good 2♥ opening or 16-20 HCP Three suited with 4 card ♥.
- 4♠ = Good 2♠ opening or 16-20 HCP Three suited with 4 card ♠.

In competition, double is penalty oriented, cue bids below 3NT initially asks stopper, cue bids above 3NT are GF control showing, available bids above the overcall are systemic.

### **NOTE 3**

**2♥ FLANNERY = 5 or 6 CARD ♥ and 4 CARD ♠ 11 – 15 HCP**

#### **RESPONSES**

- Pass = 0-7 HCP prefers ♥  
2♠ = 0-7 HCP prefers ♠  
2NT = Game Force 12+ HCP asks for description (see below)  
3♣ / 3♦ = Invitational 8 – 11 HCP 6+ card ♣ / ♦ suit. No support for majors.  
3♥ = Invitational 8 – 10 HCP 3+ card ♥ support.  
3♠ = Invitational 8 – 10 HCP 4+ card ♠ support.  
4♣ / 4♦ = Preemptive 7+ card ♣ / ♦ suit. No support for majors. Opener to pass  
4♥ / 4♠ = 11 – 12 HCP 3+ card ♥ support / 11 – 12 HCP 4+ card ♠ support

#### **OPENERS REBIDS AFTER 2♥/2NT**

- 3♣ = 11 – 15 HCP with 4-5-1-3 distribution  
3♦ = 11 – 15 HCP with 4-5-3-1 distribution  
3♥ = 11 – 15 HCP with 6 card ♥ and 4 card ♠.  
3♠ = 11 – 13 HCP with 4-5-2-2 distribution.  
3NT = 14 – 15 HCP with 4-5-2-2 distribution.  
4♣ = 11 – 15 HCP with 4-5-0-4 distribution.  
4♦ = 11 – 15 HCP with 4-5-4-0 distribution.

In competition, double is penalty oriented, cue bids below 3NT initially asks stopper, cue bids above 3NT are GF control showing, available bids above the overcall are systemic.

### **NOTE 4**

**2♠ = 11 – 15 HCP THREE SUITED WITH 4 CARD ♠ SUIT. (may have a five card minor)**

#### **RESPONSES**

- Pass = 0 – 8 HCP 3+ card ♠ suit.  
2NT = Game Force. 12+ HCP. (rebids are 3♣ = short ♦ ; 3♦ = short ♥ ; 3♥ = short ♣ 11-13 HCP ; 3♠ = short ♣ 14-15 HCP)  
3♣ or 3♦ = 0 – 9 HCP with 4+ cards in the bid suit and xx or less in ♠. Looking for a fit.  
3♥ = 5 – 9 HCP with 6+ card ♥ suit. Opener bids 4♥ with 4 card ♥ support or passes.  
3♠ = Limit raise. 9 – 11 HCP 4 card ♠ suit  
3NT = Sign off  
4♣ or 4♦ = 7+ card suit preemptive  
4♥ = 7+ card ♥ suit preemptive  
4♠ = 4+ card ♠ suit preemptive

Responders bid of openers short suit is control asking. First step shows 2 controls.

In competition, double is penalty oriented, cue bids below 3NT initially asks stopper, cue bids above 3NT are GF control showing, available bids above the overcall are systemic.

## **NOTE 5**

### **2NT STRONG BALANCED 22-23 HCP ( may have a five card major)**

#### RESPONSES

- 3♣ = Puppet Stayman
- 3♦ = Transfer to ♥
- 3♥ = Transfer to ♠
- 3♠ = Minor Suit Stayman.
- 3NT = Sign off
- 4♣ = Roman Gerber for Aces (0/3 , 1/4 , 2 like , 2 unlike :: 5♣ after is King ask with similar responses)
- 4♦ = Transfer to 4♥. No slam interest
- 4♥ = Transfer to 4♠. No slam interest
- 4NT = Quantitative

## **NOTE 6**

### **WOLFF SIGNOFF ::: After 1♣/1♦ opening and 1♥/1♠ response opener rebids 2NT showing 18-19 HCP balanced without 4 card support for responders major**

- 1♣/1♦ - 1♥/1♠
- 2NT - Pass
  - 3♣ = Forced relay to 3♦. Start of signoff. Shows either weak values(3-6) or GF(7+) with 4/6 in major/minor distribution.
  - 3♦ = Game Force. 7+ HCP Checkback for majors shows a 5 card major or 4-4 majors or 5 card ♠ and 4 card ♥.
  - 3♥ = Game Force. 7+ HCP Shows 6+ card ♥ suit if first bid was 1♥ or 5 card ♥ and 5 card ♠ suits if first bid was 1♠.
  - 3♠ = Game Force. 7+ HCP Shows 6+ card ♠ suit if first bid was 1♠ or 5 card ♥ and 4 card ♠ if first bid was 1♥.
  - 3NT = Sign off
  - 4♥ 4♠ = 6+ card ♥ / ♠. Fast arrival. No slam interest.
  - 4NT = RKCB in responders suit.
- 1♣/1♦ - 1♥/1♠
- 2NT - 3♣ = Forced relay to 3♦. Start of signoff. Shows either weak values(3-6) or GF(7+) with 4/6 in major/minor distribution.
- 3♦ - Pass = Weak 3-6 HCP with 4 card major and 6 card ♦ suit. SIGN OFF
  - 3♥ = Weak 3-6 HCP with 5 card ♥. SIGN OFF
  - 3♠ = Weak 3-6 HCP with 5 card ♠. SIGN OFF
  - 3NT = Game Force. 7+ HCP 6+ card ♠ suit and 4 card major.
  - 4♣ = Weak 3-6 HCP with 4 card major and 6 card ♣ suit. SIGN OFF
  - 4♦ = Game Force. 7+ HCP 6+ card ♦ suit and 4 card major.

**WOLFF SIGNOFF** (continued)

1♣/1♦ - 1♥/1♠  
2NT - 3♦ = Game Force. 7+ HCP Checkback for majors shows a 5 card major or 4-4 majors or 5 card ♠ and 4 card ♥.  
3♥ = 3 card ♥ support if responders first bid was 1♥ or 4 card ♥ suit if responders first bid was 1♠.  
3♠ = 3 card ♠ support if responders first bid was 1♠ or 4 card ♠ suit if responders first bid was 1♥.  
3NT = No 4 card major or 3 card support for responders major.

1♣/1♦ - 1♥  
2NT - 3♦ = Game Force. 7+ HCP Checkback  
3♥ 3NT = Responder is 4-4 majors. Opener to pass or correct to 4♠.  
4♥ = Responder has 5 card ♥  
4NT = RKCB in ♥

1♣/1♦ - 1♥  
2NT - 3♦ = Game Force. 7+ HCP Checkback  
3♠ 3NT = Sign off to play. Responder has 5 card ♥.  
4♠ = Responder is 4-4 majors  
4NT = RKCB in ♠

1♣/1♦ - 1♠  
2NT - 3♦ = Game Force. 7+ HCP Checkback  
3♥ 3NT = Responder is 5 card ♠. Opener to pass or correct to 4♠ if opener has 3 card ♠ support.  
4♥ = Responder has 5 card ♠ and 4 card ♥ distribution.  
4NT = RKCB in ♥

1♣/1♦ - 1♠  
2NT - 3♦ = Game Force. 7+ HCP Checkback  
3♠ - 4♠ = Responder has 5 card ♠ suit.  
4NT = RKCB in ♠

Wolff signoff is also played when responders first bid was 1♦.

1♣ - 1♦  
2NT - 3♣ = Diamond Signoff or slam interest in a minor. Forces relay to 3♦ by opener  
3♦ - Pass = Weak long ♦'s  
3NT = Interest in ♣ slam  
4♦ = Interest in ♦ slam

## **NOTE 7**

### **MAJOR SUIT OPENINGS**

- 1♥
  - 1♠ One round force 3+HCP with any distribution other than 8+ HCP and 5 card ♠ or a 2/1 response (Note 12)
  - 1NT One round force 8+ HCP and 5 card ♠. (Note 12)
  - 2♣ / 2♦ Game Force 12+ HCP natural 5+ card ♣/♦ suit. (might rarely have four ♣ or four ♦) (See Note 18)
  - 2♥ Non-forcing. 3 card or 4 card ♥ support 7-9 SP
  - 2♠ Game Force. 15+ HCP 5+ card good ♠ suit. (15 HCP hands should also have 3 card good support for opener)
  - 2NT Game Force. 16+ HCP balanced hands with 2 or 3 card ♥.
  - 3♣ Game Force. 12+ SP Balanced (no single/void) with 4+ ♥. Jacoby 3♣. (Note 19)
  - 3♦ Limit Raise. 10 – 11 SP. 4+ card ♥. May have a singleton. (Note 20)
  - 3♥ Preemptive. 4+ card ♥ support. 5-7 SP.
  - 3♠ 10-12 HCP with unknown splinter (single/void), 4+ trumps. Game forcing. Next step asks singleton. (Note 13)
  - 3NT 13+ HCP with club splinter (single/void), 4+ trumps. Game forcing.
  - 4♣ 13+ HCP ♦ splinter (single/void)
  - 4♦ 13+ HCP ♠ splinter (single/void)
  - 4♥ Preemptive 5 card ♥ support 6-9 SP.
  
- 1♠
  - 1NT One round force 3+HCP with any distribution other than a 2/1 response (Note 12)
  - 2♣ / 2♦ / 2♥ Game Force natural 12+ HCP 5+ card ♣/♦/♥ suit. (might rarely have four ♣ or four ♦) (See Note 18)
  - 2♠ Non-forcing. 3 card or 4 card ♠ support 7-9 SP
  - 2NT Game Force. 16+ HCP balanced hands with 2 or 3 card ♠.
  - 3♣ Game Force. 12+ HCP Balanced (no single/void) with 4+ ♥. Jacoby 3♣. (Note 19)
  - 3♦ Limit Raise. 10 – 11 SP. 4+ card ♠. May have a singleton. (Note 20)
  - 3♥ Natural 6/7 card ♥ suit 9-10 points. Use Judgment. Invitational. (note no longer a strong jump shift)
  - 3♠ Preemptive. 4+ card ♠ support. 3 – 7 HCP
  - 3NT 10-12 HCP with unknown splinter (single/void), 4+ trumps. Game forcing. Next step asks singleton. (Note 13)
  - 4♣ / 4♦ / 4♥ 13+ HCP Splinter with ♣ / ♦ / ♥ (single/void)
  - 4♠ Preemptive 5 card ♠ support 6-9 SP.

When they overcall we use negative free bids (5-10 HCP) at the 2-level, forcing free bids at 3+level, weak jump shifts, Hi and Lo power negative doubles up to and including 3♠ (Note 8) and a jump to 3 of the major as a limit raise showing 4 card or 3 good support for opener.

Cue bids are Game Forcing, 4+ card support and do not guarantee any controls in opponents suit.

Jump cue bids are Game Forcing splinters with single void in opponents suit with 4+ trumps.

After opponents takeout double of 1♥ or 1♠, a jump to 3 of the major is preemptive and 2NT is a limit raise or better.

Redouble usually denies a fit but can also be a good raise for opener.

After the redouble, if you show support later, it is always THREE card support. Do not redouble with four + trumps.

## **NOTE 8**

### **HI AND LO POWER NEGATIVE DOUBLES**

Negative doubles up to and including 3♠ can be made with 5+ HCP.

In the low range 5 – 10 HCP the double is negative generally showing 4+ cards in the two unbid suits.

When the double is followed by the bid of a new suit it becomes a HI power Game Force double and can be off-shape.

In competition, forcing hands with 3 card support for partners suit and no 5+ card suit of its own can start with a double then a free raise of partners suit.

In competition, invitational hands with 4 or 3 good card support should start with a jump in openers major (limit raise).

### **FREE BIDS**

Negative free bids (5-11 HCP) are used at the two level.

Free bids at the three level or higher are forcing. (Exception :Three level free bids after the opponents two suited overcalls are NON FORCING )

### **CUE BIDS BY OPENER**

After partner responds and RHO overcalls:

A cue bid by opener usually shows a control in opponents suit and the values to raise to game with four trumps.

**OR**

It may simply be asking for a Notrump stopper.

### **CUE BIDS BY RESPONDER**

When your side opens and they overcall:

Cue bids are Game Forcing.

A cue bid is GF shows 4+ card support for partner but does not guarantee a control in the opponents suit.

A jump cue bid by responder is a splinter raise for opener. GF 4+ card support

### **CUE BIDS BY OVERCALLER**

A cue bid by overcaller shows top/bottom suits.

A jump cue bid in a major by overcaller shows a solid minor and asks for stoppers in the opponents major. 3NT by partner shows a stopper.

4♣ = No stopper. Opener to pass or correct.

4♦ = No stopper. GF. Responder prefers ♣ to ♦.

A jump cue bid in a minor by overcaller is a natural preempt. (1♣(opp)-3♣(you) = Natural preempt in ♣)

### **CUE BIDS BY ADVANCER**

A cue bid by advancer is a general force, when followed by a new suit or support for overcaller, it becomes a game force.

A jump cue bid by advancer is a limit raise in overcallers suit.

## **NOTE 9**

### **INVERTED MINOR RAISES**

1♣ - 2♣ Forcing. Inverted Minor Raise. Limit raise or better. 10+ HCP 5 good or 6+ card ♣ suit. No 4 card major  
- 3♣ Not Forcing. Preemptive. 6+ card ♣ suit. No 4 card major.

1♣ - 2♣  
2♦ = Relay to 2♥. Shows either 2 card ♣ (12-14 or 18-19) or 4+card ♣ with extra values  
2♥ = ♥ Stopper with 3 card ♣  
2♠ = ♠ Stopper with 3 card ♣  
2NT = Both Majors stopped (12-14 or 18-19) with 3 card ♣ should have at least a ♦ fragment. (Jx or better)  
3♣ = Minimum Hand. 12 to bad 14 HCP with 4+ card ♣  
3♦ = Splinter. 4+ card ♣. Single/void ♦  
3♥ = Splinter. 4+ card ♣. Single/void ♥  
3♠ = Splinter 4+ card ♣. Single void ♠

1♣ - 2♣  
2♦ - 2♥ = Forced relay. Artificial  
2♠ = 12-14 HCP 4-4-3-2 distribution or 18-19 HCP 4-4-3-2 distribution. Only bid that shows 2 card ♣.  
2NT = Both majors stopped, 12-14 or 18-19 HCP with 4+ card ♣ suit should have at least a ♦ fragment. (Jx or better)  
3♣ = Extra Values good 14+ HCP with 4+ card ♣ suit.

A bid of 4♣ by either partner when a ♣ fit is confirmed is RKCG.

1♦ - 2♦ Forcing. Inverted Minor Raise. Limit raise or better. 10+ HCP 4+card ♦ suit. No 4 card major  
2♥ = ♥ Stopper  
2♠ = ♠ Stopper  
2NT = Both majors stopped  
3♦ = Minimum Hand with 5+ card ♦.

A jump to 4♦ by either partner is RKCG

In competition inverted minor raises are OFF.

After partner opens 1♣/1♦ and opponent doubles, a jump shift in the other minor is a limit raise for openers minor.

1♣ - DBL - 2♦ = Limit raise in ♣  
1♦ - DBL - 3♣ = Limit raise in ♦

## **NOTE 10**

### **NEW MINOR FORCING**

New minor forcing is applicable in the following sequences.

Responder holds a hand with a 5 card major 11+ HCP or 5 card ♠ with 4 card ♥ 11+HCP. Responder can be a passed hand

| OPENER |   | RESPONDER          |  | OPENER |   | RESPONDER          |  |
|--------|---|--------------------|--|--------|---|--------------------|--|
| 1♣     | - | 1♥ or 1♠           |  | 1♦     | - | 1♥ or 1♠           |  |
| 1NT    | - | 2♦ = Forcing (NMF) |  | 1NT    | - | 2♣ = Forcing (NMF) |  |
| 1♣     | - | 1♥ or 1♠           |  | 1♦     | - | 1♥ or 1♠           |  |
| 2♣     | - | 2♦ = Forcing (NMF) |  | 2♦     | - | 3♣ = Forcing (NMF) |  |

Openers rebids in priority are :

- (a) Opener bids the unbid major to show a 4 card suit.
- (b) Opener raises responders major with 3 card support and minimum hand 11 – 13 HCP
- (c) Opener jump raises responders major with 3 card support and maximum 14 – 15 HCP.
- (d) Opener bids 2NT with a minimum balanced hand 11 – 13 HCP.
- (e) Opener bids 3NT with a maximum balanced hand 14 – 15 HCP.

## **NOTE 11**

### **FOURTH SUIT FORCING TO GAME**

A bid of the fourth suit by an unpassed responder is forcing to game. 12+ HCP and may be artificial.

Openers rebids in priority are:

- (a) Opener raises responders first bid suit with 3 card support and minimum values 11 – 13 HCP.
- (b) Opener jumps in responders first bid suit with 3 card support and maximum values 14 – 15 HCP.
- (c) Opener bids 2NT with a stopper in the fourth suit and minimum values 11 – 13 HCP.
- (d) Opener bids 3NT with a stopper in the fourth suit and maximum values 14 – 15 HCP.
- (e) Opener raises the fourth suit to show four card support.
- (f) If none of the above are available then opener rebids his first suit to show 6+ cards or good 5 carder.

1♣ - 1♦ - 1♥ - 1♠ = Natural 4 card ♠. Responder may or may not have Game Forcing values

1♣ - 1♦ - 1♥ - 2♠ = Game Force without 4 card ♠.

Other than the exception above, a single jump in the fourth suit shows 5/5 with invitational values.

A double jump in the fourth suit is a splinter raise in support of openers second suit.

## NOTE 12

### FORCING ♠ AND FORCING NT

- 1♥ - 1♠ One round force 3+HCP with any distribution other than 8+ HCP and 5 card ♠ or a 2/1 response.
- 1NT = Balanced minimum opening 11 – 14 HCP.
- 2♣ = Extra values 17+ HCP with 0+ card ♣ suit or 11-16 HCP with 4+ card ♣ suit
- 2♦ = 11 – 16 HCP 5+ card ♥ and 4+ card ♦.
- 2♥ = 6+ card ♥ suit 11 – 15 HCP.
- 2♠ = 16+ HCP 5+ card ♥ and 4 card ♠. (The range is 16+ HCP because of Flannery 2♥ opening)
- 2NT = 18 – 19 HCP balanced with 5 card ♥ suit.
- 3♣ = GF 19+ HCP 5+card ♥ and 5 card ♣
- 3♦ = GF 19+ HCP 5+card ♥ and 5 card ♦
- 3♥ = 6+ card ♥ suit 16+ HCP

- 1♥ - 1NT One round force 8+ HCP and 5+ card ♠.
  - 2♣ = Extra values 17+ HCP with 0+ card ♣ suit or 11-16 HCP with 4+ card ♣ suit or balanced 11-14 HCP temporizing.
  - 2♦ = 11 – 16 HCP 5+ card ♥ and 4+ card ♦.
  - 2♥ = 11 – 15 HCP 6+ card ♥ suit.
  - 2♠ = 11 – 15 support points with 3 card or weak 4 card ♠ support and 5 card ♥ suit.
  - 2NT = 18 – 19 HCP balanced with 5 card ♥ suit.
  - 3♣ = GF 19+ HCP 5+card ♥ and 5 card ♣
  - 3♦ = GF 19+ HCP 5+card ♥ and 5 card ♦
  - 3♥ = 16+ HCP with good 6+ card ♥ suit.
  - 3♠ = 16-18 support points with 3 card ♠ support and 5 card ♥ suit.
  - 4♠ = 16+ HCP with 4 card ♠ - **NOT FAST ARRIVAL** (The range is 16+ HCP because of Flannery 2♥ opening)
- Sequences where opener first rebids 2♣ and then later bids 4♠, he is showing 16+HCP and 3 card ♠ support.

- 1♠ - 1NT One round force 3+HCP with any distribution other than a 2/1 response.
- 2♣ = Extra values 17+ HCP with 0+ card ♣ suit or 11-16 HCP with 4+ card ♣ suit or balanced 11-14 HCP temporizing.
- 2♦ / 2♥ = 11 – 16 HCP 5+ card ♠ and 4+ card ♦/♥
- 2♠ = 11 – 15 HCP 6+ card ♠ suit 11 – 15 HCP..
- 2NT = 18 – 19 HCP balanced with 5 card ♠ suit.
- 3♣ = GF 19+ HCP 5+card ♥ and 5 card ♣
- 3♦ = GF 19+ HCP 5+card ♥ and 5 card ♦
- 3♠ = 16+ HCP with 6+ card ♠ suit.

### **FORCING ♠ AND FORCING NT (continued)**

A new suit by responder is non-forcing , implies no fit for openers suits and suggests pass by opener.

A single raise of openers suit generally indicates hands with 2 card support or 3 card 5 - 6 support points.

A double raise of openers suit is a limit raise (may contain a singleton) with 3 card support and 10 – 11 support points..

|    |   |      |                                                                           |
|----|---|------|---------------------------------------------------------------------------|
| 1♥ | - | 1♠   |                                                                           |
| 2♦ | - | Pass | = 5-8 Weak hand with preference for diamonds. May have just 3 diamonds.   |
|    | - | 2♥   | = 2 card ♥ support 5 – 9 HCP or 3 card ♥ support with 5 – 6 SP            |
|    | - | 2♠   | = 3 – 7 HCP non-forcing 5+ card ♠ suit                                    |
|    | - | 2NT  | = 10 – 11 HCP Invitational                                                |
|    | - | 3♣   | = 3 – 7 HCP non-forcing 6+ card ♣ suit.                                   |
|    | - | 3♦   | = Competitive 9 – 11 SP 4+ card ♦ support , little or no ♥ support        |
|    | - | 3♥   | = Limit raise. 3 card ♥ support (may contain a singleton) with 10 - 11 SP |
|    | - | 3♠   | = 5 – 7 HCP 6 card ♠                                                      |
|    | - | 3NT  | = 12 – 15 HCP balanced 2 card ♥                                           |
|    | - | 4♥   | = 12 – 15 HCP 3 card ♥ support (may contain singleton/void)               |

### **RESPONDING TO OPENERS 2♣ REBID**

|    |   |     |                                                                           |
|----|---|-----|---------------------------------------------------------------------------|
| 1♥ | - | 1♠  |                                                                           |
| 2♣ | - | 2♦  | = 3 – 7 HCP non-forcing 6+ card ♦ suit                                    |
|    | - | 2♥  | = 2 card ♥ support 5 – 9 HCP or 3 card ♥ support with 5 – 6 SP            |
|    | - | 2♠  | = 3 – 7 HCP non-forcing 6+ card ♠ suit                                    |
|    | - | 2NT | = 10 – 11 HCP Invitational                                                |
|    | - | 3♣  | = 3 – 7 HCP non-forcing 6+ card ♣ suit.                                   |
|    | - | 3♥  | = Limit raise. 3 card ♥ support (may contain a singleton) with 10 - 11 SP |
|    | - | 3♠  | = 5 – 7 HCP 6 card ♠                                                      |
|    | - | 3NT | = 12 – 15 HCP balanced 2 card ♥                                           |
|    | - | 4♥  | = 12 – 15 HCP 3 card ♥ support (may contain singleton/void)               |

Any new suit bid by opener after his 2♣ rebid shows extra values (17+ HCP) and is natural.

## **NOTE 13**

### **SPLINTER RAISES**

A splinter raise is game forcing, shows 4+ card support for partners suit and a singleton or void in the bid suit.

As a general rule a jump one level above the highest forcing systemic bid is a splinter raise.

When responding to a splinter enquiry the general rule is that the first three available bids including NT show the short suit by rank.

*(a) Splinter raises by responder in support of openers major suit (Mini / Maxi splinter raises)*

1♥ - 3♠ = 10-12 HCP singleton or void somewhere (Mini Splinter)

3NT - 4♣/4♦/4♥ = Single or void ♣/♦/♥

1♥ - 3NT = 13+ HCP single/void ♣ (Maxi Splinter)

- 4♣/4♦ = 13+ HCP single/void ♦/♠ (Maxi Splinter)

1♠ - 3NT = 10-12 HCP singleton or void somewhere (Mini Splinter)

4♣ - 4♦ / 4♥ / 4♠ = Single or void ♣/♦/♥

1♠ - 4♣/4♦/4♥ = 13+ HCP single ♣/♦/♥ (Maxi Splinter)

1♥ - DBL - 3♠ (Mini), 3NT, 4♣, 4♦ are splinters as described above (Opponents double has no effect)

1♠ - DBL - 3NT (Mini), 4♣, 4♦, 4♥ are splinters as described above (Opponents double has no effect)

*(b) Splinter raises by responder in support of openers minor suit.*

1♣ - 3♦, 3♥, 3♠ = Splinters. Responder can be a passed hand.

1♦ - 3♥, 3♠, 4♣ = Splinters. Responder can be a passed hand.

1♣ - DBL - 3♦, 3♥, 3♠ Splinters (Opponents double has no effect). Responder can be a passed hand.

1♦ - DBL - 3♥, 3♠, 4♣ Splinters (Opponents double has no effect). Responder can be a passed hand.

*(c) Splinter raises by opener in support of responders first bid suit when responders has made a natural one level response.*

|         |         |         |
|---------|---------|---------|
| 1♣ - 1♦ | 1♣ - 1♥ | 1♣ - 1♠ |
| 3♥ / 3♠ | 3♠ / 4♦ | 4♦ / 4♥ |

|         |         |
|---------|---------|
| 1♦ - 1♥ | 1♦ - 1♠ |
| 3♠ / 4♣ | 4♣ / 4♥ |

(d) *Splinter raises by opener in support of responders first bid suit when responder has made a 2/1 response.*

After a 2/1 response, openers bids are natural and shape showing. Opener cannot reverse or jump shift after a 2/1 response.

|         |         |         |
|---------|---------|---------|
| 1♦ - 2♣ | 1♥ - 2♣ | 1♥ - 2♦ |
| 3♥ / 3♠ | 3♦ / 3♠ | 3♠ / 4♣ |
| 1♠ - 2♣ | 1♠ - 2♦ | 1♠ - 2♥ |
| 3♦ / 3♥ | 3♥ / 4♣ | 4♣ / 4♦ |

(e) *Splinter raises by opener in support of responders first bid suit when responder has made a strong jump shift response.*

After a strong jump shift by responder, openers bids are natural and shape showing. Opener cannot reverse or jump to show strength.

|         |         |         |
|---------|---------|---------|
| 1♣ - 2♦ | 1♣ - 2♥ | 1♣ - 2♠ |
| 3♥ / 3♠ | 3♠ / 4♦ | 4♦ / 4♥ |
| 1♦ - 2♥ | 1♦ - 2♠ | 1♥ - 2♠ |
| 3♠ / 4♣ | 4♣ / 4♥ | 4♣ / 4♦ |

(f) *Splinter raises by responder in support of openers second suit.*

The general rule in these cases is that the splinter raise is a double jump in the fourth suit (3♠, 4♣, 4♦ and 4♥)

|         |         |         |
|---------|---------|---------|
| 1♣ - 1♦ | 1♣ - 1♥ | 1♣ - 1♦ |
| 1♥ - 3♠ | 1♠ - 4♦ | 1♠ - 4♥ |

(g) *Splinter raises by either partner after a 2♣ opening.*

There is no need for strength showing jumps after a 2♣ opening so any jump by either partner is a splinter raise.

|                 |                             |                        |
|-----------------|-----------------------------|------------------------|
| 2♣ - 2♦         | 2♣ - 2♦                     | 2♣ - 2♦                |
| 2♥ - 3♠, 4♣, 4♦ | 3♦ - 4♥, 4♠, 5♣ (denies A♠) | 3♠ - 4♦, 4♥, 4♠        |
| 2♣ - 2♥         | 2♣ - 2♥                     | 2♣ - 3♦                |
| 2♠ - 4♣, 4♦     | 3♠, 4♣, 4♦                  | 4♥, 4♠, 5♣ (denies A♠) |

(h) *Splinter raises after an inverted minor raise*

|            |            |
|------------|------------|
| 1♣ - 2♣    | 1♦ - 2♦    |
| 3♦, 3♥, 3♠ | 3♥, 3♠, 4♣ |

(h) *Splinter raises by responder after opponent overcalls*

A jump cue bid of opponents suit is a splinter raise for opener

|             |         |                               |             |         |                               |
|-------------|---------|-------------------------------|-------------|---------|-------------------------------|
| 1♠(partner) | 1♦(opp) | 3♦(you) = splinter raise in ♠ | 1♦(partner) | 1♥(opp) | 3♥(you) = splinter raise in ♦ |
| 1♥(partner) | 2♣(opp) | 4♣(you) = splinter raise in ♥ | 1♠(partner) | 2♦(opp) | 4♦(you) = splinter raise in ♠ |

## NOTE 14

### GAME TRIES

Help suit game tries (**HSGT**) in a major suit.

One hand has extra values and is interested in game or slam.

The HSGT is usually made in a suit with 3 or more losers. Holdings such as xxx, Jxx, Qxx, xxxx, Qxxx, Jxxx

|      |        |      |        |            |    |            |    |
|------|--------|------|--------|------------|----|------------|----|
| 1♣ - | 1♥     | 1♣ - | 1♠     | 1♥ -       | 2♥ | 1♠ -       | 2♠ |
| 2♥ - | 2♠, 3♦ | 2♠ - | 3♦, 3♥ | 2♠, 3♣, 3♦ |    | 3♣, 3♦, 3♥ |    |

The hand responding to the HSGT will bid game with x, Ax, Kx, AQx, QJxxx i.e. holdings that will reduce partners losers in the suit to 1 or 1.5

### Short suit game tries (**SSGT**)

|      |               |      |               |      |               |      |               |
|------|---------------|------|---------------|------|---------------|------|---------------|
| 1♣ - | 1♥            | 1♣ - | 1♠            | 1♦ - | 1♥            | 1♦ - | 1♠            |
| 2♥ - | 2NT           | 2♠ - | 2NT           | 2♥ - | 2NT           | 2♠ - | 2NT           |
| 3♣ = | Single/void ♣ | 3♦ = | Single/void ♦ | 3♣ = | Single/void ♣ | 3♣ = | Single/void ♣ |
| 3♦ = | Single/void ♦ | 3♥ = | Single/void ♥ | 3♦ = | Single/void ♠ | 3♥ = | Single/void ♥ |
| 3♥ = | No shortness  | 3♠ = | No shortness  | 3♠ = | No shortness  | 3♠ = | No shortness  |

|       |                                                        |       |                                      |
|-------|--------------------------------------------------------|-------|--------------------------------------|
| 1♥ -  | 2♥                                                     | 1♠ -  | 2♠                                   |
| 2NT - | 3♣/3♦ = Single/void in ♣/♦ (cannot show ♠ single/void) | 2NT - | 3♣, 3♦, 3♥ = Single/void in bid suit |
| -     | 3♥ = No shortness                                      | -     | 3♠ = No shortness                    |

In each case the 2NT bidder ASKS whether partner has a short suit (singleton or void). Partner responds by bidding the short suit or returning to the agreed major if no singleton/void exists. When ♥ is the agreed trump suit special sequences exist (see above)

## **NOTE 15**

### **LEBENSOHL AFTER A TAKEOUT DOUBLE OF 2♥ or 2♠**

| Opener | Overcaller | Responder | Advancer                                                   |
|--------|------------|-----------|------------------------------------------------------------|
| 2♥     | Dbl        | Pass      | 2♠ = 0 – 4 HCP 4+ card ♠ suit                              |
|        |            |           | 2NT = 0 – 6 HCP forces 3♣ relay by partner.                |
|        |            |           | 3♣ = 7 – 10 HCP 4+ card ♣ suit                             |
|        |            |           | 3♦ = 7 – 10 HCP 4+ card ♦ suit                             |
|        |            |           | 3♥ = Forcing 12+ HCP denies ♥ stopper. Suggests ♠ support. |
|        |            |           | 3♠ = 10 – 11 HCP 4+ card ♠ suit Invitational               |
| 2♥     | Dbl        | Pass      | 2NT                                                        |
| Pass   | 3♣         | Pass      | Pass = 0 – 6 HCP 4+ ♣                                      |
|        |            |           | 3♦ = 0 – 6 HCP 4+ ♦. Requests partner to pass.             |
|        |            |           | 3♥ = Forcing 12+ HCP shows ♥ stopper. Suggests ♠ support.  |
|        |            |           | 3♠ = 5 – 9 HCP 4+ card ♠ suit.                             |

Similar sequences exist after a 2♣ opening by the opponents.

If overcaller has doubled with a very strong hand and hears a 2NT bid by advancer he can refuse to bid 3♣ and choose instead to bid his suit. Advancer then knows that overcaller has a powerful hand and will bid accordingly.

### **OTHER LEB SEQUENCES**

|                                                             |               |               |               |             |       |               |               |
|-------------------------------------------------------------|---------------|---------------|---------------|-------------|-------|---------------|---------------|
| (a) Opener                                                  | You           | Responder     | Partner       | Opener      | You   | Responder     | Partner       |
| 1♠                                                          | P             | 2♠            | DBL           | 1♠          | DBL   | 2♠            | P             |
| P                                                           | 2NT (0-6 Leb) |               |               | P           | DBL   | P             | 2NT (0-6 Leb) |
| Similar sequences to the above exist when opponents open 1♥ |               |               |               |             |       |               |               |
| (b) Opener                                                  | You           | Responder     | Partner       | Opener      | You   | Responder     | Partner       |
| 1♥                                                          | P             | 2♥            | P             | 1♠          | P     | 2♠            | P             |
| P                                                           | DBL           | P             | 2NT (0-6 Leb) | P           | DBL   | P             | 2NT (0-6 Leb) |
| (c) Opener(You)                                             | LHO           | Partner       | RHO           | Opener(You) | LHO   | Partner       | RHO           |
| 1♥                                                          | 2♠            | P             | P             | 1♠          | 2♥    | P             | P             |
| DBL                                                         | P             | 2NT (0-6 Leb) |               | DBL         | P     | 2NT (0-6 Leb) |               |
| (d) Opener(You)                                             | LHO           | Partner       | RHO           | Opener(You) | LHO   | Partner       | RHO           |
| 1♣                                                          | 2♦/2♥/2♠      | P             | P             | 1♦          | 2♥/2♠ | P             | P             |
| DBL                                                         | P             | 2NT (0-6 Leb) |               | DBL         | P     | 2NT (0-6 Leb) |               |

## **NOTE 16**

### **RKCB , RKCG AND GSF**

#### ***RKCB – 4NT***

The key card suit is (a) the agreed trump suit or (b) the last bid natural suit. If neither of these is applicable then RKCB reverts to Aces only.

- 5♣ = 0 or 3 key cards
- 5♦ = 1 or 4 key cards
- 5♥ = 2 key cards without Q of key suit
- 5♠ = 2 key cards with Q of key suit
- 5NT = Even number of Key Cards - 0/2/4 Key Cards plus a void
- 6♣ = Odd number - 1/3 Key Cards with a ♣ void.
- 6♦ = Odd number - 1/3 Key Cards with a ♦ void
- 6♥ = Odd number - 1/3 Key Cards with a ♥ void

With 1/3 Key Cards and a void that is higher ranking than the trump suit, bid six of the trump suit.

#### **Queen Ask**

The RKCB bidder can enquire about the Queen of trumps or undisclosed extra length (yielding a combined length of 10+ cards) in trumps.

The Queen ask is only used after a 5♣ or a 5♦ response and only if the key suit is ♥ or ♠.

If ♥ is the key suit the Queen ask can only be used after a 5♣ response.

Example:

- |     |   |     |                                                                                                     |
|-----|---|-----|-----------------------------------------------------------------------------------------------------|
| 1♥  | - | 4♣  | (splinter raise void ♣)                                                                             |
| 4NT | - | 5♣  | (0 or 3 key cards, key suit is ♥)                                                                   |
| 5♦  | - | 5♥  | (I do not have Q♥)                                                                                  |
|     | - | 5♠  | (Q♥ and K♠)                                                                                         |
|     | - | 6♣  | (Q♥ and K♣ but in this particular example responder has already shown ♣ void so K♣ is not possible) |
|     | - | 6♦  | (Q♥ and K♦)                                                                                         |
|     | - | 6♥  | (Q♥ without any outside Kings)                                                                      |
|     |   |     |                                                                                                     |
| 1♠  | - | 3NT | (splinter raise with a singleton)                                                                   |
| 4♣  | - | 4♥  | (singleton ♥)                                                                                       |
| 4NT | - | 5♦  | (1 or 4 key cards, key suit is ♠)                                                                   |
| 5♥  | - | 5♠  | (I do not have Q♠)                                                                                  |
|     | - | 6♣  | (Q♠ and K♣)                                                                                         |
|     | - | 6♦  | (Q♠ and K♦)                                                                                         |
|     | - | 6♥  | (Q♠ and K♥. In this particular example it would be a singleton K♥)                                  |
|     | - | 6♠  | (Q♠ without any outside Kings)                                                                      |

## KING ASK

A bid of 5NT by the RKCB bidder asks for Kings (excluding King of key suit) and the Q of the key suit. (A total of 4 key cards)

The responses are:

- 6♣ = 0 or 3 key cards
- 6♦ = 1 or 4 key cards
- 6♥ = 2 key cards

## Roman Keycard Gerber (RKCG)

When a minor suit contract has been agreed we play RKCG.

- |                               |                                          |
|-------------------------------|------------------------------------------|
| 1♣ - 4♣ (RKCG in ♣)           | 1♦ - 4♦ (RKCG in ♦)                      |
| 4♦ = 0 or 3 key cards         | 4♥ = 0 or 3 key cards                    |
| 4♥ = 1 or 4 key cards         | 4♠ = 1 or 4 key cards                    |
| 4♠ = 2 key cards without Q♣   | 4NT = 2 key cards without Q♦             |
| 4NT = 2 key cards with Q♣     | 5♣ = 2 key cards with Q♦                 |
| 5♣ = 2 key cards with a void  | 5♦ = 2 key cards with a ♣ void           |
| 5♦ = 3 key cards with a void. | 5♥ = 2 key cards with a void in ♥ or ♠   |
|                               | 5♠ = 3 key cards with a ♣ void           |
|                               | 5NT = 3 key cards with a void in ♥ or ♠. |

The Queen ask is possible in RKCG after a 0/3 or 1/4 response. The first available bid is the Queen ask.

- |                                       |                                        |
|---------------------------------------|----------------------------------------|
| 1♣ - 4♣                               | 1♦ - 4♦                                |
| 4♦ - 4♥ (asks for Q♣ or extra length) | 4♠ - 4NT (asks for Q♦ or extra length) |
| 4♠ = Q♣ and K♠                        | 5♣ = Q♦ and K♣                         |
| 5♣ = I do not have Q♣                 | 5♦ = I do not have Q♦                  |
| 5♦ = Q♣ and K♦                        | 5♥ = Q♦ and K♥                         |
| 5♥ = Q♣ and K♥                        | 5♠ = Q♦ and K♠                         |

A jump to 4NT (if available) or 5 of the suit above the key suit is the King ask. (Outside Kings plus Q of key suit)

- |                       |                        |
|-----------------------|------------------------|
| 1♣ - 4♣               | 1♦ - 4♦                |
| 4♦ - 4NT (King ask)   | 4NT - 5♥ (King ask)    |
| 5♣ = 0 or 3 key cards | 5♠ = 0 or 3 key cards  |
| 5♦ = 1 or 4 key cards | 5NT = 1 or 4 key cards |
| 5♥ = 2 key cards      | 6♣ = 2 key cards       |

When interference occurs in RKCB or RKCG we use DOPI after a suit interference and ROPI after a double.

## GRAND SLAM FORCE (GSF)

When a suit has been agreed, an unusual jump to 5NT not preceded by RKCB or Gerber is the Grand Slam Force.

It asks for top honor cards (A, K or Q) in the trump suit.

If ♣ is the agreed suit then

- 5NT (GSF) - 6♣ = 0 or 1 Top Honor in ♣  
- 7♣ = Suit headed by ♣AK or ♣AQ or ♣KQ

If ♦ is the agreed suit

- 5NT (GSF) - 6♦ = 0 or 1 Top Honor in ♦  
- 6♦ = Either A♦ or K♦ with extra length  
- 7♦ = Suit headed by ♦AK or ♦AQ or ♦KQ

If ♥ is the agreed suit

- 5NT (GSF) - 6♥ = No Top Honor in ♥  
- 6♥ = Either A♥ or K♥  
- 6♥ = Either A♥ or K♥ with extra length  
- 7♥ = Suit headed by ♥AK or ♥AQ or ♥KQ

If ♠ is the agreed suit

- 5NT (GSF) - 6♠ = No Top Honor in ♠  
- 6♠ = Either A♠ or K♠  
- 6♠ = Either A♠ or K♠ with extra length  
- 7♠ = Suit headed by ♠AK or ♠AQ or ♠KQ

## OTHER SLAM CONVENTIONS

(a) a jump to 5 of the agreed suit after an overcall asks partner to bid 6 with a control in opponents suit.

- 1♥ - 1♠(opp) - 5♥ = Bid 6♥ with ♠ control  
1♥ - 1♠(opp) - 2♠ - P  
5♥ = Bid 6♥ with ♠ control.

(b) a jump to 5 of the agreed suit without competition asks partner to bid 6 with A or K of trumps and 7 with A and K of trumps.

- 1♥ - 2♥ or 3♦ or 3♣ or splinter by responder  
5♥ = Bid 6♥ with A or K in ♥; Bid 7♥ with A and K in ♥

(c) When two suits have been cue bid below game level, a bid of 5 of the agreed suit asks partner to bid 6 with a control in the third suit.

- 1♥ - 3♣ = Jacoby 3♣  
3NT - 4♣ = Cue Bid  
4♦ = Cue 5♥ = Bid 6♥ with ♠ control.  
1♥ - 3♣ = Jacoby 3♣  
3NT - 4♣ = Cue Bid  
4♦ = Cue 4♥ = Sign off. Not sure if 6♥ is on  
5♥ = Bid 6♥ if you have a ♠ control.

(d) When all three suits have been cue bid below game level, a bid of 5 of the agreed suit asks partner to bid 6 with A or K and extra trump length

## **NOTE 17**

### **LAWRENCE DRURY**

Drury is only used after a third seat opening of 1♥ or 1♠.

Responder bids 2♣ (Drury) with hands that qualify as a limit raise in openers major with 3+ card support.

| North | East                                                                                                                             | South | West |
|-------|----------------------------------------------------------------------------------------------------------------------------------|-------|------|
| Pass  | Pass                                                                                                                             | 1♥    | Pass |
| Pass  | = Weak hand                                                                                                                      |       |      |
| 1♠    | = 5 – 11 HCP 4+ card ♠ suit. NF. Poor ♥ support                                                                                  |       |      |
| 1NT   | = Hands that cannot bid 1♠, 2♣, 2♦, 2♥ or 2NT. NF                                                                                |       |      |
| 2♣    | = Drury 10 – 12 SP with 3+ card ♥ support. 1RF                                                                                   |       |      |
| 2♦    | = 5+ ♦'s 10-11 HCP ( a natural 2/1 response. NF)                                                                                 |       |      |
| 2♥    | = 7 – 9 SP with 3 card ♥ support. Competitive                                                                                    |       |      |
| 2♠    | = does not exist.                                                                                                                |       |      |
| 2NT   | = 1RF 10 – 12 HCP, 4+ card ♥, unknown single/void<br>(3♣ asks and 3♦ = short ♣; 3♥ = short ♥; 3♠ = short ♠)<br>(MINI – SPLINTER) |       |      |

| North | East                                                                                                                             | South | West |
|-------|----------------------------------------------------------------------------------------------------------------------------------|-------|------|
| Pass  | Pass                                                                                                                             | 1♠    | Pass |
| Pass  | = Weak Hand                                                                                                                      |       |      |
| 1NT   | = Hands that cannot bid 2♣, 2♦, 2♥, 2♠ or 2NT. NF                                                                                |       |      |
| 2♣    | = Drury 10 – 12 SP with 3+ card ♠ support. 1RF                                                                                   |       |      |
| 2♦    | = 5+ ♦'s 10-11 HCP ( a natural 2/1 response. NF)                                                                                 |       |      |
| 2♥    | = 5+ ♥'s 10-11 HCP ( a natural 2/1 response. NF)                                                                                 |       |      |
| 2♠    | = 7 – 9 SP with 3 card ♠ support. Competitive                                                                                    |       |      |
| 2NT   | = 1RF 10 – 12 HCP, 4+ card ♠, unknown single/void<br>(3♣ asks and 3♦ = short ♣; 3♥ = short ♥; 3♠ = short ♠)<br>(MINI – SPLINTER) |       |      |

The general principle is that the first three available bids including NT show the short suits in order of rank.

| North | East | South | West                                   |
|-------|------|-------|----------------------------------------|
| P     | P    | 1♥    | P                                      |
| 2♣    | P    | 2♦    | = Relay asking description             |
|       |      | 2♥    | = Weak Opening. Responder to Pass      |
|       |      | 2♠    | = GF. 16+ HCP (Flannery) 5+♥ & 4+♠     |
|       |      | 2NT   | = GF. 18-19 HCP balanced with 5 card ♥ |
|       |      | 3♣    | = 14-15 HCP 5+♥'s & 4+♣'s. Forcing     |
|       |      | 3♦    | = 14-15 HCP 5+♥'s & 4+♦'s. Forcing     |
|       |      | 3♥    | = GF 16+ HCP. 6+♥'s. Invites cue bids. |
|       |      | 3♠    | = GF Splitter. Single/void ♠. 18+ HCP  |
|       |      | 3NT   | = 14 – 15 HCP balanced with 5♥'s       |
|       |      | 4♣    | = GF. Splitter. Single/void ♣. 18+ HCP |
|       |      | 4♦    | = GF. Splitter. Single/void ♦. 18+ HCP |
|       |      | 4♥    | = To play                              |
|       |      | 4NT   | = RKCB in ♥'s                          |

| North | East | South | West                                |
|-------|------|-------|-------------------------------------|
| P     | P    | 1♠    | P                                   |
| 2♣    | P    | 2♦    | = Relay asking description          |
|       |      | 2♥    | = 11+ HCP 4 card ♥ & 5card ♠        |
|       |      | 2♠    | = Weak Opening responder to pass    |
|       |      | 2NT   | = GF. 18-19 HCP 5 card ♠ balanced   |
|       |      | 3♣    | = 14-15 HCP 5+♠'s & 4+ ♣'s forcing  |
|       |      | 3♦    | = 14-15 HCP 5+♠'s & 4+ ♦'s forcing  |
|       |      | 3♥    | = GF. Splitter short ♥. 18+ HCP     |
|       |      | 3♠    | = GF. 16+HCP. 6+♥'s Invites cue bid |
|       |      | 3NT   | = 14 – 15 HCP balanced with 5♥'s    |
|       |      | 4♣    | = GF. Splitter short ♣. 18+ HCP     |
|       |      | 4♦    | = GF. Splitter short ♦. 18+ HCP     |
|       |      | 4♠    | = To Play                           |
|       |      | 4NT   | = RKCB in ♠'s                       |

## LAWRENCE DRURY (continued)

| North | East | South                                                                                                      | West |
|-------|------|------------------------------------------------------------------------------------------------------------|------|
| P     | P    | 1♥                                                                                                         | P    |
| 2♣    | P    | 2♦ = Good 1♥ opening asks description                                                                      |      |
| 2♥    |      | = 10 – 11 SP with 3 or 4 card ♥. No single/void                                                            |      |
| 2♠    |      | = Max hand 12 SP with 3 card ♥. No single/void                                                             |      |
| 2NT   |      | = GF. Max hand 12 SP 4 card ♥. No single/void                                                              |      |
| 3♣    |      | = 10 – 12 with 3 card ♥ and unknown single/void<br>(3♦ asks and 3♥ = short ♣; 3♠ = short ♦; 3NT = short ♠) |      |

| North | East | South                                                                                                      | West |
|-------|------|------------------------------------------------------------------------------------------------------------|------|
| P     | P    | 1♠                                                                                                         | P    |
| 2♣    | P    | 2♦ = Good 1♠ opening asks description                                                                      |      |
| 2♥    |      | = 10 – 11 SP with 3 or 4 card ♠. No single/void                                                            |      |
| 2♠    |      | = Max hand 12 SP with 3 card ♠. No single/void                                                             |      |
| 2NT   |      | = GF. Max hand 12 SP 4 card ♠. No single/void                                                              |      |
| 3♣    |      | = 10 – 12 with 3 card ♥ and unknown single/void<br>(3♦ asks and 3♥ = short ♣; 3♠ = short ♦; 3NT = short ♥) |      |

The general principle is that the first three available bids including NT show the short suits in order of rank.

In competition if the 2♣ bid is available then Drury is ON.

If not, we use negative free bids (5-10 HCP) at the 2-level, forcing free bids at 3+level, weak jump shifts, Hi and Lo power negative doubles up to and including 3♠ (Note 8) and a jump to 3 of the major as a limit raise showing 4 card or 3 good support for opener. Cue bids are Game Invitational, 4+ card support and do not guarantee any controls in opponents suit.

After opponents takeout double, 2♣ (Drury) is a limit raise and 2NT is a mini-splinter (4 card trump with single/void 11 – 12 HCP) Redouble usually denies a fit but can also be a good raise for opener. After the redouble, if you show support later, it is always THREE card support. Do not redouble with four + trumps.

## **NOTE 18**

### **TWO OVER ONE RESPONSES**

1. Two over one responses are forcing to 3NT or 4♥/4♠ or to 4♣/4♦ if no fit can be found.  
The 2/1 response is usually 12+ HCP but can be made with 11 HCP and a very good suit.
2. After a 2/1 response, opener bids his shape. There are no reverses or strength showing jump shifts after a 2/1 response.  
Jump rebids by opener after a 2/1 response shows a good 6+ card suit headed by AKQ or AKJ10.  
If opener bids a new suit at the three level then it guarantees a 5 card suit.  
If opener supports responders minor it is almost always with 4 card support.
3. If opener rebids 2NT then it guarantees stoppers in the unbid suits.  
Jumps in a new suit by opener are splinter raises for responders suit.
4. Jumps to game by either partner (after a 2/1 response) are FAST ARRIVAL showing a min hand and no controls in the unbid suits.  
1♥ - 2♣  
2♦ - 4♥ = Min (12-14 HCP). No ♠ control, No ♦ control
5. After a 2/1 response if either partner supports a suit below game level then that sequence is Game Forcing and invites cue bids.
6. Responders rebid of 2NT is 12-14 or 18-19 HCP with 2 card support for openers major.  
Responders rebid of 3NT is 15-17 HCP with 2 card support for openers major.  
1♠ - 2♣  
2♥ - 2NT = 12 – 14 HCP or 18 – 19 HCP with 2 card ♠  
- 3NT = 15 – 17 HCP with 2 card ♠  
4NT = Roman Blackwood for Aces  
5NT = Quantitative invites 6NT with maximum values for responders 2NT or 3NT bid.
7. Many times opener is forced to make the default rebid of two of his major when his hand does not fit any of the above.  
A rebid of two of openers major DOES NOT guarantee 6 cards. Many times it will be done on a five card suit.
8. Strong jump shifts at the two level are allowed. Strong jump shifts at the three level DO NOT EXIST.  
1♣ - 2♦, 2♥, 2♠ are strong jump shifts  
1♦ - 2♥, 2♠ are strong jump shifts  
1♥ - 1♥ - 2♠ is a strong jump shift  
1♣ - 3♦/3♥/3♠ are splinters  
1♦ - 3♣ = 6/7 card ♣ suit. Invitational 9-11 HCP, 3♥/3♠/4♣ are splinters  
1♥ - 3♣ = Jacoby, 3♦ = Limit, 3♠/3NT/4♣/4♦ are splinters  
1♠ - 3♣ = Jacoby, 3♦ = Limit, 3♥ = 6/7 card ♥ suit. Invitational 9-11 HCP, 3NT/4♣/4♦/4♥ are splinters

## **NOTE 19**

### **JACOBY 3♣ (4+ card support , 12+ SP , balanced hand)**

- 1♥ - 3♣ (Jacoby) 4+ card ♥ , 13+ SP, balanced hand (without single/void)
- 3♦ = 11 – 13 HCP with an unknown singleton/void
- 3♥ = 14 – 15 HCP with an unknown singleton/void
- 3♠ = 16+ HCP with an unknown singleton/void
- 3NT = 14 – 15 HCP balanced
- 4♣ = 16+ balanced
- 4♥ = 11 – 13 HCP balanced. Sign off.

When responding to a short suit enquiry, the general rule is that the first three available bids including NT show the short suit by rank.

- 1♥ - 3♣ (Jacoby) 4+ card ♥ , 12+ SP, balanced hand (without single/void)
- 3♦ (11-13) - 3♥ (asks for short suit)
- 3♠ = Single/void ♣
- 3NT = Single/void ♦
- 4♣ = Single/void ♠

- 1♥ - 3♣ (Jacoby) 4+ card ♥ , 12+ SP, balanced hand (without single/void)
- 3♥ (14-15) - 3♠ (asks for short suit)
- 3NT = Single/void ♣
- 4♣ = Single/void ♦
- 4♦ = Single/void ♠

- 1♥ - 3♣ (Jacoby) 4+ card ♥ , 12+ SP, balanced hand (without single/void)
- 3♠ (16+) - 3NT (asks for short suit)
- 4♣ = Single/void ♣
- 4♦ = Single/void ♦
- 4♥ = Single/void ♠

## **JACOBY 3♣ (continued)**

1♠ - 3♣ (Jacoby) 4+ card ♠, 12+ SP, balanced hand (without single/void)  
3♦ = 11 – 13 HCP with an unknown singleton/void  
3♥ = 14 – 15 HCP with an unknown singleton/void  
3♠ = 16+ HCP with an unknown singleton/void  
3NT = 14 – 15 HCP balanced  
4♣ = 16+ balanced  
4♠ = 11 – 13 HCP balanced. Sign off.

When responding to a short suit enquiry, the general rule is that the first three available bids including NT show the short suit by rank.

1♠ - 3♣ (Jacoby) 4+ card ♠, 12+ SP, balanced hand (without single/void)  
3♦ (11-13) - 3♥ (asks for short suit)  
3♠ = Single/void ♣  
3NT = Single/void ♦  
4♣ = Single/void ♥

1♠ - 3♣ (Jacoby) 4+ card ♠, 12+ SP, balanced hand (without single/void)  
3♥ (14-15) - 3♠ (asks for short suit)  
3NT = Single/void ♣  
4♣ = Single/void ♦  
4♦ = Single/void ♥

1♠ - 3♣ (Jacoby) 4+ card ♠, 12+ SP, balanced hand (without single/void)  
3♠ (16+) - 3NT (asks for short suit)  
4♣ = Single/void ♣  
4♦ = Single/void ♦  
4♥ = Single/void ♥

### **When they compete:**

1♥ - P - 3♣ - 3♦/3♠ overcall or DBL

### **OVERCALL**

PASS = No control in their suit, will accept penalty dbl by responder  
DBL = A or K in their suit  
3NT = Singleton in their suit  
CUE = Void in their suit  
3♥ = Extra length in ♥ with control in their suit  
New Suit = Singleton in new suit and control in their suit  
4♥ = Sign off

### **DOUBLE**

PASS = No control in ♣, can accept penalty double by partner  
RDBL = A or K in ♣  
3NT = Singleton ♣  
4♣ = Void in ♣  
3♥ = Extra length in ♥ with control in ♣  
New Suit = Singleton in new suit and ♣ control  
4♥ = Sign off

## **NOTE 20**

### **LIMIT RAISES WITHOUT COMPETITION**

1♣ - 2♣ = Limit raise or better. 5+ card ♣. Inverted Minor 10+ HCP  
1♦ - 2♦ = Limit raise or better. 4+ card ♦. Inverted Minor 10+ HCP  
1♥ - 3♦ = Limit raise 4+ card ♥ 10 – 11 SP may contain a singleton/void. 3♠ asks (see below)  
1♠ - 3♦ = Limit raise 4+ card ♠ 10 – 11 SP may contain a singleton/void. 3♥ asks (see below)

1♥ - 1♠ (forcing)  
2♣/♦/♥/♠/NT - 3♥ = Limit raise 3 card ♥. 10 – 11 SP may contain singleton/void.

1♥ - 1NT (forcing 8+ HCP and 5+♠)  
2♣/♦/♥/♠/NT - 3♥ = Limit raise 3 card ♥. 10 – 11 SP may contain singleton/void.

1♠ - 1NT (forcing)  
2♣/♦/♥/♠/NT - 3♥ = Limit raise 3 card ♥. 10 – 11 SP may contain singleton/void.

P - P - 1♥/1♠ - P  
2♣ = Limit raise 10 – 11 HCP 4+ card support. Lawrence Drury.

When partner makes a limit raise and you have a singleton somewhere, **ALWAYS BID GAME**

-----  
When responding to a short suit enquiry, the general rule is that the first three available bids including NT show the short suit by rank.

1♥ - 3♦ = Limit Raise 4+ card ♥ 10 – 11 SP

3♥ = Sign off. Should be respected.

3♠ = Ask for singleton

- 3NT = ♣ Singleton  
- 4♣ = ♦ Singleton  
- 4♦ = ♠ Singleton  
- 4♥ = Sign off

1♠ - 3♦ = Limit Raise 4+ card ♥ 10 – 11 SP

3♠ = Sign off. Should be respected.

3♥ = Ask for singleton

- 3♠ = ♣ Singleton  
- 3NT = ♦ Singleton  
- 4♣ = ♥ Singleton  
- 4♠ = Sign off

## LIMIT RAISES IN COMPETITION

### AFTER THEIR TAKEOUT DOUBLE

| Partner |   | Opp |   | You  |                                                                               |
|---------|---|-----|---|------|-------------------------------------------------------------------------------|
| 1♣      | - | DBL | - | 2♦   | = Limit Raise or better. 5+ card ♣. 10+ SP                                    |
| 1♦      | - | DBL | - | 3♣   | = Limit Raise or better. 4+ card ♦. 10+ SP                                    |
| 1♥      | - | DBL | - | 2NT  | = Limit Raise or better 4+ card ♥. 10+ SP.                                    |
| 1♠      | - | DBL | - | 2NT  | = Limit Raise or better 4+ card ♠. 10+ SP.                                    |
| 1♥      | - | DBL | - | RDBL | = 10+ HCP if you later support it shows 3 card support. NEVER 4 CARD SUPPORT. |
| 1♠      | - | DBL | - | RDBL | = 10+ HCP if you later support it shows 3 card support. NEVER 4 CARD SUPPORT. |

### AFTER A ONE LEVEL OVERCALL

| Partner |   | Opp    |   | You |                                                                                                              |
|---------|---|--------|---|-----|--------------------------------------------------------------------------------------------------------------|
| 1♣      | - | 1♦/♥/♠ | - | 3♣  | = Limit Raise. 5+ card ♣. 10 -11 SP. Cue Bid is GF 5+card ♣ 12+ SP. HI-LO doubles. Jump cue is a splinter.   |
| 1♦      | - | 1♥/♠   | - | 3♦  | = Limit Raise. 4+ card ♦. 10 -11 SP.. Cue Bid is GF 4+card ♦ 12+ SP. HI-LO doubles. Jump cue is a splinter   |
| 1♥      | - | 1♠     | - | 3♥  | = Limit Raise. 3 good or 4 card ♥. 10 -11 SP. Cue Bid is GF 4+card ♥ 12+SP. HI-LO dbls. Jump cue = splinter. |

### AFTER A TWO LEVEL OVERCALL

| Partner |   | Opp    |   | You |                                                                                                              |
|---------|---|--------|---|-----|--------------------------------------------------------------------------------------------------------------|
| 1♣      | - | 2♦/♥/♠ | - | 3♣  | = Limit Raise. 5+ card ♣. 10 -11 SP. Cue Bid is GF 5+card ♣ 12+ SP. HI-LO dbls. Jump cue = splinter          |
| 1♦      | - | 2♣/♥/♠ | - | 3♦  | = Limit Raise. 4+ card ♦. 10 -11 SP.. Cue Bid is GF 4+card ♦ 12+ SP. HI-LO dbls. Jump cue = splinter         |
| 1♥      | - | 2♣/♦/♠ | - | 3♥  | = Limit Raise. 3 good or 4 card ♥. 10 -11 SP. Cue Bid is GF 4+card ♥ 12+ SP. HI-LO dbls. Jump cue = splinter |
| 1♠      | - | 2♣/♦/♥ | - | 3♠  | = Limit Raise. 3 good or 4 card ♠. 10 -11 SP. Cue Bid is GF 4+card ♠ 12+ SP. HI-LO dbls. Jump cue = splinter |

When partner makes a limit raise and you have a singleton somewhere, **ALWAYS BID GAME**

## **NOTE 21**

### **BIDDING AFTER A REVERSE**

A reverse by responder is always game forcing.

### **REVERSES AFTER A SUIT RESPONSE**

When opener reverses, the cheaper of fourth suit or 2NT by responder starts a weak auction.

|                                 |   |     |                                                                              |
|---------------------------------|---|-----|------------------------------------------------------------------------------|
| 1♣                              | - | 1♠  |                                                                              |
| 2♦ (reverse 5+♣ and 4+♦ 17+HCP) | - | 2♥  | = 4 <sup>th</sup> suit is cheaper than 2NT. Start of a weak auction.         |
|                                 |   | 2♠  | = 5+ card ♠ one round force. (Opener's rebids of 2NT, 3♣ or 3♠ are passable) |
|                                 |   | 3♣  | = GF – Good 3 or 4+ card ♣ support 11+ HCP                                   |
|                                 |   | 3♦  | = GF – 4+ card ♦ support 11+ HCP                                             |
|                                 |   | 3NT | = GF – Proper stoppers in ♥ and ♠. 9 – 11 HCP. No slam interest.             |

|                                 |   |     |                                                                              |
|---------------------------------|---|-----|------------------------------------------------------------------------------|
| 1♦                              | - | 1♠  |                                                                              |
| 2♥ (reverse 5+♦ and 4+♥ 17+HCP) | - | 2♠  | = 5+ card ♠ one round force. (Opener's rebids of 2NT, 3♦ or 3♠ are passable) |
|                                 |   | 2NT | = Starts a weak auction. Does not guarantee ♣ stopper.                       |
|                                 |   | 3♣  | = GF – 4 <sup>th</sup> suit. Can be artificial.                              |
|                                 |   | 3♦  | = GF – Good 3 or 4+ card ♦ support 11+ HCP                                   |
|                                 |   | 3♥  | = GF – 4+ card ♥. 8+ HCP                                                     |
|                                 |   | 3NT | = GF – Proper stoppers in ♣ and ♠. 9 – 11 HCP. No slam interest.             |

Follow up bidding.

|              |   |     |                                                                                           |
|--------------|---|-----|-------------------------------------------------------------------------------------------|
| 1♦           | - | 1♠  |                                                                                           |
| 2♥ (reverse) | - | 2NT | = Starts a weak auction because 2NT is cheaper than 3♣.                                   |
| 3♣           | = |     | GF. 4 <sup>th</sup> suit. May be artificial                                               |
| 3♦           | = |     | Rebid of original minor. May still be 5 cards. Responder can pass with a weak misfit hand |
| 3♥           | = |     | 6+♦ and 5+♥. Responder can pass with a weak misfit hand                                   |
| 3NT          | = |     | To play                                                                                   |

|              |   |    |                                                                                           |
|--------------|---|----|-------------------------------------------------------------------------------------------|
| 1♦           | - | 1♠ |                                                                                           |
| 2♥ (reverse) | - | 2♠ | = 5+ card ♠ one round force.                                                              |
| 2NT          | = |    | 1-4-5-3 or 2-4-5-2 distribution 17 – 18 HCP. Responder may pass with a weak hand.         |
| 3♣           | = |    | GF. 4 <sup>th</sup> suit. may be artificial                                               |
| 3♦           | = |    | Rebid of original minor. May still be 5 cards. Responder can pass with a weak misfit hand |
| 3♥           | = |    | 6+♦ and 5+♥. Responder can pass with a weak misfit hand                                   |
| 3♠           | = |    | 3 card ♠ support (3-4-5-1 shape) Invitational.                                            |
| 4♣           | = |    | GF. Splinter. 3 card ♠ support.                                                           |

### REVERSES AFTER A NO TRUMP RESPONSE

When opener reverses and responders first bid was 1NT then the cheapest bid (including 2NT) starts a weak auction.

|                                |   |     |                                         |
|--------------------------------|---|-----|-----------------------------------------|
| 1♦                             | - | 1NT |                                         |
| 2♥(reverse 5+♦ and 4+♥ 17+HCP) | - | 2♠  | = Starts a weak auction (cheapest bid)  |
|                                |   | 2NT | = Shows a good hand willing to play NT. |
|                                |   | 3♣  | = Natural and forcing                   |
|                                |   | 3♦  | = Support and forcing                   |
|                                |   | 3♥  | = Support and forcing                   |
|                                |   | 3NT | = To Play                               |

|                                |   |     |                                        |
|--------------------------------|---|-----|----------------------------------------|
| 1♣                             | - | 1NT |                                        |
| 2♠(reverse 5+♣ and 4+♠ 17+HCP) | - | 2NT | = Starts a weak auction (cheapest bid) |
|                                |   | 3♣  | = Support and forcing                  |
|                                |   | 3♦  | = Natural and forcing.                 |
|                                |   | 3♠  | = Support and forcing                  |
|                                |   | 3NT | = To Play                              |

|                                |   |     |                                         |
|--------------------------------|---|-----|-----------------------------------------|
| 1♣                             | - | 1NT |                                         |
| 2♦(reverse 4+♣ and 4+♦ 17+HCP) | - | 2♥  | = Starts a weak auction (cheapest bid)  |
|                                |   | 2NT | = Shows a good hand willing to play NT. |
|                                |   | 3♣  | = Support and forcing                   |
|                                |   | 3♦  | = Support and forcing.                  |

After the cheapest bid by responder which starts a weak auction, opener may rebid his minor with a five card suit. Responder can pass.

|                                                      |   |                                      |
|------------------------------------------------------|---|--------------------------------------|
| 1♥                                                   | - | 1♠ (forcing) or 1NT(systemic)        |
| 2♠ = 5+ ♥'s and 4 card ♠ 16+HCP(because of Flannery) | - | New suit by responder is not forcing |

## **NOTE 21**

### **Unusual vs Unusual , Opponents NT Overcall**

This bidding principle assumes that our partnership has a fit in one of the two suits that are not their known two suits.

A cue bid of their lower ranked suit is forcing with 5+ cards in our lower ranked suit or a limit raise+ if the lower ranked suit is partners suit.

A cue bid of their higher ranked suit is forcing with 5+ cards in our higher ranked suit or a limit raise+ if the higher ranked suit is partners suit.

Splinter bids are only made in their two suits never in partners suit or our assumed suit.

This method can be used after Michaels, Top/Bottom, Unusual 2NT or Ghesthem overcalls.

|    |   |                     |   |         |                                                                                                                                                                   |
|----|---|---------------------|---|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1♣ | - | 2♣(Mich)<br>(♥ & ♠) | - | Pass    | = Less than 10. No good reason to bid.                                                                                                                            |
|    |   |                     |   | DBL     | = Speculative 10+ HCP no 5+ card ♣ nor 5+ card ♦. Willingness to double ♥'s or ♠'s                                                                                |
|    |   |                     |   | 2♦      | = Not Forcing. Natural 6-9 HCP 5+ card ♦                                                                                                                          |
|    |   |                     |   | 2♥      | = Limit raise or better with 5+ card ♣                                                                                                                            |
|    |   |                     |   | 2♠      | = Forcing 12+ HCP with 5+ card ♦                                                                                                                                  |
|    |   |                     |   | 2NT/3NT | = Natural with stoppers in ♥/♠                                                                                                                                    |
|    |   |                     |   | 3♣      | = Competitive raise 5+card ♣                                                                                                                                      |
|    |   |                     |   | 3♦      | = Not Forcing. Natural 10 -11 HCP 6+ card ♦                                                                                                                       |
|    |   |                     |   | 3♥      | = Splinter. GF. Singleton/void in ♥ and 5+ card ♣.                                                                                                                |
|    |   |                     |   | 3♠      | = Splinter. GF. Singleton/void in ♠ and 5+ card ♣.                                                                                                                |
| 1♦ | - | 2♦(Mich)<br>(♥ & ♠) | - | Pass    | = Less than 10. No good reason to bid.                                                                                                                            |
|    |   |                     |   | DBL     | = Speculative 10+ HCP no 4+card ♦ nor 6+ card ♣. Willingness to double ♥'s or ♠'s                                                                                 |
|    |   |                     |   | 2♥      | = Forcing 12+ HCP with 5+ card ♣                                                                                                                                  |
|    |   |                     |   | 2♠      | = Limit raise or better with 4+ card ♦                                                                                                                            |
|    |   |                     |   | 2NT/3NT | = Natural with stoppers in ♥/♠                                                                                                                                    |
|    |   |                     |   | 3♣      | = Not Forcing. Natural 8-11 HCP 6+ card ♣                                                                                                                         |
|    |   |                     |   | 3♦      | = Competitive Raise                                                                                                                                               |
|    |   |                     |   | 3♥      | = Splinter. GF. Singleton/void in ♥ and 4+ card ♦.                                                                                                                |
|    |   |                     |   | 3♠      | = Splinter. GF. Singleton/void in ♠ and 4+ card ♦.                                                                                                                |
| 1♥ | - | 2NT(minors)         | - | Pass    | = Less than 10. No good reason to bid.                                                                                                                            |
|    |   |                     |   | DBL     | = Speculative 10+ HCP. Willingness to double ♣'s or ♦'s (no good ♥ support or 6+ card ♠) or if ♥'s are later supported then DBL is GF with good 3 card ♥ support. |
|    |   |                     |   | 3♣      | = Limit raise or better with 4+ card ♥                                                                                                                            |
|    |   |                     |   | 3♦      | = Forcing 12+ HCP with 5+ card ♠                                                                                                                                  |
|    |   |                     |   | 3♥      | = Competitive raise 3 good or 4 card ♥                                                                                                                            |
|    |   |                     |   | 3♠      | = Not Forcing. Natural 8-11 HCP 6+ card ♠                                                                                                                         |
|    |   |                     |   | 3NT     | = Natural with stoppers in ♣/♦                                                                                                                                    |
|    |   |                     |   | 4♣/4♦   | = Splinters. GF. 4+card ♥ support. Shortness in bid suit.                                                                                                         |
|    |   |                     |   | 4♥      | = Mildly preemptive. Does not create a force if auction proceeds further.                                                                                         |
|    |   |                     |   | 4♠      | = Preemptive in nature hoping to make. Does not create a force if auction proceeds further.                                                                       |

### Unusual vs Unusual (continued)

|    |   |             |   |      |                                                                                                                                                                   |
|----|---|-------------|---|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1♠ | - | 2NT(minors) | - | Pass | = Less than 10. No good reason to bid.                                                                                                                            |
|    |   |             |   | DBL  | = Speculative 10+ HCP. Willingness to double ♠'s or ♦'s (no good ♠ support or 6+ card ♥) or if ♠'s are later supported then DBL is GF with good 3 card ♠ support. |
|    |   | 3♣          |   |      | = Forcing 12+ HCP with 5+ card ♥                                                                                                                                  |
|    |   | 3♦          |   |      | = Limit raise or better with 4+ card ♠.                                                                                                                           |
|    |   | 3♥          |   |      | = Not Forcing. Natural 8-11 HCP 6+ card ♥                                                                                                                         |
|    |   | 3♠          |   |      | = Competitive raise 3 good or 4 card ♠                                                                                                                            |
|    |   | 3NT         |   |      | = Natural with stoppers in ♣/♦                                                                                                                                    |
|    |   | 4♣/4♦       |   |      | = Splinters. GF. 4+card ♠ support. Shortness in bid suit.                                                                                                         |
|    |   | 4♥          |   |      | = Preemptive in nature hoping to make.                                                                                                                            |
|    |   | 4♠          |   |      | = Mildly preemptive. Does not create a force if auction proceeds further.                                                                                         |

|    |   |                |   |      |                                                                                                                                                       |
|----|---|----------------|---|------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1♠ | - | 3♣ (for ♦ & ♥) | - | Pass | = Less than 10. No good reason to bid.                                                                                                                |
|    |   | (Ghesthem)     |   | DBL  | = Speculative 10+ HCP. Willingness to double ♦'s or ♥'s (no good ♠ support ) or if ♠'s are later supported then DBL is GF with good 3 card ♠ support. |
|    |   | 3♦             |   |      | = Forcing 12+ HCP with 5+ card ♠.                                                                                                                     |
|    |   | 3♥             |   |      | = Limit raise or better with 4+ card ♠.                                                                                                               |
|    |   | 3♠             |   |      | = Competitive raise 3 good or 4 card ♠                                                                                                                |
|    |   | 3NT            |   |      | = Natural with stoppers in ♦/♥                                                                                                                        |
|    |   | 4♦/4♥          |   |      | = Splinters. GF. 4+card ♠ support. Shortness in bid suit.                                                                                             |
|    |   | 4♥             |   |      | = Preemptive in nature hoping to make. Does not create a force if auction proceeds further.                                                           |
|    |   | 4♠             |   |      | = Mildly preemptive. Does not create a force if auction proceeds further.                                                                             |

Sometimes the opponents bid shows ONE known suit and another suit. e.g. 1♥ (you) - 2♥ (opp) = ♠'s and a minor.

The principle here is that a cue bid of their known suit is a limit raise or better for partners suit.

Splinter bids can be made in any of three suits.

|    |   |                 |   |      |                                                                                                                                                                                             |
|----|---|-----------------|---|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1♥ | - | 2♥ (opp)        | - | Pass | = Less than 10. No good reason to bid.                                                                                                                                                      |
|    |   | (♠'s and minor) |   | DBL  | = Speculative 10+ HCP. Willing to defend or if ♥'s are later supported then DBL is GF with good 3 card ♠ support or if DBL is followed by 3NT then GF balanced may have 2/3 card ♥ support. |
|    |   | 2♠              |   |      | = Limit raise or better with 4+ card ♥                                                                                                                                                      |
|    |   | 2NT             |   |      | = Natural with stopper in ♠                                                                                                                                                                 |
|    |   | 3♣              |   |      | = Not Forcing. Natural 9-11 HCP 5+ card ♠                                                                                                                                                   |
|    |   | 3♦              |   |      | = Not Forcing. Natural 9-11 HCP 5+ card ♦                                                                                                                                                   |
|    |   | 3♥              |   |      | = Competitive raise 3 good or 4 card ♥                                                                                                                                                      |
|    |   | 3♠              |   |      | = Splinter. GF. 4+ card ♥. Singleton/void in ♠.                                                                                                                                             |
|    |   | 3NT             |   |      | = GF. 4 card ♥ support 12+HCP no singlet/void. PARTNER CANNOT PASS. Either cue bid or 4♥.                                                                                                   |
|    |   | 4♣/4♦           |   |      | = Splinters. GF. 4+card ♥ support. Shortness in bid suit.                                                                                                                                   |
|    |   | 4♥              |   |      | = Mildly Preemptive. Does not create a force if auction proceeds further.                                                                                                                   |

## **NOTE 21 (continued) Opponents NT Overcall**

The bidding principle is :

When we open 1♣ or 1♦ and the opponents overcall 1NT we play Hamilton.

|       |   |           |   |       |                                                                            |
|-------|---|-----------|---|-------|----------------------------------------------------------------------------|
| 1♣/1♦ | - | 1NT (opp) | - | Pass  | = No values, no shape, no reason to bid.                                   |
|       |   |           |   | DBL   | = Penalty.                                                                 |
|       |   |           |   | 2♣    | = One Suiter 6+ cards. Opener is forced to relay to 2♦.                    |
|       |   |           |   | 2♦    | = Both Majors (5/5 or 6/4 Weak Values). Honors should be in the two suits. |
|       |   |           |   | 2♥    | = 5+♥ and 5+ minor. Weak Values. Honors should be in the two suits.        |
|       |   |           |   | 2♠    | = 5+♠ and 5+ minor. Weak Values. Honors should be in the two suits.        |
|       |   |           |   | 2NT   | = GF. Unknown two suiter. <b>Very rare.</b>                                |
|       |   |           |   | 3♣/3♦ | = Weak raise in ♣. (6+card ♣) / Weak raise in ♦ (5+ card ♦).               |

|            |   |           |   |      |                                            |
|------------|---|-----------|---|------|--------------------------------------------|
| 1♣         | - | 1NT (opp) | - | 2♣   | = Any one Suiter. Opener must relay to 2♦. |
| 2♦ (relay) | - | Pass      | - | Pass | = ♦'s is my suit (6+).                     |
|            |   |           |   | 2♥   | = ♥ is my suit (6+). Not Forcing           |
|            |   |           |   | 2♠   | = ♠ is my suit (6+). Not Forcing.          |
|            |   |           |   | 3♣   | = Raise in ♣ with 6+card ♣. Not Forcing    |

|            |   |           |   |      |                                            |
|------------|---|-----------|---|------|--------------------------------------------|
| 1♦         | - | 1NT (opp) | - | 2♣   | = Any one Suiter. Opener must relay to 2♦. |
| 2♦ (relay) | - | Pass      | - | Pass | = Weak 5+♦'s .                             |
|            |   |           |   | 2♥   | = ♥ is my suit (6+). Not Forcing           |
|            |   |           |   | 2♠   | = ♠ is my suit (6+). Not Forcing.          |
|            |   |           |   | 3♣   | = ♣ is my suit (6+). Not Forcing.          |

When we open 1♥ or 1♠ and the opponents overcall 1NT we play Bloom.

|    |   |     |   |     |                         |    |   |     |   |     |                         |
|----|---|-----|---|-----|-------------------------|----|---|-----|---|-----|-------------------------|
| 1♥ | - | 1NT | - | DBL | = Penalty               | 1♠ | - | 1NT | - | DBL | = Penalty               |
|    |   |     |   | 2♣  | = 5+card ♣ and 5+card ♠ |    |   |     |   | 2♣  | = 5+card ♣ and 5+card ♥ |
|    |   |     |   | 2♦  | = 5+card ♦ and 4+card ♠ |    |   |     |   | 2♦  | = 5+card ♣ and 5+card ♥ |
|    |   |     |   | 2♥  | = Natural               |    |   |     |   | 2♠  | = Natural               |

## **JUMPS AFTER A REDOUBLE**

A jump by advancer after a redouble is weak with 6 cards in bid suit or 5 cards in bid suit and 5 cards in a higher ranking unbid suit..

| Opener | Partner | Responder | You    |                                                          |
|--------|---------|-----------|--------|----------------------------------------------------------|
| 1♣     | -       | DBL -     | RDBL - | 2♠ = Weak Values with 6+ card ♠ or (5 card ♦ & 5 card ♠) |
| 1♦     | -       | DBL -     | RDBL - | 2♥ = Weak Values with 6+ card ♥ or (5 card ♥ & 5 card ♠) |
| 1♥     | -       | DBL -     | RDBL - | 3♣ = Weak Values with 6+ card ♣ or (5 card ♣ & 5 card ♠) |
| 1♠     | -       | DBL -     | RDBL - | 3♦ = Weak Values with 6+ card ♦ or (5 card ♦ & 5 card ♥) |