

Defensive and Competitive Bidding	
Overcalls	General style 8-15 pts.may be 4 cards at 1 level. Single Jump = Intermediate
Responses:	Raises - weak Cue-bid 1 rd force, new suit =signoff, jump shift = forcing
In the reopening position: Same	
Responses:	
Take Out Double	General style 12+ HCP, short in opponent's suit & 3+ suit support
Responses:	Minimum suit response - 0-9 HCP; 1nt =8-10 HCP, 2nt=11-13HCP & good stopper in opp suit. Jump-suggests 10-11 points. Cue = 12+,1 rd force/looking for stopper.
Double in the reopening position:	12+ points and same as above
Responses:NAT,	Same as above
See Space for "Special Doubles"	
1nt Overcall 2nd pos. 16-19 HCP, good stopper	
Responses:Stayman, transfers	Other Meanings
4th pos. 10 15 HCP.	
Responses: NAT ,/2♠= suit	
Jump Overcall	Weak Interm Strong 2 Suiter
Others: GHESTEM, Weak 2's,3's,	
Responses:- Natural.	
2nt Overcall =Suggests 2 lower unbid suits	
Responses:- Natural	
Direct Cue Bid Style: GHESTEM	
Responses: Natural	
Vs Strong or Weak NT:CAPP:	
Vs Preempts:	Overcall suggests a fair 1-suited hand. Double is for takeout. 3nt over is to play. 3 of a suit is forcing
V s artificial strong1♠ or 2♣ Openings:-CRASH: X,1♦,1NT	
Vs opps DBL: wjsupp,RDBL= 12+, raises=nat, jump shift=15+	

Opening Leads					
Suit or Nt					
4t best					
Subsequent Leads			Situational, usually same		
Bold Red Opening Leads against No-Trumps					
Underline leads against suit contracts if different					
AK	KQ	QJ	J10	10x	xx
AKx	KQx	QJx	J10x	109	xxx
AKJx	KQxx	QJ109	J1098	109x	xxxx
AJ10x	KQJx	KQ10x	KJ109	98x	xxxxx
AQJx	KJ10x	KQ10x	K1098	€	xxxxx
AJxx	Kxx	Qxx	Jxx	10xx	
KJxxx	Kxxx	Qxxx	Jxxx	10xxx	€
Kxxx	Kxxx	Q109x	Jxxx	10xxx	€
Signal when Following Suit or Discarding					
Use1 =Odd no. of Cards, 2 =Even no. of Cards					
D =Discouraging, E =Encouraging, S =Suit Preference					
Bracket the Signalling System when Rarely Used					
Suit	Cards	High	Low	Odd	Even
	On partner's lead	2E[S]	1D[S]		
	On declarer's lead	2E[S]	1D[S]		
	Discarding	2E[S]	1D[S]		
Nt	On partner's lead	2E[S]	1D[S]		
	On declarer's lead	2E[S]	1D[S]		
	Discarding	2E[S]	1D[S]		
Signals in Trump Suit			Other Signals		
Hi-Lo = odd#		Attitude, count, suit pref			
Important Notes That Don't fit In Elsewhere					
Special Forcing Pass Sequences,					
Negative Doubles					
-ve and resp thru 3♠					
Psychics: Occasional,					

WBF PAIRS AND SWISS CONVENTION CARD	
Name of Player	Name of Player
Mohan Seepersad	Bobby Persad
System Summary	
General Approach and Style	
Precision: With Strong 1♠, Weak NT= 14-16,multi 2♦, Flannery,2♠=3suited,2C=11-15HCP,5-Card Majors, Artificial 1♦/maybe 1	
Special Openings And Responses That May Require Defense	
Openings	Description
1) 2♣	11-15, 5+C + 4crd major, or 6+C
2) 2♦	multi, either weak 2's,strong bal=22-23, or3suited16+
3) 2♠	11-15, 3 suited with S
4) 2nt	9-13 HCP both minors
5) 2♥	Flannery
6) splinters	splinters over 1H,S
Special Competitive Bids that may Require Defense	
Cue Bids- Ghestem, jump cue= slam invt	
Jump Overcall -Intermediate. Suggests six card or longer suit, or two suiter	
CAPP: 2♠=1suit, 2♦= maj, 2♥,2♠= Maj and min, 2nt= min	
Crash	
Ghestem	
Special, Artificial and Competitive Dbles	
Lead directing, crash, high and low power	
PODI and PORI after asking bids w/ Interference	

1♣		0	16+HCP or ≤ 4 1/2 losers	3♠	1♦ over 1♣ = 0-7 hcp ,artificial ,1NT=8-13 2nt =16+ hcp ,3NT=14-15hcp 1♥/1♠/2♣/2♦ = 8+ hcp with 5 card suit. 2♥/2♠= 4-7hcp,6+ crd suit 3♣/3♦/3♥/3♠/ =8+singleton in suit above	1♣-1♦- 1nt= bal16-18,-2nt =19-21hcp,-3nt=24-26hcp 1♣-1nt-2♣= ask for desc;resp r	Over int dbl/ 1♦=5-7hcp, P= 0-4, suit bids are 8+ and nat
1♦		1	11-15 denies 5crd maj	3♠	new suit or single raise forcing, jump shift =15 +	new suit forcing by opener	Rdbl=12+,bid unaffected, jump to 3♦
1♥/♠		5	11-15 points, including distribution		1nt=forc 1 round, : 2♣/2♦/ suggests 10+ 4+ card suit and no 2♥ over 1♠ suggests 5+ cards,10+hcp.: Jump shift suggests 15+ points, 5+ cards and an interest in slam 2nt = balanced 15+ HCP: raise = 8-9 hcp 3+crd supp 3C over I H/IS = Jacoby 3C= 15 pts inc dist & 4card supp , no singleton dble raise (5-9, preemptive in competition) , 1♥ x 3♥ over 1♥, 3♠= spl ♠.: over 1♥/1♠ = 4♣,4♦,splinter over 1♥/1♠ - 3♦ = limit(Bergen)	1nt= balanced 11-15 Jump in new suit suggests good two suiter and max New suit = natural Over J3♣ - 3♦= 11-13 unspecified singl or void, 3♥=14-15 unk sing or voi 3nt= bal 14-15, 4♥ = min.4♦=♦void	Raises are preemptive. Suit above = asks for short suit, resp up d line
1NT			14-16 hcp balanced hand		2♣=Stayman 2♦/2♥/2♠/4♦/4♥= transfer.Transfer followed by new suit=game force and natural		lebensohl.
2♣		5+	11-15 hcp with 4 crd maj if only 5		2♦=11+ artificial and forcing , followed by 3♦ ask for stopper(s) followed by new suit shows 5+ crds and forcing	After 2♦ response:-any suit bid institutes a game force.	Over an overcall, a new suit is non force, dbl= neg,bid normally over int dbl
2♦		0	Multi / 1)Weak 2♥/♠ 2) 3suited 16+ 3)Strong Bal22-23		2♥= art NF: 2♠=game interest in ♥: 2NT= ask for disc: 3♣,3♦ = nat & forcing, 3♥,4♥ =to play at level in openers major	2♦-2♥-p or S=(1), 2NT=(3), 3 of a suit = (2) 2♦-2♠-p = (1) ♠ 2NT=(3), 3 of a suit=(2) 2♦-2NT- 3♣= (1H, gp),3♦=(1s, gp),3♥= (1H bp),3♠=(1s,bp),3nt=(3),4 of a suit=(2)	
2♥		5♥+4♠	Usually 11-15 hcp.		P= 0-8hcp,raise in either maj is nat,new suit nat and forcing,2NT= ask for desc. 2♥-2NT- 3♣=451(0) 3(4), 3♦=453(4)1(0), 3♥= 461(0)2(3),3♠=462(3)1(0),3NT=4522		
2♠		4	4441or 4450, with4♠		2NT= ask for short suit,opener bids suit below short suit, 3 of a suit is looking for best fit weak		
3/4♣♦♥♠		7	Preemptive	New suit forcing for 1 round			
2NT		5-5	9-13 minors	3♣= to play, 3♦ art & GF,3♥, 3♠ = nat and invt, 3NT, 4♣,4♦,5♣, 5♦to play			
3NT			Gambling	Solid or semi solid minor			

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PRECISION *2007shanghai*

1♣ opening = 16⁺ HCP or 4 ½ losers

Responses are:-

1♦	= negative 0 - 7 HCP
1♥, 1♠, 2♣, 2♦	= positive, game force, 8 ⁺ HCP
1NT	= 8 - 13 HCP balanced
2♥, 2♠	= 4 - 7 HCP, 6 card suit...after which opener sets the contract
3♣, 3♦, 3♥, 3♠	= 3 suited; 8 ⁺ HCP, Singleton or void in suit above (over which short suit asks for general controls, (0-2, 3,4), new suit below short suit asks for trump controls (0,1,2,3), repeat of short suit asks for Singleton (first step) or void (second step).
2NT	= 16 ⁺ HCP
3NT	= 14 - 15 HCP

1♣ - 1♦ - ?

1♥, 1♠, 2♣, 2♦	= 5 ⁺ suit, 16 ⁺ HCP.... Responder raises with 5 - 7 HCP or bids 5-7 suit, Pass = 0-4 HCP Raise 5-7 support 1NT = 5-7 without 3card supp Jump shift is fit jump Spl over major or minor (double jump shift) 2NT/1♥, 1♠, = 4card raise spl 3 Maj/ 1♥, 1♠, = 5-7, 4 cardsupp no singleton 4♣, 4♦ / 1♥, 1♠ = void splinter		
1NT	= 16 - 18 HCP balanced.....then 2♣ is stayman, 2♦, 2♥ are transfers 2S is minor suit transfer (after 3♣ Responder passes to play or 3♦ to play) 2 NT is 6-7 HCP invitational		
2♥, 2♠, 3♣, 3♦	= GF! Responder with 0-3 HCP less than 3 card support = Min. NT raise 0-3 HCP 4-7 HCP 5-7 “ 3⁺ support 3⁺ support 5⁺ suit = jump raise = raise = bid suit		
2NT	= 19-21 HCP balanced ..after which 3♣ is Baron, 3♦, 3♥, 3♠, are transfers		
3NT	= 24-26 HCP balanced ..after which 4♣ is Baron, 4♦, 4♥, 4♠, are transfers		
3♥, 3♠, 4♣, 4♦	= strong Ace Asking! Responder names Ace or NT denial		

1♣ – 1♥, 1♠, 2♣, 2♦ - ?

Non-jump NT = 16 – 18 HCP balanced ...over 1♥, 1♠ – 2NT = 19 - 21 HCP, 1NT followed by 2NT = no fit min

“ “ new suit = 16⁺ HCP, 5⁺ suit

Raise by opener = trump control Asking (012, 123) then

New suit “ “ = suit = control asking (3rd round under 3NT, 2nd over 3NT) see No. 31 of bidding agreement

Game raise = Minimum 16 – 17 HCP

Jump shift = Trump Control Asking (0,1,2,3) eg. 1♣ Pass 1♠ Pass (3H = T C A)

Responses are: 0,1,2,3 - Immediate repeat of T C A bid under game after the step response only asks for no. of p.c.s = (0,1,2), 1 = (1,2,3), 2 = (2,3,4)

Jump supp/1♥, 1♠ = 19- 21 any singleton splinter, over which suit above ask for short suit and opener names suit as in J3C.

Double jump shift/1♥, 1♠ = 16 – 18 splinter

Splinter = Singleton or void (over which short suit asks for Singleton (first step) or void (second step)).

1♣ – 1 NT - ?

2♣ = primarily stayman, re-bid of ♣ at 3-level shows natural suit

2♦, 2♥, 2♠, = 16⁺ HCP, 5⁺ suit

2NT = 18 – 19 HCP

3NT = 16 – 17 HCP

4NT = 19 - 21 HCP

5NT = 24 – 25 HCP

1♣ – 1 NT – 2♣ - ?

2♦ = 8 – 10 HCP, no 4 card major

2♥ = 8 – 10 HCP, 4 card ♥, does not deny ♠

2♠ = 8 – 10 HCP, “ “ ♠

2NT = 11 – 13 HCP, no 4 card major

3♣ = 11 – 13 HCP, 4 card in both minors, better ♣ than ♦

3♦ = 11 – 13 HCP, 4 card in both minors, better ♦ than ♣

3♥ = 11 – 13 HCP, 4 card ♥, does not deny ♠

3♠ = 11 – 13 HCP, 4 card ♠

3NT = 11 – 13 HCP, to play.

1♣ – 2 NT - ? (forcing to six level unless off 2 quick tricks) 16⁺ HCP

3♣ = Baron

3♦, 3♥, 3♠, 4♣ = 5⁺ suit

3 NT = Minimum 16 HCP, balanced

1C – 3 NT - ? 14 – 15 HCP

4♣ = Baron

4♦, 4♥, 4♠, 5♣ = 5⁺ suit

Interference after 1♣

1♣ - 1♥ - ?

Pass = 0- 4

1♠, 2♣, 2♦ = nat and +ve

1NT = Bal hand with stopper in ♥ (if natural or implied suit if art)

2♠, 3♣, 3♦ = semi +ve (4-7 HCP ,most in suit named)

X followed by Q bid is natural and GF

Q bid followed by Q bid = bal hand no stopper in ♥ (if natural or implied suit if art)

Q- bid = GF, initially ask for stopper

X = 5-7 HCP

Now over

1♣ - 1♥ - 2♥

2♠ = nat forcing 1 round

2NT = 16 - 19 non forcing(NF)

3♣, 3♦ = natural and forcing for 1 round

1♣ - 1♥ - X

1NT = 16 – 18 NF

1♠, 2♣, 2♦ = nat and +ve

2♥ = GF

1♦ opening = 11 – 15 HCP, no 5⁺ major

Responses are:-

1♦ ---- 1♥

1♥, 1♠ = 6 – 15 HCP, 4⁺ suit (check back stayman, 1nt --- 2♣ (check back forcing)

1NT = To play, 7 – 10 HCP, no 4 card major, not forcing so done with bad 10 only

2♣ = 11⁺ HCP, 5⁺ suit

2♦ = 11⁺ HCP, artificial, game force

2NT = 15⁺ HCP, over which 3♣ is Baron

2♥, 2♠ = 15⁺ HCP, 5⁺ suit

3♣ = Jump Shift, 15⁺ HCP, 5⁺ ♣

3♦ = Preempt, good suit playable in Diamonds only

3NT = 14 – 15 HCP, balanced, or 11 – 15 unbalanced

1♦ - 1♥, or 1♠

2NT = solid ♦ suit ≥ 6 pcs

1♦ – 2♣ - = nat 4+ ♣

Subsequent auction same as over 1♦ - 2♦

1♦ – 2♦ - ?

2♥ = ♥ stopped, 11-15, denies ♠

2♠ = ♠ stopped, 11-15, denies ♥

2 NT = both ♥ and ♠ stopped, Minimum

3♣ = 11 – 15 HCP, 5⁺ ♣

3♦ = 11 – 15 HCP, 5⁺ ♦

3♥ = spl in ♦

3♠ = spl in ♦

3 NT = to play, both majors stopped, Maximum

1♦ - 1♠

1NT - basically 11-13 over which

2♣ = NMF

2♦ = NF

2♥ = NF

2♠ = weak

2 NT = Invt

3♣, 3♦, 3♥, 3♠ = invt extra distribution

1H, 1S = 11 – 15 HCP, 5⁺ suit

Responses are:-

- a) 1♥ Pass Pass (0 – 5 HCP with support or 0 – 7 HCP without support)
- b) 1♥ Pass 2♥ (8 – 9 HCP, 3⁺ support)
- c) 1♥ Pass 1 NT Pass
- 2any Pass 2♥ (5-7 HCP, 3⁺ support, or 2 card supp 5-10)
- d) 1♥ Pass 3H (preemptive)
- d1) 1H P 3C = Jacoby 3 C
- e) 1♥ Pass 3♦ (Bergen Raise, invitational to game 10 – 11 HCP. If opener bids 3♥ min., Bergen Raiser may bid game.
if opener bids 4♥, Bergen raiser may bid new suit control asking and interested in slam(any 54♥22 13-15 HCP)
- f) 1♥ Pass 4♥ (distributional to play)
- g) 1♥ Pass 3♠, 4♠, 4♦ (Splinter)
- h) 1♥ Pass Jump shift (15⁺ HCP)
- i) After raise by partner, new suit by opener is suit control asking.
- j) After Bergen raise, new suit by opener is long suit game try.

If 1♥, 1♠ is opened in 3rd and 4th seat, reverse Drury is in effect(both vul & not vul)
(Responder must have min. 10⁺ and 4⁺ support)

Eg.	Pass	Pass	1♠	Pass, or double
	2♣ (Drury)	Pass	2♠ (weak, not genuine opening)	
			2♦ (denies 4♥ or 4♠)	
			2♥ (4♥)	
			2NT (max 5332,)	
			3♠ (>= 4♠)	

1♥/ 1♠ - p - 3♣ (resp) = 15 + hacc inc distn no singletonover which opener bids

3♦ = min 11-13 , unknown singleton or void

3♥ = max 14-15 unknown singleton or void

3NT = 14- 15 bal

4♦ = 14-15 with ♦ void

4♥ = min 11-13 lousy hand

1♥ - p - 3♣ - p -

3♦ - p - 3♥ = asks for short suit

3♠ = ♣ short

3NT = ♦ ‘‘

4♣ = ♠ ‘‘

Similarly

1♥ - p - 3♣ - p -
3♥ - p - 3♠ = asks for short suit
3nt = ♣, 4♣ = ♦, 4♦ = ♠

1♥ p 3♥ = preempt
1♥ x 3♥ = preempt
1♥ 1♠2♣2♦, 3♥ = invt

Bidding after interference of two suited overcalls when opening 1♥ 1♠

1♥ - 2 NT (minors) - ?
Pass = 0-6 bal
X followed by 4♥ = 13 – 15 3card supp
X followed by 3NT = to play
3♣ = limit, showing interest in the lower of our suit ♥ 3+ supp
3♦ = Forcing 11+, showing interest in the higher of our suit ♠ 5+
3♥ = 7- 10, 3+ card supp
3♠ = natural and NF, 6+ card suit 6-10 HCP
3NT = 4card supp and bal 13- 15 HCP
4♣, 4♦ = splinter (we can only in opps suit)
4♥ = preemptive
4♠ = to play

In the case of 1♥, 1♠ opening and Michaels overcall, assume their unknown minor is same colour as their major. So we now can use full system as above.

1♥ - 3♣ (♠ & ♦) - ?
Q 3♦ = GF, with D stopped
3♥ = 7- 10 3 + card supp
Q 3♠ = GF with S stopped
3NT = 4+ card supp 13- 15 HCP
X followed by 3 Nt = to play
X followed by 4 H = 3 card supp 13 – 15 HCP
4♣ = nat and invt
4♦ = splinter
4♥ = to play 10 -12HCP

1♥ - 2♥ (Mich = 2 assume ♠ & ♣) - ?

Q 2♠ GF with ♠ stopped
2NT = ♠ & ♣ stopped 8- 10 HCP
Q 3♣ GF with C Stopped
3♦ = Natural 8-10HCP
3♥ = 7 – 10 3 + supp
3♠, 4♣ = splinter
3NT = 4+ card supp 13- 15 HCP
X followed by 3NT = to play
X followed by 4♥ = 3 card supp 13 – 15 HCP
4♦ = Natural and invt
4♥ = to play 10- 12 HCP

1♠ - 2♠ (assume ♥ & ♦) - ?

Q 3♥ GF with ♥ stopped
2NT = ♥ & ♦ stopped 8- 10 HCP
Q 3♦ GF with ♦ Stopped
3♣ = Natural 8-10HCP
3♠ = 7 – 10 3 + supp
4♦, 4♥ = splinter
3NT = 4+ card supp 13- 15 HCPBal
X followed by 3NT = to play
X followed by 4♠ = 3 card supp 13 – 15 HCP
4♣ = Natural and invt
4♠ = to play 10 - 12 HCP

1 NT = 14 – 15 HCP min. 3 suits stopped (no 5⁺ major, may have one or both 4 majors)

Responses are:-

2♣ = stayman (if followed by 3♣ or 3♦ natural and game force)

2♦, 2♥, 2♠ = transfers (if followed by new suit, natural and game force).

1nt - 2♦

3♥ = to show max card supp,

2♠, 3♣, 3♦ = good supp and honours in named suit. same for 1nt - 2♥

2NT = 10 – 11 HCP invitational

3♣, 3♦, 3♥, 3♠ = broken 6 card suit headed by 2 of top 3 honours (invitational) 8 – 10 HCP

4♣ = Gerber (0,1,2,3)

4♦, 4♥ = transfers

4NT, 5NT = quantitative

PRINCIPLES

Any new suit by Responder is forcing

Transfer followed by game is mild slam try

Any enquiry by Responder followed by a jump is good support and shortness in suit bid, slam try

LEBENSÖHL over interference

Unaffected after double (re-double by opener is for opener SOS)

1NT – 2♣ (stayman) - ?

2♦ = no 4 card major

2♥, 2♠ = 4 card suit

2NT = Both Minors, after which 3♣ ask for 3 card major

3♣, 3♦ = 5⁺ suit (after which show stoppers to 3NT)

1 NT – 2♠ = trans to 3♣

Responder corrects to 3♦ if necessary

2♣ opening = 11 – 15 HCP, 6 card suit least QJ, or 5⁺♣ & 4 major

Responses are:-

Pass	= weak, 0 – 7 HCP
2♦	= 11 ⁺ HCP and asks for further description of opener's hand, then new suit by Responder = 5 ⁺ and GF
2♥, 2♠	= Natural and constructive 9- 10 HCP
2NT	= Invt.
3♣	= 8 - 10 constructive
3♦, 3♥, 3♠	= 15 ⁺ natural and game force
3NT	= to play

Over 2♣ – 2♦

2NT	= 2 Suits stopped , after which 3♦ asks for stoppers. 3♥=♥ & ♦, 3♠=♠ & ♦, 3NT= both Majors
3♣	= stopper in one side suit, over which 3♦ by Responder asks for description 3♥=♥, 3♠=♠, 3NT=♦
3♦	= 14 – 15 HCP, 6 ♣ & 4 ⁺ ♦ suit
3NT	= solid 6 card club suit ,max

**2♦ = multi (1) weak major, no other 4 card suit,
 (2) three suited 16 – 20 HCP
 (3) 22 – 23 HCP**

Responses are:-

2♥ = no interest over (1)
 2♠ = game interest in weak Hearts, no interest in Spades
 2NT = ask for description
 3♣, 3♦ = natural and forcing
 3♥, 4♥ = to play at level in opener's major if (1)

2♦ – 2♥ - ?

pass or 2♠ = (1), To Play
 2NT = (3) Responder then bids naturally thereafter (i.e. Baron and transfers 3♦ to ♥, 3♥ to ♠, 3♠ to ♣)
 3 of a suit = (2) with Singleton or void in suit above suit bid
 Responder places contract or bid Short Suit to determine controls (0 – 4, 5, 6)

2♦ – 2♠ - ?

pass = (1) Spades
 2NT = (3) Responder bids naturally thereafter ((i.e. Baron and transfers 3♦ to ♥, 3♥ to ♠, 3♠ to ♣)
 3 of a suit = (2) with Singleton or void in suit above suit bid
 Responder places contract or bids short suit to determine controls (0 – 4, 5, 6)
 Repeat of short suit asks for Singleton or void
 4♥ = (1), To play

2♦ – 2NT - ?

3♣ = (1) ♥, good preempt
 3♦ = (1) ♠, good preempt
 3♥ = (1) ♥, bad preempt
 3♠ = (1) ♠, bad preempt
 3NT = (3) Responder then bids naturally (over which 4♣ is Baron, no transfers)
 4 of a suit = (2) short in suit above suit bid

If there is an interruption after resp to 2♦, eg 2♦ - 2♥ - 3♣ opener can X to show that he has that suit, bid the suit above to show that his short suit is the one opp bid. And 3 suited.

2♥ = Flannery, 11 – 15 HCP, 4S & at least 5H

Responses are :-

Pass = 0 – 8 HCP

Raise in either major is natural

New suit is natural and forcing

2NT = ask for description, over which

- (a) 3♣ = either 4 - 5 - 1 - 3 OR 4 - 5 - 0 - 4
- (b) 3♦ = either 4 - 5 - 3 - 1 OR 4 - 5 - 4 - 0
- (c) 3♥ = either 4 - 6 - 1 - 2 OR 4 - 6 - 0 - 3
- (d) 3♠ = either 4 - 6 - 2 - 1 OR 4 - 6 - 3 - 0
- (e) 3NT = 4 - 5 - 2 - 2

Responder can now ask for further description of opener's hand

Over (a) 3♣ or (c) 3♥ - 4♣ asks for Singleton or void, opener bids 4♦ Singleton, 4♥ void
3♦ or 4♦ = short suit ask for general controls (0 – 2, 3, 4)

Over (b) 3♦ or (d) 3♠ - 4♦ asks for Singleton or void, opener bids 4♥ Singleton, 4♠ void
4♣ = short suit ask for general controls (0 – 2, 3, 4)

2♠ = 4-4-4-1 or 4-4-0-5 (5 card minor) 11 – 15 HCP with 4♠

Responses are:-

2NT = ask for description opener bids suit below short suit, then short suit bid by
Responder is control asking (0 – 2, 3, 4) repeat is Singleton/void asking

3 of a suit = weak, looking for best fit

2NT = Both minors, 9- 13 HCP

Responses are:-

3♣	= willingness to play at 3♣
3♦	= artificial and GF, opener may bid stoppers if no support for Diamonds
3♥	= natural and invitational
3♠	= natural and invitational
3NT	= To play
4♣, 5♣,	= To play
4♦, 5♦	= To play.

2NT - 3♦

3♥ =	3 card suit, after which 3Nt by resp is to play
3♠ =	3 card suit, after which 3Nt by resp is to play
3NT =	12 55, 2155, after which 4♥ & 4♠ is control asking
4♣ =	6 card suit, after which 4♥ & 4♠ is control asking
4♦ =	6 card suit, after which 4♥ & 4♠ is control asking

3♣, 3♦ = 11 – 15 HCP 6⁺ suit, at least 2 of top 3 honours

New suit is natural and forcing.

3♥, 3♠ = 7 card suit (generally shows 2 tricks short vul., 3 tricks not)

3NT = to play (gambling –shows long solid minor & outside values)

4♣, 4♦ = Preemptive (2 tricks short vul., 3 tricks not vul.)

4♥, 4♠ = Preempt (generally shows 2 tricks short vul., 3 tricks not) . Over any game opening bid , new suit is control asking.

Proposed Bidding Agreements

1. **LEBENSÖHL**:- used in 3 situations (a) 1NT opening
(b) double of a weak 2 bid
(c) 2♦ multi, 2♥ flannery, 2♠ 3suited

Lebensöhl is used to distinguish between hands that are weak, competitive and game forcing in a competitive sequence.

2. 1NT – 2♣, 2♦, 2♥, 2♠ (by opponent)

Cue bid = game forcing stayman showing no stopper in opponents suit
3NT = game values showing no value in opp. suit
2NT = transfer to 3♣, then cue bid is game forcing stayman showing stoppers
2NT = transfer to 3♣, then 3NT is game values showing stopper

1. *Responder can bid suit at the 2- level*

Suit at 2 level = weak, to play (eg. 1NT – 2♥ – 2♠)

Suit at 3 level = forcing to game (eg. 1NT – 2♥ – 3♠)

2NT = puppet to 3♣, then suit at 3- level is intermediate (1NT-2♥-2NT-3♣-3♠)

2. *Responder cannot bid suit at the 2- level*

Suit at 3 level = forcing to game (eg. 1NT – 2♥ – 3♣)

2NT = transfer to 3♣, then suit at 3- level is weak (1NT-2♥-2NT-3♣-3♦)

TWO LEVEL (2♣ precision, weak 2 major, 2♦ multi or weak, 2H flannery, 2♠ 3 suited) opening by opp. – DOUBLE (by partner)

1. *Responder can bid suit at the 2- level*

Suit at 2 level = weak, to play

Suit at 3 level = forcing to game

2NT = transfer to 3♣, then suit at 3- level is intermediate

2. *Responder cannot bid suit at the 2- level*

Suit at 3 level = forcing to game

2NT = transfer to 3♣, then suit at 3- level is weak

3. TRANSFERS:-

Only in following:-

- (a) 1♣ – 1♦ – 1NT – Transfer
- (b) 1♣ – 1♦ – 2NT - Transfer
- (c) 1NT (opening or overcall by partner) - Transfer
- (d) 2♦ - 2♥ or 2♠
2NT - Transfer

Ignore all doubles.

1NT -----Transfer would be like this

Transfers followed by change of suit forcing to game

“	“	“	pass	= weak, to play
“	“	“	single raise	= 9 – 11 HCP, 6 card suit, invitational
“	“	“	NT	= 9 – 11 HCP, 5 – 3 – 3- 2 - “
“	“	“	jump in NT	= 12 – 14 HCP, 5 – 3 – 3- 2
“	“	“	jump raise	= 9 – 12 HCP, distributional
“	“	“	jump in new suit	= splinter

Over 1 NT overcall --- all responses are just as if 1NT was opened by partner

In bal pos : 1 NT = 10 – 15 HCP, over which all bids are natural including 2♣

2NT = 16-18 HCP

X followed NT = 19 - 21

4. BARON

Only in the following:-

1♦	2NT	3C is baron
1♣	1♦	2NT -----3♣ is baron (also 3♦ trans. to ♥, 3♥ trans. to ♠)
1♣	1♦	3NT -----4♣ is baron, 4♦, 4♥, 4♠ = trans
1♣	2NT	3♣ is baron (also 3♦ trans. to ♥, 3♥ trans. to ♠)
1♣	3NT	4♣ is baron (also 4♦ trans. to ♥, 4♥ trans. to ♠)
2♦	2♥	2NT , 3♣ is baron (also 3♦ trans. to ♥, 3♥ trans. to ♠)
2♦	2♠	2NT , 3♣ is baron (also 3♦ trans. to ♥, 3♥ trans. to ♠)
2♦	2NT	3NT , 4♣ is baron

5. 1 DIAMOND OPENING:-

After Interference Double:

All bids as if opponent did not bid.

Redouble = 11 + HCP balanced, **penalty** oriented.

After Interference Overcall:

Suits bid	natural not forcing, (7 – 9 HCP)
Double	high and low power ie. 7 ⁺ HCP (up to 3♠)
2♦	weak preempt
2NT	11 – 12 HCP stopper in opponent suit
3♦	Up to 10 preempt
Cue bid	11 ⁺ forcing asks for stopper

6. OVER 1NT OPENING**After Interference Double:**

Transfers still in operation
Redouble = 10⁺ HCP

After Interference Overcall:

Suits bid	= natural not forcing, (7 – 9 HCP)
Double	= PENALTY
Major suit jump	= game force
Cue bid	= Lebensohl (see 1)

7. CRASH

Used over opp. **STRONG** (a) 1♣ & 2♣ opening
(b) 1♣ & 2♣ opening and 1♦ & 2♦ response

The major suit bid is never used in CRASH

OVER (a) steps = Double, 1♦, 1NT or Double, 2♦, 2NT

OVER (b) steps = Double, 1NT, 2♣ or Double, 2NT, 3♣

Responder answers better of weaker combination and CRASHER sets contract

8. Defence over 1NT:- Cappelletti (Hamilton)

X:	PENALTY
2♣:	Any one-suited hand
2♦:	Both majors
2♥:	Hearts and a minor
2♠:	Spades and a minor
2NT:	Both minors

9. GHESTEM:- This is a defensive tool and should not be used with over 10⁺ HCP

Over 1♣

3♣ = T & B
2NT = Lower Ranking
2♦ = Exc. (Majors)

Over 1♦, 1♥, 1♠

Cue Bid = T & B
2NT = Lower Ranking
3♣ = Exc.

4NT ROMAN KEY CARD BLACKWOOD:-

In using RKC, if no suit is agreed assume last suit bid (even if artificial) for responses. When answering K, do not include K trumps . but may include Q trumps

5♣ = 0 or 3 key cards over which next suit bid asks for Q of trumps, 1st = no, 2nd = yes
5♦ = 1 or 4 key cards over which next suit bid asks for Q of trumps, 1st = no, 2nd = yes
5♥ = 2 or 5 “ “ without the Q of trumps
5♠ = 2 or 5 “ “ with the Q of trumps
5NT = 2 key cards and a void in a lower ranking suit
6♣ = 2 key cards and a void in a higher ranking suit
6♦ = 3 key cards and a void in a lower ranking suit
6♥ = 3 key cards and a void in a higher ranking suit

10. PODI & PORI over all asking bids.

11. MANDATORY PENALTY DOUBLES:-

1. 1. Double of opponents overcall after opening bid of 1NT or preemptive by partner
2. 2. “ “ “ opening bid of 1NT. With extremely weak hands should partner pull?
3. 3. “ “ “ overcall of 1NT after opening bid of 1 of a suit by partner
4. 4. “ “ high level overcall above 3♠ by opp. after 1 –level opening by partner
5. 5. “ after 1C opening by partner an opp. intervene above 4♠ level
6. 6. “ in balancing position up to 2♠ is for **TAKEOUT** **except** if fit established
7. 7. After a game force bid, double of opp. suit intervention is penalty. Pass is forcing.
8. 8. Double of 3rd natural suit bid but not in balancing position if under 2♠ (see item 6)
Eg. 1♥-----Pass-----1♠-----2♣-----
Double (Penalty)

12. LEADS & DISCARDS:-

4th best in suit and NT contracts, natural from sequences, and MUD from 3 small

Natural Discards except HI-LO in trumps = 1 even suit and 3 odd suits, while low-high = 1 odd suit and 3 even suits.

In NT contracts, natural discards, except HI-LO in 1st suit led by Declarer = 1 even suit and 3 odd suits, while low-high = 1 odd suit and 3 even suits

All other situations fall under natural carding.

13. DOUBLE OF OPPONENTS 2 – LEVEL OPENING:-

This bid guarantees 14 ⁺HCP. Conversely, a pass of opponent's 2 – level opening denies 14 ⁺HCP

14. In The Balancing Position

- a) a) Gerstem , Cappelletti, or Crash NOT USED in Bal position
- b) b) 1NT = 10-15 HCP even by an unpassed hand
- c) c) 2♣, 2♦, 2♥, 2♠, suit bid = 8 –12 HCP, may be 4 card suit
- d) d) Double = 8 –12 HCP by a passed hand , and 12⁺ by an unpassed hand.
- e) e) Jump in new suit by an unpassed hand = 14 – 16 HCP
- f) f) If partner makes a neg dbl and finds himself in the bal position immediately after , Double = forcing for 1 round, cue bid = GF and request stopper,
- g) g) Double in the bal after 1NT= 13⁺ highly penalty oriented and all bids after are natural
- h) 2NT in balancing position = 16 – 18
- i) X followed by NT = 19-21HCP bal (unpassed hand)

15. Gerber

Only in the following position

- a) 1NT opening b) 1♣ – 1♦ - 1 NT c) 1♣ – 1♦ – 2NT d) 1♣ – 1♦ – 3NT
- e) 1NT overcall f) 2♦ – 2♥, 2♠ – 2NT

These situations are specific and are only applicable directly over each NT bid above. If there are subsequent bidding after the NT bid 4 NT now becomes Ace asking. Also In all the above situations where Gerber is applicable , **4NT now becomes Quantitative**

- 16.** Jump shift in competition(ie after suit interference) = 15⁺ HCP and Natural. Whereas jump support (ie after suit interference)= weak. After a major suit opening and a suit interference, if you wish to show an invitational hand you must bid 2NT.
- 17.** The only situations where 4 NT is not RKC, are the Quantitative situations and over 4♥ or 4♠ by opponents, where 4NT= take out suggesting two suited hands.
- 18.** Negative double followed by change of suit = Natural and GF
- 19.** Cue bid followed by change of suit = Natural and GF
- 20.** Jump over opps preempt = Strong 14⁺ and good suit
- 21.** Over 1 NT and 2♣ stayman and 2♦ response, 2♥ by resp = 5♥ & 4♠, 2♠= 5♠ & 4♥ weak to play, otherwise he would transfer and change suit.
- 22.** Cue bid of 2-level preempt = 11- 16 HCP and two 5⁺ cards suit
- 23.** Cue bid of 3-level bid = 9⁺ tricks and two 5⁺ cards suit
- 24.** Double of 4 –level preempt = 17⁺ HCP,
4NT over 4 level preempt= Two suited hand and 4 losers, resp will cue with 3 losers covered
- 25.** Reverse Drury used in 3rd and 4th seat any vulnerability
- 26.** Cue bids are generally asking for stoppers under 3NT. If however, partner ignores 3NT, one can assume slam interest. Also, jump cue bid by Responder shows slam interest. Cue bid followed by cue bid is game force. **However in the case of a major suit opening, and suit interference, Q bid is a Game raise, in which case X followed by Q bid ask for stoppers.**
- 27.** Bergen Raise: We are using Bergen only in a limited sense, i.e. jump to 3 ♣. Double does not interfere with Bergen response. Bergen Raise is off after suit interference in which case 3M = invt after 1M(major)opening. **Bergen Raise is not in effect after an overcall by partner, fit jump is now in operation.**
- 28.** After single raise of major suit opening, new suit is control asking not long suit game try.
- 29.** After overcall(M) and raise, new suit by overcaller is suit controlled asking.
- 30.** Trump control asking bid responses are 012, 123.

31. Suit control asking bid responses are:

- a) Under 3NT
- 1st step – no control
 - 2nd step – 3rd round control i.e. Q or Doubleton
 - 3rd step – 2nd round control i.e. K or Singleton
 - 4th step – 1st round control i.e. A or Void
 - 5th step – Absolute control i.e. AK or AQ

- b) Over 3NT
- 1st step – no control
 - 2nd step – 2nd round control i.e. K or Singleton
 - 3rd step – 1st round control i.e. A or Void
 - 4th step – Absolute control i.e. AK or AQ

32. The lead of the 10 promises: 2 higher or sequential lead or top of nothing or Doubleton

The lead of the Jack denies a higher honour.

33. Std Carding and discards

34. Never overcall weak over weak. Overcall over opponents preempt must indicate 13- 16 HCP. With more than 16 HCP, dbl first and change suit with 17-20, and dbl and cue bid to show 21 – 23HCP, and cue bid directly with 3 losers or less.

35. Action over high level preempts.

36. After 1♣ opening and positive response, single jump by opener shows min. 18+ and TCA

Eg. 1♣ PASS 1♥ PASS
? (2♠, 3♠, 3♦)

37. 1♦ PASS 1NT 2♣ to 2♠
? (Double)
This double indicates a willingness for penalties.

38. Defense after 2♦ opening: 2♦ PASS 2♥ 2♠
???

- a) Weak 2♠ – PASS
- b) 3 suited with ♠ – X
- c) Weak 2♥ – PASS
- d) Strong balanced – 2NT
- e) 3 suited without ♠ – 3♣

39. Over CRASH by partner jump is preemptative and natural to play.

40. Defence over opps 2♦ opening.

X	=	Take out
2 –level overcall	=	12 – 16 vul, 10 –16 not vul
2nt	=	16 – 18 with a stopper
jump overcall	=	Preempt
Cuebid	=	Strong takeout at least 2 five card suits or strong desire to play 3nt
Jump cuebid	=	Slam going

41. 2♦ Pass 2♥ ?:
And unpassed hand in 4th position bids the same as in 40 above

42. Defence over 2♥ flannery or 2♠ 3 suited:

a. X	=	takeout 13+ pts.
b. 3-level overcall	=	13 – 16 natural
c. 2nt	=	16 – 18 with the named suit stopped
d. Cuebid	=	asks for stopper or 2-suited
e. Jump cuebid	=	Slam going

43. Over opps. CRASH: Pass is 0 – 5 or 8+ (subsequent bidding after pass
a. Suit bid 4 – 5 pts
b. Cuebid is 8+)
Double 5 – 7 pts.
Suit bids 8+ natural .

After CRASH by opponents over pd's 1C opening, PASS by resp is not necessarily weak. Pass in this seq followed by X is suggesting penalties from that level.

44. Exposing PSYCHE: After overcall by opps. Bid NT and then bid suit at the next opportunity. This shows possible psyche.

45. After 1♦ opening, pass by 1st bid opp. (LHO), 1♥ or 1♠ by partner and a bid by 2nd bid opp. (RHO), doubled by opener is support double showing 3 card support,
eg. 1♦ Pass 1♠
2♣
X (Support double showing 3♠)
)

46. After NT overcall by partner Lebensohl is not in effect.

47) **Fit jumps**, defined as 3+ card supp and good suit headed by at least KJ. Used in three situations a) after 1♣ - 1♦

New suit - jump shift

b) after partner's overcall

c) by a passed hand in resp to partner's opening bid