

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level:4M OK, 54Ms; most 1-suiters (6-18); then,new suit=NF; CUE=FIT or good; No		Lead	In Partner's Suit		
jump new=INV, 6+,12-15; JUMP CUE="dist raise;2NT=NAT, then Wolff cont;	Suit	4th from H	Sxx if supported,HxxS		
jump raise=PRE; RDBL=Hx(x)+ values; /(1NT) resp: DBL=other 2	NT	same	same		Category: Strong Club - BLUE
or 3-card SUP(sound);2NT=good 4-card SUP;new suit JUMP=FIT	Subseq	same	same		Country: USA
Snapdragon. 2-level (quite AGGR): new suit=NF 2-level, F at 3-level	Other:	High or second highest from bad holding			Event: ALL EVENTS
(no 3rd hand bid)=F, 2NT=INV; new suit jump=INV,NAT; jump CUE=SPL; FIT:[11]					Players: Robert HAMMAN - Paul SOLOWAY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15+-18; semi-BAL; same as over 1NT opening; If 3rd hand	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
interference:NEG DBLs,TRF LEB over new suit, CUE relates to last suit	Ace	AK, Axx(+)		Strong; ASKS CT or UB	Strong 1♣ with ART, "strength" RESP; 4-card M (11-16):
BAL /1M OP:1NT:11-16; TRF, 2♣=STAY + range finder (NT may rebid 2NT,MAX]	King	AKx(+); KQx(+)		ASKS ATT: KQx(+)	Canape, 1M may have longer ♣, 1♥ only may have longer ♦,
JUMP 2NT (BAL):19-21, 2NT SYSTEM ON	Queen	QJx(+); QJ		QJx(+)	any shape if WK; 1♦=3+; Open light, Respond light;
4th live 1NT: NAT (15-18), 1NT SYSTEM ON	Jack	J10(x)(+); KJ10x(+)		J10(x)(+); KJ10x(+)	PRE:Fairly sound; NAT weak 2M; Aggressive COMP style;
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x)(+); H109x(+)		109(x)(+); H109x(+)	Frequent non-PEN DBL; 1M-1NT is not forcing
1-Suit: PRE, nonvul, new suit=F (poss L/D); Interm, vul	9	9x; 9xx or 9Sx; 98(x)(+)		9x; 9xx or 9Sx; 98(x)(+)	but may be up to 11HCP, may be 4333M
2-Suit: 2NT:lower 2 suits, WK or STR; subsequent DBL is	Hi-x	Sx; xSx; xSxx; Sxx		Sx; xSx; xSxx; Sxx	1NT Openings: 14-16; ex vul in 3rd and always in 4th: 15-17
STR, and new suit is SPL (not FRAG)	Lo-x	HxS;HxxS(x)(+)		HxS; HxxS(x)(+)	2 OVER 1 Responses /1M: F1; 1♦-2♣ = FG unless rebid 3♣
Reopen: Good hand, 6+cards	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	Some WEAK or STRONG responses to our 2C Opening [14]
(1m)-2m=♥+♠, 5+/4+, PRE or STR;	Suit:1st	Lo=DISCRG(OBV	Hi/lo=E	Hi=ENCRG	FLANNERY 2♦(11-16 HCP)
(1M) or (1M-P-1NT)- 2M=4OM/5+♣, normal O/C strength	2nd	SHIFT)	S/P	S/P	GAMBLING 3NT: SOL m, no outside A or K
(1m)-3m:NAT sound PRE but stop ask Reopen; (1M)-3M: stop ASK:	3rd	Hi/lo=E		Hi/lo=E	/1M-2♣:(1) 3-card L/R, ANY shape; (2) FG or (3) 2♣/3♣
(1x)-P-(P):2x=FG,1 or 2-suiter; /WK 2M: jump m=m+M	NT: 1st	same as above	Hi/lo=E	as above	/1M-3x = ART (raises, TRF and SPL,ANY)
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	S/P		COMP over our 1♣ opening [2]
vs STR NT: DBL=♥+m; 2♣=♠+m; 2♦=♥+♠; 2M=NAT; 2NT=♣+♦ or	3rd		Hi/lo=E		1M-(P)-1NT-(2x); 2NT: 6♥, extras; 1M-P-1NT-P-2NT: same, Wolff continuations
STR 2-suiter; /STAY:DBL,TRF=L/D; /TRF:CUE=2-suiter,2NT=♣+♦,	Signals (including Trumps): REMAINDER COUNT=STND;			FIT-SHOWING JUMPS (FIT) by PH and COMP[11]	
P then DBL=T/O.	ODDBALL: high card from either is unusual			1♦ - (2♣): TRF by UPH, 2♠=L/R+ for D	
vs WK: DBL=HCP,FP thru 2♦, /2♥ or higher,TRF LEB, DBL=cards	3-way signal; Trump: Oddball, S/P or RUFF			OVER OPPONENT'S 1NT OVERCALL [12]	
P=NF; 2♣ = ♥+♠; 2R=TRF(possible canape); 2♠=♣ or ♦, good;	DOUBLES				Interference over our 1NT [7]
/STAY:DBL=HCP,2R=TRF; /2x:DBL=HCP,2NT=18-21; CUE=2-suiter	TAKEOUT DOUBLES (Style; Responses; Reopening)				Interference over our 2M,3x opening [9]
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Light with classic shape; 4333 with 13 outside; ext-RESP DBLs				Vs Michaels [13]
2M:LEB(after DBL);3M=STOP ASK;4m=5OM/5m,FG;4M=S/T ♣+♦;	EQUAL LEVEL CONVERSION;NT rebid=19+;Dbler COMP bid=Xtra				
4NT=♣+♦;2NT=16-19,then,3♣=♦,3♦=5+OM,OM=♣,CUE=STAY./3m:	2nd DBL after MIN RESP=3-card SUP, Xtra; Resp=aggressive				
4m=Ms;4M=STR(FP);4NT=BW;/3♣;4♦=5♦/5M,FG./3M:CUE=5OM/5m	CUE=FG/M, to S/A /m; JUMP CUE=SOL, OTHER [10]				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(WK1NT)-DBL-(any)-Pass: F thru 2♦; (3♣)-DBL/BID-(5♠): P/DBL inversion
JUMPS: PRE; DBL=♥ + ♠; NT = ♣+♦	Over 1H, suggests 4♠ but with decent hand may have				No F/P after we DBL a 2-suited overcall
Same After ♣ - P-♦(neg):	fewer (1♠=5,or 4 good); 1♦-(1♠)-DBL: 4+♥ or good hand;				Pass/Double inversion in many high-level forcing situations [2]
	1♦-(2♠)-DBL: could be 1M + FIT;				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Same after ♣-P-♥(neg):	1♦-(3♠)-DBL: shape or sound; Repeat same suit NEG DBL=T/O				
OVER OPPONENTS' TAKE OUT DOUBLE	Opener shows good hand with DBL, free bid is COMP, may				
/1♦: new suit=F1; 2NT=L/R; 3NT=NF raise; 3♦=PRE; RDBL=F2NT	have 3-card SUP; Most low-level DBLs are COMP, closer to T/O				
(prefer 1M where feasible); new suit jump=PRE,NAT	Ext-MAX DBL; After 2/1: "over" DBL=PEN, "under" DBL=co-op				Psychics: Rare
/1M: 2M=WK raise, 2M-1=CONST raise, 2NT=L/R, 3NT=F raise,	PEN (3 cards typical); 4th suit DBL				
RDBL=F2M,P and DBL=PEN;1NT,2x=TRF or L/D+SUP,JUMPs=FIT					

OPENING BID DESCRIPTIONS

Opening	Artific	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y	0		17+ if BAL; 16+ UNBAL	1♦=0-7; 1♥=8-11;ANY; 1♠=12+, ANY; 1NT=12+, 5+♥	1♣-1♦:1M=4+,canape poss,NF;1NT=17-19 BAL;	1♣-1♥: 8-11HCP,UNBAL
1♣					2m: 8-11, NAT; 2♥: 8-11, 4441ANY;	2m=5+,F; 2♥=FG; 2♠/3m=NAT;	1♣-1♠:8-11, BAL
1♣					2♠=TRF♣,3♣ thru 3♥=TRF (all 1-loser); 2NT=ANY SOL	2NT=22-24;3M=SOL,demands CUE; /1♠-1NT;2♦=3-suiter, any SPL;	1♣-1NT: 8+, BAL
1♣					3♠ thru 4♥: TRF, broken suits; 3NT:6/6 m's,0HCP;	1♣-1M: 1NT=17-19 or 22+;2M=NAT;1♥:2♠=444(1),17-20;	
1♣					3♠ thru4♥: TRF (broken suit)	/ 2NT=21+4441;/1♠:2NT=4441,17+; 3x=SOL [1]	
1♦		3	4♦	11-16;3♦ if MIN, BAL, 4/5♣	1♥: 5+(4♥UNBAL); 1♠: 4+;1NT: 6-11; ; 2♦=INV+[3]	1♠ rebid:5♦or 0-1♥; 4SF: ART; 1♦-3♣:[3]; 1NT rebid:	2NT=NAT, Wolff by OP
1♦				4♥ if 3451/4441♣, MAX or 6♦;	2M: STR NAT; 2NT:12-15 or18+; 2♣:FG unless rebid 3♣	SPL in RESP M pos, Op's Rebids:2OM, 3C, reverse [3]	
1♦				All 41♥44 hands	3C=C+D,mixed; 3♦:mixed; 3M:PRE; 3NT:16-17,BAL(4♥ pos)	New suit Jump:5/5,F; 2♣ PUP 2♦; 2♦ ART FG	
1♥		4	4♦	11-16, 4+♥; longer minor pos,	1NT: 6-11,4♠+3♥ SUP pos; 2♣: FG,or 2/3♣ or 3-card H, L/R	1NT rebid: 2♣: PUP, 2♦=FG STAY; ART rebid	2♣=L/R,4M
1♥				44Ms pos; All 1♠444	3♥,mixed; 2♣:FG,5+♠/3+♥; 3♣: FG raise; 3♦: :L/R or ANY SPL, 16+;	over 2m[4], 3♣[5]; 1♥-1NT; 2m-2♣: 4333♥,L/R;	
1♥					3NT:♠SPL,13-15; 3♠=10-12 SPL,ANY; 1M- 2NT=FG, 3M	1♥-2♣: 5+♠/3+♥,FG [4]1♥-1♠;3m 1M-2NT[4]	3♦=FIT / 3♣=NAT,INV
1♠		4	4♦	11-16, 4+, may be 4♠5♣ or	1NT:6-11; 2D/2NT/3♣/3M: as /1♥; 3♦:♥TRF, STR; 2C may be ART	ART rebids /2m:[6]; /3♣: [5]; Continuations:[4]1♠-3♦; 4m=SPL for ♥	2NT: NAT
1♠				4441m, MIN	3♥:L/R or 16+,SPL,ANY; 3NT: ♥SPL,13-15; 4♥:NAT	1M-jump3M-1; accept = next non3M bid,then up-the-line SPL (not4M)	2♣: L/R: 2D=MIN,2H=NAT,2S=5+,FG
1NT			4♦	1/2all,3(NV): 14-16; 3/4: 15-17	2C:STAY; 2R:TRF; 2S: TRF C or range finder;	/2♣: 2♦:2♥=WK, Ms; 2♠=INV;3♣=ART,F;3♦=5+m,S/T; 3M=SMOLEN;4♣=Gerbe	
1NT				5-card M, 6m or	2NT:ASKS 5M; 3C=D; 3D=SPL D; 3H: SPL; 3S=5+/5 C + D, FG	/2NT(INQ)-3C(no5M): 3D=SPL C;3H=SPL S, 3H; 3S=SPL S, 4H	
1NT				5/4 shapes are OK	4♣: Aces; 4R:TEXAS; 4S: QUANT,4♠4♦	1NT-2♣; 2M:3♣=ART, F; 3OM=SPL, ANY;4♣=BAL S/T;4♦=RKCB	
1NT					2D-2H;2S: relay; 2H-2S-2NT:relay;INV S:start 2C	/TEXAS: +1=RKCB, new=EXCLUSION RKCB	
2♣		6	3S	11-16, 6+♣, side suit possible	2♦:INQ; 2H=NAT,F; 2S=NF; 2NT=3♣ PUP; 3C/D/H=ART TRF[14];	/2♦: 2♥=1M, then 2♠=ASK (INV+), 2NT/3♣=INV;	
2♣					3S=6S/4H, FG; 4♣:semi-PRE; 4♦=RKCB; 4M=END	/2♦: 2♠=MAX; 2NT=BAL MIN; 3C=UNBAL MIN	
2♦	Y	0		11-16,4S + 5/6♥	2m/3♣ : S/O; 3♦:INV; 3M: FG M; 4♣: ♠SPL;	/2NT: 3m=SPL (then 3M=INV);	2NT=NAT/INV; 3M INV
2♦					4♦: ♥SPL, mild try; 2NT=INQ	3♥/3NT=4522, MIN/MAX; 3♠=4/6; 4m=454m0	
2♥		5		WK, 4-10 HCP	2NT=INQ; new=F1; 4OM=Play; 4♦=PRE; 4♣=RKCB	/2NT: [8]	
2♠					2NT=INQ; new=F1; 4OM=Play; 4♦=PRE; 4♣=RKCB	/2NT: [8]	
2NT			4♦	20-22-HCP	STAY; 3R; TRF; 3♠:1/2m's; 4♣:Gerber; 4R:TEXAS;	4♠: 44m's, Quantitative	
3♣		6		*also 3♦, 3♥, 3 ♠* Fairly classic	4♣=RKCB (/3♣, 4♦=RKCB); new suit=F		
3NT		7		SOL m, no side A,K	♣ bids=P/C; 4♦=SPL ASK, then lo/mi/ho,5m=BAL;	4NT=slam try, opener needs 8m	
4♣		7		*also 4♦, 4♥, 4♠* classic, PRE			

HIGH LEVEL BIDDING

RKCB (0314): when no suit is agreed, still 0-3, 1-4, 2, 2+ (something Note#7

good about the hand; Queen ask after steps 1,2 is cheapest

non-trump suit bid:next step denies Q, all others show (K's up-the-

line.trump suit shows Q. denies K). Almost mandatory 5NT.

KICKBACK (one over) RKCB, when suit is agreed or implied

"Two Over" "Three Over" KICKBACK in some conflict situations.

Two Over : three over RICKBACK in game conflict situations.

When 4NI is NA1, 5C=Aces, continuations are NA1. In general,

CUE-bidding is not strongest slam try. When KICKBACK used,

4INT=CUE (replacement). Many SPLs, and ANY SPL,mostly lo/mi/hi

One-under-ours (5-level): DEPO (Roman);TRF, then SPL

Note:..1 After 1C Opening

1C -1D

- 1M 4+ -cards; bid 4-card M before a longer minor, NF
e.g. AKxx AQ KQxxx xx
- 1NT 17-19, BAL; NF
- 2m 5+ -cards; Forcing. Can have M
- 2H FG
- 2S NAT, 5+S, F1
- 2NT 22-24 HCP, BAL; then, RESP as 2NT opener
- 3C NAT, like a STR 2-bid
- 3D NAT, like a STR 2-bid
- 3M SOL M: demands CUE with Ace; 3NT with King(s); 4M=no A or K

Note:..2 Interference over our 1C

Versus **double**:

- 1C-(DBL) -Pass 0-5 HCP
- RDBL BAL, FG
- 1D 6-7 HCP
- other as without interference, NAT, 8+ HCP
- If DBL shows specific suit, 1NT=8+ with stopper (not 12+ with hearts)

Versus a **1-level overcall**:

- 1C-(1D) -Pass 0-5 HCP
- DBL 6-7 HCP [then, a CUE=8-11, no stopper, no 5-card suit]
- 1NT 8+ HCP, stopper
- 2D 12+, no stopper, no 5-card suit
- others NAT, 8+
- NB: with 5S and 7HCP bid 1S rather than DBL
- Similar over other overcalls

Other Sequences

PRINCIPLE: In competition, at any level, unless specifically defined to the contrary, bids are natural after responder has bid notrump.

Trap passes are possible, opener will generally keep bidding. Doubles are penalty in game-forcing auctions but takeout through 3D if:

- (1). No game force in existence.
- (2). Opponents bid and raise a suit (not a strained preference)

Pass/double inversion in forcing (high-level (3H+) situations)

PRINCIPLE: If partner has bid a suit that you have not supported (and you have bid no suit of your own),

Raising WEAKEST support route

Double FIT (strong)

Pass and pull FLEXIBLE

Note...3 After 1D Opening

1D -2D: INV+

1D – 2D

2H BAL

2S Unbal (2nt asks SPL: lo-middle-high)

2NT Clubs, denies 4D

3C ART: 2-suiter, 5+/5+ (3D asks: lo-mi-hi)

3D *C SPL

1D – 1M; 3C 3-card M SUPP with 4 or 5 of either minor; 5/5 also

1D – 1H

3C – 3D F1

3H 1=3=4=5

3S 1=3=5=4

3NT 0=3=5=5

1D – 1H

3C – 3D

3H – 3S Creates GF

3NT To play

4C/4D INV, NF

4H To play

1D – 1H

3C – 3H NF

3S 5+ H, GF; then all CUES

1D – 1H

3C – 3D

ANY – 4S RKCB in 5 card minor

1D – 1S

3C – 3D F1

3H 5S, GF

3S/3NT Sign off

4m 4+ trumps; GF

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1D – 1S	
3C – 3D	
3H	3=1=4=5
3S	3=1=5=4
3NT	3=0=5=5
- 4C	INV, NF
- 4D	INV, NF

1D – 1S	
3C – 3D	
Any – 4H	RKCB in 5 card minor (If 5D– 5C, 4NT = RKCB diamonds)

1D – 1S	
3C – 3H	
4C	CUE for spades
4D	CUE for spades

Opener's Reverse over 1NT RESP:

1D -1NT	
2H - 2S	4 spades or ART MAX
- 2NT	Not 4S, not MAX
- 3C	NF
- 3D	4+D, NF

1D - 1NT	
2S	Always 5+D
- 2NT	Extras
- 3C	NF
- 3D	MIN, 3+D
- 3H	F, card in H

Note:..4 Miscellaneous continuations

1H-1S; 3C Always 3-card S SUPP

1H-1S	
3C-3D	ASK
3H	3 4 1 5
3S	3 5 1 4
3NT	3 5 0 5

1S -2NT	
3C	H
3D	C
3H	S
3S	D

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1S 2x
2S 3NT Big S raise, S/T

1H – 1S
3C – 3D
3H – 3S Sign off

1H – 1S
3C – 3D
ANY–4C INV, NF

1H – 1S
3C – 3H GF 3 hearts
3S GF 5+S
3NT To play
4C GF

1H – 1S
3D – 3H forces 3S
3S – 3NT 4 spades, 3 hearts + stopper; choice of game
4C asks shape
4D inv diamonds

1H – 1S
3D – 3NT To play
4C RKCB diamonds
4D GF; 4+ trumps

1H – 1S
3D – 3H
3S – 4C
4D 3 4 5 1
4H 3 5 4 1
4S 3 5 5 0
Then, 4S a place to play
4NT = RKCB 5 card suit (lower D)
5C = RKCB 5 card suit (higher)

1H – 1NT
2S – 2NT PUP to 3C (sign off in a minor)

1H – 1NT
2S – 3C/3D F1

1H-2C FG NAT, or NF when 3C rebid, or any distribution with 3-card limit raise

2D 5+H

2H 4H, UNBAL or flawed for NT

2S MAX:

(1) 1444, 15-16 HCP

(2) Minor canapé

(3) 4S6H

(4) 5S6H

(5) 6H4C

2NT 12-13 HCP, BAL, NF, 4H

3C Extra values:

(1) 5H4C, extras

(2) Fair 5/5

3D SPL

3H 6+H, 1-loser suit at worst

3S SPL (S), with 5+H, extras

3NT 6H + stoppers, Hx in clubs

4C D SPL with 3514 or 2515, always 5H

4D S SPL with 1534, 1525, always 5H

1H-2D NAT, FG or 2/3 D (NF)

2H 5- or 6-card H, MIN or 5H4C, good

2S ART, multi-meanings:

(1) WK C canapé

(2) 1444, 11+to14- HCP

(3) 6+H good hand, bad suit

(4) 6H4S, 15-16 HCP

(5) 6H5S

(6) 6H4D

2NT BAL MIN, not 5H, not 44 Ms, could have 4D

3C Extra value canapé or good 5/5

3D 4+D; many hand types

3H 6+H, good suit

3S Always 5H

3NT 3415, good spades, 14+-16 HCP; 2425 possible (club canapé)

4C 3541 or 2551, always 5H

4D Picture, no outside controls, 2542

1H - 2S 5+S and 3+H, FG

1H - 2S	
2NT	All MIN
3C	Canapé, either minor
3D	Good H hand
3H	Moderate H hand
3S	Good hand for S

Note:..5 FG M Raise

1M-3C	4+M, any shape, FG
3D	MIN
3H	Extras, BAL or some SPL, Always 5+H
3S	ART, extra value C canapé
3NT(/1H)	ART, extra value D canapé
3NT(/1S)	5S4x, BAL, extras
4m	Decent suits, 5/5+
4H (/1S)	Decent suits, 5/5+
4M	Good trumps, concentrated, not much else;e.g. AKQxx or AKxxxx

Note:..6

1S-2C	may be ART, FG (or 2/3 C bid or L/R with 3M)
2D	H
2H	5+S
2S	4S

1S-2D NAT, FG or 2/3 D

2H	NAT
2S	Catchall, 5+S, or 5+S and 4+C, weak
2NT	BAL, 12-13 HCP, not 5S, may have 4m
3C	5/5 or 4/5 with good clubs, extras
3D	Many hand types
3H	SPL, 5S
3S	MAX, very good suit
3NT	Canapé (C): 4315 or 4225, good H
4C	5341 or 5251, always 5S
4D	5242 Picture

Note...7 General Principles Interference over our 1NT

- (1) If they have one KNOWN suit (not via DBL/2C), transfer LEB around the known suit.
- (2) If they have two known suits:
 - (a) DBL=PEN if their bid is in a genuine suit
 - (b) Use cue-bids like two-way Stayman as much as possible
 - (c) Apply INV+ transfers to other suits whenever feasible
 - (d) 3S always 5/5+ in other two suits
 - (e) 2NT natural, so no transfer to C, therefore 3C/(3D) often NAT/COMP
- (3) If they bid no higher than 2C with no known suit, play as much of system as possible (using DBL as Stayman where required)
- (4) If they bid higher than 2C (2D+) with no known suit, the idea is to show as many hand types as possible without overcomplicating the structure: transfer LEB will show at least INV values.
- (5) Our normal approach with weak COMP hands that must go to the three-level is to pass and hope to bid later. Thus, when 2NT=LEB, it is really a respectable hand with clubs, forcing to game if followed up with a NEW SUIT or a CUE-BID.
- (6) Fast actions SHOW stoppers if SLOW actions are available.
- (7) If they show an unknown one-suiter, we must wait until they identify their suit in order to make a NEG (takeout) double.
- (8) If they show or imply a suit in which we might still have a good contract, we can pass and bid or jump-bid that suit NATURAL(ly), or we can possibly use TEXAS.
- (9) After a LEB transfer to C, Responder's M rebid is generally used to show 4OM.
- (10) TEXAS whenever we can jump to it.
- (11) Unless they have shown a minor, showing both minors is important for us.

1NT (DBL=PEN) ???

Pass Content (We can't play 1NT redoubled!); delayed DBL=T/O

RDBL Puppet to 2C (to play 2C or 2D)

2C STAY

2R TRF

2S Minor suit STAY

2NT INV to game with one minor

3x/4C PRE

4R Texas

Note:..8 2M-2NT

2M-2NT is INQ; then, 3C=MIN or MAX, 3D=side 4OM, 3H=fair WK 2M, 3S=side 4-card minor; 3NT=Great suit

2M-2NT

3C-3D INQUIRY: allowing MIN hand to still bid game
-3M Bid game with MAX

2M – 2NT; 3D -: 3M=INV; 3OM=F
3S-: 3NT=asks minor suit

2NT, then 4C, i.e. Delayed 4C=RKCB

Note:..9 Interference over 2M opening

Over DBL:	RDBL	STR
	2S (over 2H)	NAT,NF
	2NT/3C/3D/3H	Transfers [TRF to ours shows Honor]

2H-(2S)-2NT/3C/3R Transfers (Same structure as over DBL)

Direct COMP raise=PRE

Jumps are FIT and lead-directing. Then, Opener's DBL is likely SPL in responder's suit.

2M-(ANY):-DBL=PENALTY, new suit=Forcing

Interference over 3x or higher

New suits over double or 3-level overcall are NAT, NF, but might be lead-directing

Double by preemptor=Lightner

Note:..10 After our Takeout Double

After cue-bid response, both partners bid naturally; however, when cue-bid is by a PH, doubler aims to bid missing M if he has it;

(1x) DBL (1Y) DBL PENALTY, 4+ cards in Y, some values

(1x) DBL (1M) 2M NAT, 5-card suit, about 5-7 HCP

(1m) DBL (1x) 2m Cue-bid, promises rebid if UPH

(1C) DBL (1D/1N) 2C H+S, does not promise rebid

(1D) DBL (2C) 2D H+S, does not promise rebid

P (1D) DBL (P)

2D Does not promise rebid

(1M)-DBL-(2M): DBL RESP(about 8+ HCP)

2NT Minors, light 3D, or strong 3OM+

3C might be light

3D Constructive

cheap OM COMP

3H CUE FG,4S

3S CUE FG,good long unknown suit, no S stopper

JUMP 3S 5S,no stop INV

4m INV

4OM Long OM, not much defense

4M Minors, M control, slam try

4NT Minors, not slammish

5m Long suits, not great hands

MANY EXTENDED agreements, e.g,

(1S) DBL (2S) DBL

(P) 3m (P) 3H 4-card suit, INV no spade stopper

(1S) DBL (2S) DBL

(P) 3C (P) 3D 4+D/4H, values (right partscore)

Note:..11 Fit-Showing Jumps

"Fit-showing Jumps": All four-level minor-suit jumps by responder show four-card fit plus decent suit bid; better than PRE values.

1S (2H) 4m FIT-jump

Fit-showing jumps are forcing to the cheapest level in the fitting suit, unless we double the opponents.

Fit-showing jumps that force to game set up Forcing Pass situation (pass/double inversion): Pass is the most penalty-oriented action since it requests a reopening double. DBL is a 4 1/2 M bid. Pass and pull is the strongest action.

New suit jumps by PH or in competition (after an action on its right [but not NEG DBL] or in UNAMBIGUOUS situations) by Advancer are FIT JUMPS: four+ card support and at least nine combined cards in the two suits.

P (1D) 1S (2D)
3H FIT (H+S)

Note:..12 Over Opponents NT O/C

1D-(1NT)-DBL 9+ HCP, some sound 8's

- 2C STAY
- 2D TRF (then new suit=NF)
- 2H TRF (then new suit=NF)
- 2S Both minors, emphasis on diamonds
- 2NT Both minors or ART FG, usually a 2suiter
- 3x PRE
- 3NT More minors
- 4C More PRE
- 4M NAT
- 4NT More minors

1M-(1NT)-DBL Sound 9+ HCP,(slightly higher minimum)

- 2C C+OM, usually 55+
- 2D D+OM, usually 55+
- 2M WK raise
- 2OM NAT,NF
- 2NT Both minors, or ART FG, usually a 2-suiter
- 3x PRE
- 3NT More minors
- 4x FIT, length
- 4M PRE
- 4OM NAT
- 4NT More minors

After penalty double of 1NT, pass is forcing up to and including 2D and all DBLs are for PENALTY. If Comic NT, then new suit, we are forced to 2NT.

If opponents escape to 2H or higher, P=NF. DBLS under the suit bid are for takeout, all DBLs over the suit bid are penalty

New suit by penalty doubler of 1NT=NF; 2NT=natural cue-bid=FG

1D/1M-(3NT):Natural bidding; 4NT=Plain Blackwood; Delayed 4NT=RKCB; DBL, then bid=Doubt

1D/1M (3NT) DBL (P)

P (4C) 4H Pass or correct (two places to play)

Note:..13 Michaels

1D-(2D=Majors,4/5+): Pass Nothing to say or PEN coming next

DBL BAL, values, invites cooperation (no F/P)
 2H COMP, with C ("other" minor)
 2S L/R+ in D (or antipositional FG)
 2NT NAT
 3C NAT, FG
 3D COMP
 3M SPL, big D fit (later 4NT=Exclusion RKCB)
 3NT NAT, based on D fit
 4C/5C Fit, D+C with values for 4D/5D
 4D/5D PRE
 4M NAT
 4NT Blackwood, aces

1H-(2H=5+S/5+m): Pass Neutral or PEN

DBL BAL, values, invites coop (no F/P)
 2S C, COMP+(OP bids 3C unless extras)
 2NT L/R(3 trumps)
 3C D, COMP+(OP bids 3D unless extras)
 3D L/R(4 trumps)
 3H COMP
 3S FG S SPL for H
 3NT FG BAL H raise
 4m FG m SPL for H
 4H PRE
 4S RKCB (H)
 4NT Exclusion RKCB-H, void in S
 5m Exclusion RKCB-H, void in m

1S-(2S=5+H/5+m): Pass=Neutral or PEN; DBL=BAL, values, invites coop(no F/P);
 2NT=C, COMP+ (OP's 3C=expected); 3C=D, COMP+(OP bids 3D unless extra values);
 3D=L/R (3 trumps); 3H=L/R(4 trumps);3S=COMP; 3NT=F, BAL S RAISE; 4m=m SPL
 for S; 4H=H SPL for S; 4S=PRE; 4NT=RKCB (S);5m/5H=Exclusion RKCB (S)

Note:.. 14 After our 2C Opening

Responses to 2C:

2D INQ
 2H NAT, F
 2S NF
 2NT Puppet to 3C, for FG 2-suiter or WK C
 3C TRF H
 3D TRF S
 3H good D
 3S 6S/4H, GF