

DBL Splinter lowest ranking if 2 suits unbid except NV vs V inv sacrifice	Suit	3rd from even, low from odd	if raised ATT; else			WBF Convention Card 2.18 
DBL Splinter shows no tolerance for 4th suit if only 1 suit unbid		top from XX,Hx	3rd from even, low from odd			
(INT)-(3NT)-DBL: asks ♣; (1NT)-(STAYMAN)-(NO M)-reach 3NT=asks ♠		(NOTE 3)	top from XX,Hx			
DEFENSIVE AND COMPETITIVE BIDDING	NT	4th or second highest from bad suit	as above but 4th best;			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		if we have supportes with xxx TOP			Category:	Green
1-level=4+ aggressive 2-level=5+ sound; Jump RAISE=PRE	Subseq	4th with attitude bias	4th with attitude bias		Country:	Canada
New suit F1;JUMP SHIFT=FIT,INV; JUMP CUE =4+ constructive 7+-10-	Other:	at 5 level or higher K from AKX			Event:	2007 Venice Cup
CUE=shows support; F1R; limit or better		vs NT A asks CT/UB; K asks ATT vs NT, Q asks UB or count			Players:	Francine Cimon & Julie Fajgelzon
if 2 cue available after overcall cheapest is constructive and other LR	LEADS			SYSTEM SUMMARY		
Double is takeout of other two suits after 1X-1Y-1NT in direct	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Competitive doubles over opponents raises=takeout of other 2 suits	Ace	AKx(+); Ax; rarely Axx(x)	AKJ10(+); for unblock or count;		2/1; Open Good Balanced, light unbalanced;	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	King	KQ AK KQJ(+) KQx(+)	AK KQx(+) AKx(+) KQ(J/)/x(+) KQ		5 card Majors with 1NTF Resp; 4 Card M in 3rd and 4th when light;	
15-18+HCP, systems on, SOHL-FAST:denies (NOTE 28)	Queen	QJ; QJx(+); Qx	QJ; QJx(+); KQ109(x) or unblock J		1NT resp:semi-F/1M by passed hand; Strong 2♣	
4th seat 11-14 over m; 11-17- over M (NOTE 30)	Jack	J10;KJ10x(+);J10x(+) (or little);	J10;J10x(+); AJx; KJx,HJ10x(+)		NAT weak 2M/2♦ (4-12); varies by vulnerability and position	
In reopening 2NT=NAT(20-21) System on	10	109109x(+) or little	109109x(+),H109(+)		Aggressive responses	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x 9xx	98x(+) 9x; 9xx;		Namyats;3NT=gambling; Many FIT bids; PRE:may be Light	
1-Suit: PRE, 5 card possible NV,2NT (shortness ASK),	Hi-x	Sx; Hx;HxSx	Sx; Hx;xSxx,xxxSx,SSx		1NT Openings: 15-17 HCP maybe 5-4 but not 5M-4M; 6m allowed	
New suit=F1R, possibly L/D;Non-game jumps=L/D	Lo-x	HxS HxS;xxS	xxS; ;xxxS;Hxxx,Hxx		2 OVER 1 Response: GF but in competition 10 + ; ♥ usually 5; ♣ may be 3	
ANY jump to game=NAT	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2-Suit: (1m)-3m = both Majors; (1m)-2NT = 2 lowest suits		Partners Lead	Declarer's Lead	Discarding	Gambling 3 NT with little outside strength	
	Suit:1st	Hi=DISCRG (NOTE 3)	Count (Note 23)	ATT Hi=DISCRG N	JUMP IN A NEW SUIT IN COMP OR BY PH =FIT SHOWING	
Reopen: In pass-out Intermediate (10-15)	2nd	Hi/lo=O	S/P	Rem count standar	BERGEN - STYLE FOUR-CARD RAISES OF 1M	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	3rd	Add S/P or count or O	s/P	s/P	SOHL-SLOW (NOTE 28); DBL=8-9hcp 2LEVEL, neg dbl 3 LEVEL	
MODIFIED MICHAELS CUE: PRE or STR in direct and over 1NT resp (NOTE 4)	NT: 1st	ATT Hi=DISCRG	Reverse Smith(Note 22)	ATT Hi=DISCRG	SOHL AFTER dbl OF wk 2-BID BY uph(NOTE 5)	
JUMP CUE ASKS STOP over Maj	2nd	S/P	Rem count standard	Rem count else sta	1M-(DBL)-2M-1= CONSTR RAISE OF M	
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	Add S/P if needed			NAMYATS 8 playing tricks; outside card except solid 8 card suit)	
Capelletti: 2 ♣=one suited hand;2 ♦=both M:	Signals (including Trumps): Trump S/P but if ruff: Hi-Low 3+ trump & ruff			GOOD-BAD 2NT BY OPENER ONLY : 2NT starts comp hand (NOTE 29)		
2♥ =♥+m;2♠=♠+m;2NT=both m or big hand	; Note (23)			1m-2♠ CONST raise in m		
X VS STRONG NT tends to be penalty	Not A from AKX when supp or 5 level			Defence Vs Preempt (Note 7)		
x vs WEAK NT shows in HCP the highest range of their NT opening and a Pass	Special signals(NOTE 27) Reverse Smith NOTE 22)			1 ♣-2 ♦=5-7 5 ♠-4 ♥; 1 ♣-2 ♥=8-10 5 ♠-4 ♥; 1 ♦-2♥=6-9 5 ♠-4 ♥ by UPH		
by partner is forcing to 2♠	DOUBLES			UNUSUAL/UNUSUAL and MICHAELS (NOTE 32)		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			Defence vs Multi (NOTE 33); After OPPs 1 NT OVERCALL (NOTE 34)		
Over weak 2 jump in new suit 2 suiter (NOTE 7);	May be light with classic shape, resp DBL thru 4♠			DEFENSE VS bERGEN raises(NOTE 8);		
SOHL over DBL of weak 2(NOTE 5); LEBENSOHL over OPP weak 2 overcall	(1M)-DBL-(2M)-2NT:LEB but (1M)-P-(2M)-DBL; P-2NT is Grope			ESCAPING FROM 1NT DOUBLED (NOTE 2)		
Cue of 2M=asks stopper;cue of 2m=majors	After non-jump response only cue bid by doubler is forcing one round			SPECIAL FORCING PASS SEQUENCES		
Over 3m=3NT=NAT then Rosenkranz (NOTE 6)	After responder shows value any new suit 1RDF			(1NT)-DBL-(any)-Pass:F thru 2S if 1 NT weak		
(3m)-4m=one suit hand strong (NOTE 7); Actions over high preempts (NOTE 7)				1NT-(DBL)-RDBL F thru 2NT; 1x-(DBL)-RDBL:F thru 2NT		
(3M)-4M=any 2 suiter strong;(3M)-4NT=both m	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Forcing pass - we have shown strength and bid game to make OR		
VS. ARTIFICIAL STRONG OPENINGS	SUPP DBL THRU 2 of suit with exceptions when ♦ is suit			If we have shown game values THEN pass of opponents bid is F		
Versus 1 ♣ F OR (1♣)-P-(1♦) DBL=♠+♥, 1NT=m's	NEG DBL THRU 4 ♦, and at 3 level /1NT;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Versus Strong 2 ♣ DBL=♠+♥, 2NT=m's;	Game try DBL thru 4 ♣ when no try available			2 ♣ takeout over dead NT:Balancing and 4th live situations (NOTE 25)		
OVER OPPONENTS' TAKE OUT DOUBLE	1m-(1 ♥)-DBL denies 4 good ♠			Psychics: Rare		
RDBL usually no fit; NSF; 1M-(Dbl)-3M PRE;	COMP DBL thru 4♥ of raises					
Fit Jumps INV; Over m 1m-3m=INV; 1m-2NT=preempt in m	Slam DBL - normal Lightner			LEADS AND SIGNALS		
2♦= good raise (after 1♥ opening);2♥=Good raise (after 1♠ opening)	RESP DBL thru 4♠			OPENING LEADS STYLE		
1M-(Dbl)-2NT=Limit raise +	3NT DBL: 1. not our suit; 2 leader's suit if 2 bid 3. Dummy's1st or unusual lead			Lead	in Partner's Suit	
2♦/2M-(DBL)-new suit=raise,lead directing,REDBL=RELAYr(NOTE 21)	DBL Splinter lowest ranking if 2 suits unbid except NV vs V inv sacrifice					
OPENING BID DESCRIPTIONS						

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦		BYPASSES DIAMONDS if weak;	2NT=18-19 3♣+ RELAY to 3 ♦ (NOTE 12);3♦=STAYMAN	Jump shit fit showing
1♣				3♣-3♦ except bad ♣	2 ♣=Inverted(NOTE 11);2NT=11-12	1NT=12-14;2-WAY CHECKBACK;3♣ OR3♦ TO PLAY	
1♣				May open 1♣ w/ 4♣4♦	1NT=8-10 ; 2 ♦=4-7-5♠-4♥ ; 2 ♥=8-10,5♠4♥; 2♠=♣ 7-9	1M rebid=UNBAL;	
1♣				or in third or fourth	3♣=preempt;3NT=12+-15 no M; 4♣=RKCB	Relay over Reverses (NOTE 1)	
1♦	No	3	4♦	Nat; 11+;	may be light, Ace or better	1NT=12-14; 2-WAY CHECKBACK;3♣ OR3♦ TO PLAY	Jump shifts fit;2♦=10-12;1♦/2♣ not F
1♦				with 5♣4♦ with exceptions (NOTE 9)	1NT=6-9 2NT=11-12 2♣ =GF	rebid=UNBAL;2NT=18-19 3♣+TRF to 3♦(NOTE 12);	
1♦				with 4♣-4♦with exceptions	3♣=6+♣INV 2♥=6-9,5♠4♥;2♠= ♦CONS	3♦=Stayman	
1♦					3♦=PRE;4♦=RKCB;2♦=inverted;3♥,3♠,4♣ splinter		
1♥	No	5 4(3rd,4)	4♦	Nat; 10+	Could be light;1NT=F1R;2♥/2♦ FG	1♥-1♠-1NT=12-14;2-way STAYMAN	REVERSE DRURY variation: RESP(NOTE 10)
1♥					2 ♥=7-10 with 3-4(rare)♥;	1♥-1NTF-2♣ 2+;2♦=3+;HELP SUIT GAME TRY	
1♥					2 ♠= SPL any suit 13-16 ; 2 NT ask the S/S	FAST ARRIVAL;1♥-1NTF-2Minor-2♠ ART;(NOTE 15)	1NT =6-12 SemiForcing;no fit with M Note#3
1♥					2NT Jacoby ART=12+, 4+♥ bal or semi bal (NOTE14);	2NT=18-19 3♣+TRF to 3♦(NOTE 12) 3♦=Stayman	3m=6m INV; 2NT=5m-5m INV Note#4
1♥					3♣ ♣ ART =4+♥, 7-9 CONST 3 ♦=4+♥.INV	1♥-1NTF-2♥=6+♥ (rarely 5) up to INV	Fit Jumps Note#5
1♥					3 ♥=4+♥;PRE; 4♠ ♠=play; 3♠♠ ♠ 4♣♣ ♣/4 ♦ SPL (9-12)	1M-1NT-2NT =TRF(Note16);Fit Jumps INV;	
1♥					3NT 13-15 4-3-3-3 ;4♥=preempt		
1♠	No	5 4(i3rd)		Nat; 10+	Could be light; 1NT=F1R;2X=GF; ;2♠=7-10 with 3-4(rare)	1♠-1NTF-2♣=2+, 1♠-1NT-2♦ 3+	As for 1♥
1♠					2NT Jacoby(NOTE 14)	1♠-1NT-2♣-2♦ ART5♥; (NOTE 17)	Note#6
1♠					3♣ const 4♠+; 3♦ INV 4♠+	1 ♠-1NT-2♣-2♥ =5♥+2♠	Note#7
1♠					3♥ = 4 ♠ shortness 13-16/ 3♠ ask S/S		
1♠					3♠=4+♠. 0-6; 4 ♣/4♦/4♥ SPL RAISE(9-12);		
1♠					3NT=13-15 4-3-3-3 4♠=Preempt		
1NT	No			15-17HCP; 5 cd M; 6 cd Minor	2♣=Stay dont promise 4 card M can be garbage NT	1NT-2♣-2♦-3♣ to play In club +4M;Weisberger.Smolen	
1NT					Jacoby transfert ♦=♥,♥=♠,♠=♣,NT=♦	Refusal transfert (NOTE 18)	
1NT				5-4 except not 5M/4M	TEXAS TRF, 4♣ Gerber		
1NT					3♣=5-5+m weak;3♦=5-5+m slam try;3M 5-4m short in M		
2♣	Yes	0		Strong 1 or 2 suiter or 22+ BAL	2♦ less then 2 ctrls, 2♥ 2 ctrls, 2♠ 3ctrls+but at least ace	2♣-2♦-2NT=22+-24, Kokish relay(NOTE 13)	
2♣					over 2 NT rebid same as 2N Topening	cheapest minor second negative	
2♣					3x=6 card suit one looser, 3NT 6 card suit solid F	FAST ARRIVAL by OP;2♣-2♦-3NT=tricks	
2♣					4x broken suit	2♣-2♦-4m 4-4-4-1 stiff in sui tbid	Note#8
2♣						Jump to 4M 91/2-101/2 tricks self sufficient suit	
2♣						after a response of 2♠ a raise of opener suit F	Note#9
2♦	No	5		Vul 1st/ 2nd; 6-7(rare)♦ No 4 card M	3♠=asks singleton; New suit=F1		
2♦				Weak (5-12)	2NT ASKS Feature		
2♦				NV 5+; 3rd seat 5+ may have M	4♦=RKCB; Jumps except 4M=asking bids		
2♥	No	5		Same as 2♦	Same except 4NT=RKCB		
2♠	No	5		Same as 2♦	Same except 4NT=RKCB		
2NT	No			20-21HCP	3♣=Puppet Stayman (NOTE19); 3♦/3♥ TRF; Gerber,	SMOLEN after 2NT-3♣-3♦;special sequence(NOTE19)	
2NT					TEXAS TRF; 3♠ and 3NT relay (NOTE 20)		
2NT					4♠ baron; 5x Exclusion RKCB; 4NT quantitative		
3♣	No	6		All 3 preemptive	New Suit=F1;		
3NT	Yes	7		Gambling 7+ Solid m suit	May be passed;4♣ P/C; 4♦ ask sortness	4♦ 4M shortness 4NT sshortness om 5m no short.	
3NT				no ace or K outside	4M=for play;4NT=RKCB(no suit);5 Minor P/C		4M cue bid
4♣	Yes	0		NAMYATS ♥ (7+); 8 tricks	4♦ slam interest, ask shortness	4♦ 4♥ so shortness, new suit shortness	Note#10
4♣				Defense except NV 8 solid possible	4NT=RKCB;5M Asks Trump;5 x= Exclusion		
4♦	Yes	0		As above with spades	As Above but 4♥ slam try ask shortness	4♥ 4♠ no shortness, new suit shortness	
4♥	No	7		PRE NAT less than NAMYATS			
4♠	No	7		As above			
4NT	Yes			RKCB (no suit)			
5♣	No			Natural Preempt			
5♦	No			As above			
5♥	No			Natural; Strong			
5♠	No			Natural; Strong			
5NT							

HIGH LEVEL BIDDING

CUE=1st + 2nd round equally; Cheapest control; RKCB-1430

DOPI DEPO ROPI REPO

Serious 3NTwhen known 9 card fit or 2 suited fit

Gerber 5♣=RKC Gerber over Jacoby & when 4NT is quantative

Exclusion Blackwood

Jump to 4 of the same minor is RKCB or when m agreed below 4 in

non-competitive auction

Pass and Pull strongest; after our side has made a slam try pass F;

Supplementary notes file (juliefrancinecanada2.txt) Francine Cimon & Julie Fajgelzon (Canada)

Note...1:Relays After Reverses

Rebid of M at 2 level shows 5 does not show or deny strength

4th suit at 2-level ART: F1R

Opener's Rebid (NF)
2NT NF 5-4-2-2
Rebid of responder's M 1C-1H-2D-2S-3H
First suit (6-cards)

Opener's Rebids (F)
Rebid 2nd suit F1R distributional (must be C-D to make 2 level available)
Jump in 2nd suit=6/5, good hand GF
3NT : extras
Jump to 4 of 1st suit: STR, sets trumps
4th suit: FG, no better bid (6-4) maybe)

2NT is NAT FG. if 4th suit is available as a relay

2NT RELAY: asks opener to bid 3C when 4th suit would come at 3-level

If opener does not accept relay = F [except repeating his 2nd suit if that is a major and 1st is a minor].

3♣

3NT for play shows less confidence than direct 3NT
all other 3 level for play

Note...2:Bidding Over 1NT DBL for penalty

Pass suggests playing in 1NT DBL (often a flat hand with a some values but not enough for game)

New suits at lowest level show 5 card suit and are for play except 2♣

Redouble of 1NT is penalty: a hand with invitational values or better. Forcing to 2NT (or opponents suit doubled).

2NT either weak 2 suiter in the minors or any very strong one suiter GF.

Opener bids better minor THEN new suit shows strong hand.

Bids at 3 level are invitational.

4M and 3NT are for play

2♣ denies a 5 card suit other than possibly clubs. It asks opener to bid a suit

If 2♣ is doubled opener

Bids 5 card suit
Pass with club tolerance and no 5 card suit
Bids 4 card suits up the line

If 2♣ is not doubled opener

Bid 5 card suit
Pass then if 2♣ is doubled by second chair
Pass with clubs
Redouble for takeout

Note...3:Attitude on partner's lead with exceptions when count is required. The list below gives some examples but is not comprehensive

· when dummy has guarded queen on opening lead and partner leads the A except at the 5 level or higher when we lead K from AKx
· when dummy has a suit to be established
· when declarer clearly has good suit in hand and partner may need to know when to win
· when partner leads an ace against no trump and you do not have honour to drop (excluding preemptive auctions)
· in any cash out situation e.g. partner wins opening lead with K and switches to K which holds. Partner is known to have both aces etc.

Note...4: Modified Miceals

(1m)-2m = ♠ +OM at least 5-5
(1m)-2NT = unusual lowest 2 unbid
(1m)-3m = both majors at least 5-5
(1M)-2M = OM + m
(1M)-2NT lowest 2 unbid
(1M)- 3 M ask stopper

same over (1x)-P-(1NT)-2x

Note...5: SOHL After Double of Weak 2

(2♥)– DBL–(P)-2♠ = weak to play

2NT = relay to 3♣ either weak to play or after which:
3♦, 3♠ = natural, invitational. ♠ usually 5+ card suit
3♥= Stayman with a stopper
3NT=natural good stopper

3♣=Transfert to ♦ weak or FTG
3♦= Stayman without stopper
3♥=Transfert to ♠ 5+ cards at least FTG
3♠= Ask 3NT if the doubler had a stopper
3NT balanced hand no 4 ♠ a semi stopper : jxx, Qx, 10xxx

(2♠)– DBL–(P)-2NT =relay to 3♣ either weak to play or after which:

3♠, 3♥ = natural, invitational. ♥ usually 5+ card suit
3♠= Stayman with a stopper
3NT = natural stopper in ♠ no 4 ♥
3♣=Transfert to ♦ weak or FTG
3♦= Transfert to ♥ weak or FTG if FTG 5 cards +
3♥= Stayman without stopper FTG
3♠= Ask 3NT if the doubler had a stopper
3NT balanced hand no 4 ♥ semi stopper Qx, Jxx,10xxx

Note...6: ROSENKRANZ over 3NT after Opponents 3 level PRE

Actions Over 3-level preempts

(3X)-3NT=NAT, then ROSENKRANZ

4 ♣ asks
new suit, long suit + stopper
4NT MIN (16-19)
Cue strong balanced hand

Note...7: Vs Preempt

after 2m :
2NT: 16-19 direct, may be less Bal; then system On
3m : both Majors
4♣=♥+om
4♦=♠+om
3M=STR

After 2 M
2NT: 16-19 direct may be less bal then system On
3M=stopper ASK with good 1 suiter
4m= STR 5OM and 5+m Forcing unless no fit
4M= both m's, slammish: 4NT=Genral Cue interest in slam
3NT =16-19 with long m : TRF continuations in M
4♣ = Gerber same answer then RKCB

After T/O Double:

Sohl unless the doubler is a passed hand, then 2 NT response =Inv to 3NT (13-15HCP)

2M=WK
2 NT start invitationnal hand
NON-JUMP 3-level=Transfert weak or strong
CUE=OM
JUMP to 3S over 3H opening=INV, good suit
JUMP TO 4M=sound
JUMP to 4m=F
2 NT is a relay to 3 C: then simple suit bid =WK response= END except when 2 level was available, then INV and poor suit
CUE=FG, no stopper, no OM
3NT= choice of games, stopper and OM, DBler TRFS

After 3 m

3NT = NAT then ROSENKRANZ
4♣= ANY, 1 suiter STR
by pass 1♦ show good hand for the strain bypasses
4NT a good hand for any suit
4♦= both M
4NT good hand
5♣-5♦ cue bid
5NT pick a slam
4M=M+om 5+/5+
4NT interest in slam
4NT =NAT 20+HCP, usually long suit , then TRF,

After 3 M

4M=ANY 2 suiter, very sound
4NT = both minors
3NT= NAT, then ROSENKRANZ

After DBL of 3x : A cue over 3 m = pick a M for the moment, with both MS, bid ♥.

If the doubler bid a new suit at the 3 level big flexible hand : 3 card in support. If the doubler bid a new suit at the 4 level tends to be a one suited hand , very strong . In a minor =F, in M=NF

Last train

(3♣)-DBL-(P)-3♥-
(P)- 4♣-(P)-4♦ not necessarily a cue,showsx interest in slam

ROSENKRANZ: (3x)-3NT-(P)-?

4♣ Asks basis of O/C; then:
4NT=MIN BAL; CUE=20 BAL; suit=long, good
4R TRF; TRF into X=STAY 5+/5+
4♠ Both minors, slammish
4NT Both minors, non-slammish

After 4 m: 4 NT =NAT, then TRF, 5♣ STAY

After 4♥: 4 NT= both minors or ♠+m very strong hand

After 4♠; 4NT ANY 2 suiter

Note...8: DEFENSES vs BERGEN Raises

(1M)-p-(3♣/3♦) x=T/O of M; 3M -5OM +5m

Note...9: When we open 1♦ with 5♣+4♦ and when we open 1♣

Open 1♦ if 4♦/5♣ and good diamonds and rebid 2♣ (usual)
But Open 1♣ if poor ♦ and rebid 2♣ over M or 1NT with strong oM

OR with a hand good enough to reverse

Note...10: Reverse Drury Variation

2♣: 4 card constructive or limit
2♦: 3card limit

Responses:

over 2♣
2♦ ask if limit or constructive Responses :2m constructive anything else limit
you show value. a jump at 4 in new suit splinter
2M weak
A new suit except 2♦ show shortness game try
a jump in new suit show a suit at least 5-5 and slam try

over 2♦
2 in our suit weak
3 of our M slam try good suit slam try
a new suit help suit game try
a jump splinter

Note...11: Inverted Raises Responses

Over 1m-2m:

2♥ FTG
2♠ UNBAL MIN have singleton or void
RESP 2NT ask shortness F to 4m
Opener bids short suit
3NT to Play
Cue Bids
4m to play- note this one case it is not RKCB
3m to play
2NT BAL, 12-14, stopper in 2 suits, not xx in ant NF
3 om/3M splinter
3NT for play
cue bids
4m RKC
Min bid of other m (1♣-2♣-2♦ or 1♦-2♦-3♣)
BAL or SEMI-BAL, more than MIN but not enough to force to game 14-
16 show 5-4 or a 7-2-2-2 or 6-3-2-2
Bid stoppers
1♣-2♣; 3♦ SPL
3M SPL
3NT 18-19 BAL, stoppers, not too many controls (then start 2♥)
4m RKC
40m-4M SPL
Cue bids
4m RKCB
4M 5M/6m

1m- 2m
2♥- 2♠ 10-12 HCP: Then 2NT is INQ ask shortness
3m= no shortness
3M/3om= shortness
then cue bids
3 NT for play

- 2NT 13+, all suits stopped, not great controls
cue bids
3 NT for play but with extra values responder

will bid again

- 3m no S/S, 13 +
- 3om SPL om (13+ HCP)
- 3M SPL (13+ HCP)

Note...12: Responses to 1x-1y-2nt

Over 1x-1y-2NT:

3♣ asks for a bid of 3♦
pass
new suit weak for play
responders suit weak for play
opener's suit weak for play

1m-1x-2NT-3♣-3♦-3NT slam try in opener's minor
1m-1♦-2NT-3♣-3♦-3♠ slam try in ♦
BUT
1♣-1S-2NT-3♣-3♦-3♥ choice of suits weak

By a passed hand
p-1m-1x-2NT-3♣-3♦-3NT support for opener's minor
p-1m-1x-2NT-3♣-3♦-3M problem in the M

3♦ Stayman

four cards in other major before 3 card support
all other bids at 3 level natural and FG
4♣ Gerber even after a 1♣ opener

Note:...13:
2♣-2♦
2♥-relay ask to bid 2♠
2NT= 25+
3 y natural show the ♥ and y
3NT solid ♥ suit

Note:...14: Responses to 1M-2NT

Responses:
New suit shortness 3 M no shortness
A jump in a new suit a good 5 card suit
4M weak hand
1♥-2NT- 3NT 15-17 can be pass
3♥ = 14 or 18 +

Note:...15 1♥-1NT-2m-2♠ Responses

2♠ = Artificial, expects 2NT response
3♣= better than direct 3♦
3♦=better than direct 2♦-3♦ or 2♣-2♦
3♥=3 card limit raise with shortness (unpassed hand)
3♠=huge raise of opener's minor
3NT= big fit with minor; 12-13, balanced

Note:...16: Responses to 1M-1NT-2NT

3x transfer
4M play (less than LR)

TRF to M and raise is L/R: 3-card M

3♣ = transfer to diamonds.
3♦ - opener accepts
3♥/3♠ - super acceptance (maximum, cue bid in suit bid, at least 3 trump to A,K or Q)
3NT - super accepts (at least 3 trump to A,K,Q), good cards in offsuits

1♠-1NT-2NT-3♦ = transfer to hearts
3♥ - opener accepts willing to play in 3♥ if responder passes
3♠/4♣/4♦ - super acceptance (maximum, cue bid in suit bid)
3NT - super accepts (maximum), good cards in offsuits, suggestion to play
1♥-1NT-2NT-3♥ = Transfer to spades showing both minors (5-5).GF, Slam possibilities.
3NT for play
4m interest in minor looking for slam
3♠ = transfer to clubs.
3N show suitable hand for no trump; ♣A or ♣K
4♣ other hands

Note:...17: Responses to 1♠-1NT-2♣-2♦

2H would have passed if responder had bid 2H naturally; All other bids are natural tends to show 2H
Pass
2S; 8+-10- HCP avec 2 piques
2NT balanced; 5H 10-11 INV
3C INV
3D 5D INV
3H 6 H INV
3S 3 spades; 5 hearts; invitational
3NT 5 hearts and values for 3NT

Note:...18:When opener refuse the transfer of a M He show 4 trumps except 2 Nt
- a new suit show nothing in the suit
- bid 3 in our suit show value everywhere
2Nt show 3 card support maximum and a good 5 card minor

Responder retransfer by bidding the transfer suit anything else slam try.

Refusal transfer to a minor
Opener bid the suit in between to show an honour third in suit of partner and a good hand rarely AX.

Note:...19: Responses after Stayman over 2NT

2NT-3♣ Puppet stayman
3♦ no 4 card M may have 5 spades
3♥ 4 ♥ may have 4 ♠
3♠ 4♠
3NT 5♥

2NT-3♣
3♦-3♥ ask if opener had 5 ♠, responder almost obliged to do that
3♠= 5spades
3 NT no 5 spades

2NT-3♣
3♦ - 3♠=5♥-4♠(Smolen)
- 3NT=5♠-4♥

2NT-3♣
3♥-3♠ denies 4♠
3NT show 4♠

Note...20: 2NT-3♠ Relay to 3 NT and 2 NT -3NT relay to 4♣

2NT-3♠ relay to 3 NT start minor slam try
3NT 4♣=5♦ and 4♣-2-2 slam try
4♦=5♣-4♦-2-2 slam try
4♥=5♣+ slam try
4♠= 5♦+ slam try
4NT=5-5+m slam try

2NT-3NT relay to 4♣
Pass weak clubs
4♦ weak ♦ invite to pass
4♥=3-1-5-4 or 4-5 slam going
4♠=1-3-5-4 or 4-5 slam going
4NT=5-5m+ to play only in game
5♣ or 5♦ to play

Note...21: Redouble After Double of Partner's Weak Two

Redouble is a relay to the next suit (including notrump).
Pass
3 of opener's suit is invitational;
A jump in a new suit below game is invitational in the new suit

Note...22: Declarer's Lead suit vs NT, count and Reverse Smith

Normally at the first lead we will play Reverse Smith. We play count instead if one of the below

- a) it is obvious what our attitude to the suit lead is
- b) it seems likely that count is more important (declarer is leading to a long suit)

We do not give count if we believe it will help declarer too much in any case.

Note...23: Declarer's Lead suit Count vs Suits

We give count on the lead of the first suit only. We do not give count if it appears it will help declarer too much. We may falsecard occasionally.

Note...24: Over 1m-(2M) SOHL

Note...25: Reopening and 4th Live

(1Y)-P-(1NT)-P-(P)- DBL=PEN oriented shows Y

(1Y)-P-(1NT)-P;(2Y)-DBL=PEN shows Y

But (1Y)-P-(1Z)-P;(2Y)-DBL shows other 2 suits

(1m)NAT-P-(1NT):- 2m=MAJORS; DBL=3-suit T/O

Note...26: Actions over high level preempts

After 4m:
4NT=NAT, then TRF, 5♣=STAY

After 4♥:
4NT=both minors

After 4♠:
4NT=ANY 2-suiter

Note...26: Defence to Flannery

2♦ FLANNERY (11-15HCP)
DBL - strong NT +
2♥ - T/O
2♠ - natural
2NT - minors
3m - natural
3M - asks stopper
3NT - more tricks
4m - strong
4♥ - slammish minor suit freak, shortness
4♠ - NAT
4NT - minors
(2♦)-P-(2♥): or (2♥)-P-(2♠):
DBL - minors
2♠ - natural

2NT - natural, bal. or semi-bal.
 Then, 3♣/3♦=NAT, to play; 3♥/3♠=FG with ♣/♦
 3m - natural
 3M - stopper ask, etc. as above
 (2♦)-P-(P): DBL = HCP, PEN oriented

2♥ FLANNERY (11-15HCP)
 DBL - 3 suited TO
 2♠ - natural
 2NT - natural 16+-19 Then, 3♣/3♦=NAT, to play; 3♥/3♠=FG with ♣/♦
 3m - natural
 3M - asks stopper
 3NT - tricks
 4m - strong
 4♥ - slamish minor suit freak, shortness
 4♠ - NAT
 4NT - minors
 (2♥)-P-(P): or (2♥)-P-(2♠):
 DBL - minors
 2♠ - natural
 2NT - natural, bal. or semi-bal.
 Then, 3♣/3♦=NAT, to play; 3♥/3♠=FG with ♣/♦
 3m - natural
 3M - stopper ask, etc. as above

Note 27 Special Signals

a) On partner lead, when dummy has a singleton and the partner of the opening leader is known to have length in that suit, a high and a low card is S/P, a middle card ask for continuation.

b) When the dummy wins by a Jack or lower we give the count; otherwise, attitude.

Note 28 SOHL

When opponents interfere over our 1 NT with a bid in a suit who show at least one precise suit
 A bid at the 2 level by responder show a weak hand
 2 NT ask to bid 3 ♣ start the invitationnal hand
 3 x transfert in the next suit show weak hand or hand FTG +

Note 29 The Good Bad 2 NT

(A) The opponents are at the 2 level in a suit higher -ranking than openers opening-bid suit (B) Right-hand Opponent(RHO) must have (i) bid, or (ii) DOUBLED, or (iii) REDOUBLED.

When these 2 conditions are met, a direct bid at the three-level would promise extra values, while 2 NT would show a hand worth only a competitive move. The 2 NT bidder might be planning to compete in his own suit or in a new suit. The "good" three-level bid is NOT FORCING which means that with a hand strong enough to force to game, a different auction (usually a cue-bid in the enemy suit) must be chosen.

Note 30 1 NT in reopening over a M = 11-17

Responder bid 2♣ to know the range if overcaller answer to stayman he had 11-14 otherwise he bid 2 NT and over that 3 ♣ still Stayman

Note 32 Unusual VS Unusual and Miceals

When opponents show 2 suits by an overcall if we bid the lowest suit we have the 4th suit and if we bid the highest suit it is limit or better for partner suit. a bid of the 4th suit is competitive (invitationnal hand).

Note 33 Defence vs Multi 2 ♦

DBL = 13-15 or 20+ (bid again, usually bad hands.)
 2NT = 16-19 (3 ♣ = Stayman, 3 R = transfer, 3 ♠ = minors)
 2M = nat
 3m = normal o'call
 3M = intermediate o'call
 4m = that m + ♠, 5-5+, FG
 4♥ = ♥+m 5-5+
 4♠ = nat, str
 4NT = sound minors
 Pass = neu, STR M, or strongish 2 suiter or Nat M O/C

(2 ♦) DBL (2M/3M/4M)..Pass - N.F., then DBL (over correction) = T/O
 DBL Responsive
 2NT Sohl (Note 28)

(2 ♦) Pass - (2M/3M/4M)..Pass - N.F., then DBL (over correction) = T/O
 DBL - T.O.
 2NT/3NT- Nat Transfer as above
 Other suits - Nat intermediate

(2 ♦) Pass (2M) P (P)..DBL - T/O
 2NT - minors or minor + ♥ if possible
 Cue - strongish 2 suiter
 Suit bids - less than immediate suit bids

(2 ♦) P (2 ♥) P; (2 ♠) ..As above

(2 ♦) P (2 ♥) P; (2 ♠) P (P)..DBL = T/O of ♠

2NT - minors
Suit - nat; less than immediate bid of suit

(2 ♠) P (3M/34M) P; (P)..DBL = T/O
4 ♠ - ♠ + m
4NT - minors or ♥ + minor (over 4 ♠)
Cue - (STR) 2 suiter
Suit bids - less than immediate suit bids

(2 ♠) P (2NT=INQ)..DBL - STR, at least 4/3 in M's

(2 ♠) P (2 ♥/2 ♠) DBL - T/O; 2NT - 16-19; 3NT = NAT
Cue - OM + 5m
3OM - NAT

By passed hand

DBL = T/O
3 ♠ = 2 suiter
2NT = both m's

Note 34 Over 1NT overcall by opponents

a) Over minor opening - As over our 1NT opening

b) Over major opening

(1NT) - DBL = 8+ HCP (PEN, tends to be balanced)
2 ♠ = ♠ + OM
2 ♠ = ♠ + OM
2OM = NAT and NF
2NT = both m's or DIST FG 2 suiter
3x = NAT, PRE
4x = splinter
3NT = slam interest raise