

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, $\frac{1}{2}$ Level, Reopening)
Style: Light 8-15 HCP (rarely 4 cards)
Responses: CUE Jump: 7-10, 4 cards support, Jump RAISE
PREE, RKRNZ DBL/RDBL over F bid
Reopening: natural
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
1m-1NT: 15-18 hcp
Responses: as after opening 1NT, NOTE 11
Reopening: 10-12 HCP, natural Responses: natural
1X - pass - 1Y - 1NT: other two suits ((4)5 ⁺ -5 ⁺)
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: weak, 5-cards possible in non vul
In vul: 6 ⁺ cards, 12-14 HCP NOTE 8
Responses: natural after 12-14, 2NT= asking after weak two
NOTE 12
Unusual notrump: if m is preparatory 2NT: ♠♦
(1m)-2NT: ♥+om; (1M)-2NT: ♠♦
DIRECT and JUMP CUE BIDS (Style, ResReopening)
Style: Michaels cue: (PRE or STR)
(1m)-2m: ♠&♥(54+); (1M)-2M: OM+m (55+); (1♠) -
2♦=♠&♥; (1♠) - 2♠=nat; jump cue bid: asks half stopper
Responses: natural
Reopening:
VS. NT (vs. Strong / Weak; Reopening: PH)
Strong 2♠= ♠&♥, 2♦= ♠ or ♥ could be weak, 2♥= 5♥&4♥m
2♠= 5♠&4♠m, DBL = 4M & 5♠m or strong M
Weak: same except DBL is opening (13 ⁺)
Reopening: same
Responses: natural NOTE 4/23/25
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
LEB after (WK2x)-DBL-(P)-
2M - 4♠: 5 ⁺ ♠ & 5 ⁺ M; 4♦: 5 ⁺ ♦ & 5 ⁺ M
3m - 4m: 5 ⁺ M & 5 ⁺ om
3M - 4m: 5 ⁺ m & 5 ⁺ oM
NOTE 2/27
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♠: Aggressive, 1D defence
NOTE 5
OVER OPPONENTS' TAKE OUT DOUBLE
over 1♠/M= level 1 is F1, level 2 is NF,
jump support with 3 cards,, 2NT = FIT, (10)11 ⁺ hcp
NOTE 6

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 3 rd , 5 th from honor or MUD 3 rd , 5 th
NT 4 th from honour AS ABOVE
Subseq ATT AS ABOVE
Other: - -
L E A D S
Lead vs. Suit vs. NT
Ace Ax'AKJ'AKQx' AK AKJ10' AKQ' Ax
King AK KQx' KQJ' KQ10 AKx' KQJx' KQ10' KQ
Queen QJx' QJ10/9x' KQx' QJ10x' QJ9'
Jack J10 J10x' Jx AQJx' QJx' J10x'
10 H109x' 109xx' 10x 10x 109x HJ10x 10xx
9 H98x' 9x 109x 9x 98x H109x' 9xx
Hi-x xSx,xSxx,Sx,Sxxx No TH top/2nd of n., Sx
Lo-x HxS,HxxS,HxxxS promises honour
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit:1 st low - E low - E suit preference
2 nd low - 1 low - 1 low - 1
3 rd suit preference S/P odd - E
NT: 1 st low - E low - 1 suit preference
2 nd low - 1 S/P low - 1
3 rd suit preference odd - E
LEGEND: 1 - odd no. of cards, E - encouraging
Signals (including Trump suit):
Trumps:
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: May be light (10hcp) with classic shape
Promise 4OM or 43+Ms; offshape OK
Responses: natural
Reopening: natural
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
NEG DBLs beyond 2♠: 7+HCP, any shape,
RESP DBLs beyond 3♠: useful values, any shape
SUPPORT DBL
ROSENKRANTZ DBL
COMPETITIVE DBL
1NT (14-16) - Dbl - Rdbl: transfer to 2♠
NOTE 2

WBF Convention Card
Category: Strong club - BLUE
NCBO: Croatian Bridge Federation
Event: ALL EVENTS
Players: Nikica ŠVER & Marina PILIPOVIĆ
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
Strong 1♠: CONTROL resp
1♦: 0 ⁺ cards
5-card M, Open light if UNBAL, 1NT forcing
PRE: Light
Frequent non - PEN DBL
1NT opening: 11-13 NV, 14-16 VUL, on 4 th seat always 14-16
2 over 1 Response: FG/1M, 1♦-2m=F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
1♦: 0+♦, 11-16 hcp
2♠: 5 ⁺ - 4 ⁺ m, 11-16 hcp on 1 st /2 nd on 3 rd /4 th 6 ⁺ ♠ or 5 ⁺ ♠ & 4M
2♦: weak M, 3-9 hcp, on 4 th = natural
2♥/♠ = 5/6 ♥/♠ + (4)5 m, 3-9 hcp, on 4 th = natural
2NT: minors, weak, 3-9 hcp
3NT: gambling may be in M
Conventions:
Lebensohl-FAST, GOOD BAD 2NT- NOTE 1b , MICHAELS
1NT overcall - nat (14-17 hcp, bal or semibal)
SPECIAL FORCING PASS SEQUENCES
DOPI, ROPI
1NT- (dbl) - pass: transfer to rdbl over weak NT
1♠ - (pass) - positive answer: GF
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE
We do not pass when unclear
Check back NOTE 1
4 th suit forcing (usually to game)
Lebensohl over opps overcall over partner's 1NT and over take out
Dbl over opps W2 NOTE 2
Defence against 2♦ (multi or 4-4M), 2♥/♠ (5-5, weak) NOTE 2
Over opps opening 5m, dble is obligatory in pass-out
Psychics: sometimes
may have defensive tricks



Opening	Artificial	Min	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	3♠	STRONG, (16)17+	1♦: 0-6, 1♥: 7+ 0-2 controls, 1♠/1NT/2♣: 3/4/5/6+ controls, 2M: 3-5 HP 6+, 2NT: KQJxxx NOTE 7/21/22/	NATURAL, 1♠-1♦-1♥= art	
1♦	yes	0	3♠	11-16 Hcp, preparatory, no 5M, no 5-4 mm (could be 6-4mm if you treat suit as monocolour)	Natural, 1♦-2♦ = F1, 1♦-2♥ = 4♥ & 5♠ = 3-6hcp; 2♠ = 4♥ & 5♠ = (6)7-9hcp, 1♦-3♣ = 5-5mm, weak, 1♦-3♦ = 5-5mm, invit, 1♦-3♥/♠ = weak NOTE 17/20/28	1♦-1♥-2NT= 6♦, bls, 15/16Hcp but 1♦-1♠-2NT= 4♥ and 5♠, 15/16 Hcp, CBS, 4th suit GF, 1♦-1♠-2♣ = club suit, lg suit trials	
1♥	no	5	3♠	11-16 Hcp, min 5♥	1NT - one round forcing, 2♣/♦ = GF; 2NT = 4♥, 11+, 2♠ = weak; 3♣ = 7-9, 4♥; 3♥ = pre; 3♦ = any strong splinter (13-15); 3♠/4♠/♦ = spl10-12hcp; 3NT = 17/18 bal NOTE 8/9/14/15/16/27	Over 2NT: NOTE 15	1NT= no forcing
1♠	no	5	3♥	11-16 Hcp, min 5♠	1NT= F1; 2♣/♦/♥ = GF; 2NT= support 11+hcp, 3♣ = 7-9, 4♠; 3♦=weak3♥ = any strong spl(13-15); 3♠ = pre; 3NT=17/18, bal 4♠/♦/♥ = spl 10-12 hcp NOTE 8/9/14/15/16/27	Over 2NT: NOTE 15	1NT= no forcing
1NT	no	-	2♥	11-13 NV, 14-16 VUL, may be 5M, 6m, 5/4mm, on the 4th seat=14-16 NOTE 11	2♣ = stayman, cd be weak, 2♦ = trf ♥ or special seq., 2♥ = trf ♠, 2♠ = trf ♣ or 5-4mm sing ♥, 2NT - trf ♦, 3♣ = any 4441, 3♦ = 6♦1♠ or 54mm sing ♠, 3♥ - 4♠, GF, 3♠ = 4♥, GF, 4♠/♦ = trf ♥/♠, 4♥/♠ = to play NOTE 11/24/30	After 2♣: relay and negativ cue-bid, super fit for jacoby, natural	same, NOTE 25
2♣	yes	4	-	11-16 Hcp, 5-4 in minors on 1st/ 2nd pos, 3rd/4th: 10-15, 6*♣ or 5*♠ & 4M	2NT= relay; 2♥/♠3♣/♦ = NF; 3♥/♠ = strong; 4♥/♠ = S/O NOTE 18	After 2NT: 3♣ - weak 5-4m, any; 3♦ = 5-5m-3♥ = ask, 3♠/NT=m/M; 3♥/♠ = 13(45)/31(45) max	2NT after pass is natural invitation to 3NT
2♦	yes	0	-	multi: - weak ♥/♠ 3-9 hcp; 4th seat: 10-13, 6♦	2NT= F1; 3♣/♦/♠ = nat F; 2♥/♠, 3♥ = P/C; 3♠ = GF; 3NT= S/O; 4♠ = trf your M; 4♦ = bid your M NOTE 12	Natural	same
2♥	yes	5	-	5*♥+(4)5*m, 3-9 hcp; 4th seat: 10-13, 6♥	2NT= F1; 3♠ = P/C; 2♠ = NF; 3♦/♠ = F1 4th seat: 2NT/3♥ = inv		
2♠	yes	5	-	5*♠+(4)5*m, 3-9 hcp; 4th seat: 10-13, 6♠	2NT= F1; 3♠ = P/C; new suit= NF 4th seat: 2NT/3♠ = inv		
2NT	yes	-	-	minors (4)5-5, 6-10 hcp, 3rd pos - weaker	3♣/♦: S/O, 3♥/♠: F1, 4♠/♦: pre NOTE 13	Natural	4♠/♦: invit (light)
3♣, 3♦, 3♥, 3♠	no	6+	-	preemptive	new suit: F1, double jump= ERKCB NOTE 10	Natural	
3NT	yes	7	-	gambling, may be M	4♣: P/C; 4♦ = asking for singleton	Natural	
4♣	no	7	-	8,5-9 tricks in ♥	4♦ = CB; 4♥ = neg; other= CB	Natural	
4♦	yes	7	-	8,5-9 tricks in ♠	4♥ = CB; 4♠ = neg	Natural	
4♥	no	6	-	to play		HIGH LEVEL BIDDING	
4♠	no	6	-	to play			
4NT	yes	-	-	minors	5♣/♦: SO		
						CUE: 1st + 2nd round equally, Zoom EXCLUSION RKCB, DOP1, ROPI, SPL, JOSEPHINE, LIGHTNER, NEG SLAM DBL, after relay asking for distribution	

Nikica Šver & Marina Pilipović
Croatian Bridge Federation

NOTE 1

Check back (CB) subsequent auction (2♣ after 1NT rebid, 11-13 or 14-16):

1♦ - 1♥	1♦ - 1♠
1NT - 2♣ (trf to 2♦):	1NT - 2♣ (trf to 2♦):
2♦ = pass (weak hand, 4♥&5♦)	2♦ = pass (weak hand, 4♠&5♦)
2♥ = invit with 5♥	2♥ = invit with 5♠ and 4♥
2♠ = invit w 4♠ & 4♥	2♠ = invit with 5♠
2NT = invit to 3NT	2NT = invit to 3NT
3♣ = invit 4♥ & 5♠	3♣ = invit 4♠ & 5♠
3♦ = invit 4♥ & 5♦	3♦ = invit 4♠ & 5♦
3♥ = invit with 6♥ (no good suit)	3♠ = invit with 6♠ (no good suit)

1♦ - 1♥	1♦ - 1♠
1NT - 3♣/3♦ = invit 5*-5*	1NT - 3♣/3♦ = invit 5*-5*

1♦ - 1♥	
1NT - 2♥ = SO	SAME
- 3♥ = invit with good suit	

1♦ - 1♥	SAME
1NT-2NT (trf to 3♣)	
3♣ - pass (weak hand)	
- 3♦ = F1 with 5♦ & 4♥	

1♦ - 1♥	1♦ - 1♠
1NT - 2♦ (any game forcing)	1NT - 2♦ (any game forcing)
2♥ = 3♥	2♥ = 4♥
2♠ = 4♠	2♠ = 3♠
2NT = no 3♥/4♠/5m	2NT = no 4♥/3♠/5m
3♣/♦ = 5m	3♣/♦ = 5m

1♦ - 1♠	1♦ - 1♠	but	1♦ - 1♠
2♥ - 2NT (trf to 3♣)	2♥ - 3♦ = SO		2♥ - 2♠ = F1
3♣ - 3♦ = F with ♦ support			

1♦ - 1♠	1♦ - 1♥
2♥ - 3♣	2♦ - 3♦
3♦ = good ♦	3♠ = ♣ stopper, asking for spades
3♥ = good ♥	3NT = ♠ stopper
3♠ = 3♠	

3NT = stopper	
ex1: 1♦ (1♥) pass/dble (2♥)	ex2: 1♦ (1♠) dble (2♠)
2NT = weak 6+ cards m ⇒ 3♣ = p/c	dbel = T/O, in non vul = 14-16 bal, pass 4♥
3♣/♦ = 14-16 hcp, 6+m	2NT = weak 6+ cards m ⇒ 3♣ = p/c
	3♣/♦ = 14-16 hcp, 6+m

NOTE 2

Lebenshol over opps overcall over partner's 1NT and over take out double over opps W2:

1NT (11-13, bal) - 2any

- Dbl = take out to 2♥
- any suit level 2 = to play
- 2NT = Lebensohl =
- jump = invitational
- cue = Stayman without stopper
- 3NT = nat without stopper

After 2NT partner bid 3♣:

- new suit = GF
- cue = Stayman with stopper
- 3NT = nat

1NT (14-16, bal) - 2any

Everything is same except double which is T/O from both side except once was penalty passed.

1NT (14-16, bal) - (dbel) pass = to play
 rdbl = trf for 2♣ (♣ or ♥)
 2♣ = trf for 2♦ (♦ or ♠)
 2♦ = 4♦ & 4M
 2♥ = 4-4M

If opponent bid 2♣ = Ms

- Dbl = points
- 2NT = Lebenshol
- 2♥/♠ = showing stopper
- 2♦ = to play
- 3♣/♦ = F1

If opponent bid any other two suiter:

- Dbl = wish to double one suit
- 2NT = Lebenshol
- 2 other = to play
- cue = showing stopper

Opponent opens W2, partner doubling (2any Dbl Pass)

- 2 any = less then 8* hcp
- 3 any = 8-11 hcp, 5* card suit if higher suit, 4 card if lower suit
- 2NT = Lebenshol
- cue = F1, asking stopper

2any Dbl pass 2NT
 pass 3♣ pass - pass = weak hand with clubs
 - 3 lower suit = sign off
 - 3 higher suit = 8* hcp, 4 card

ex1: (2♥ _{WT}) dble (pass) 2♠ = SO	ex2: (2♥ _{WT}) dble (pass) 2♠
(2♥ _{WT}) dble (pass) 3♠ = invit	(pass) 2NT (pass) 3♣/♦ = nat
(2♥ _{WT}) dble (pass) 2NT (trf to 3♣)	(19-20) 3♥ (trf to 3♠)
(pass) 3♣ (pass) 3♥ =	3♠ = 6♠
3♠ = GF with 4♠	(2♥ _{WT}) dble (pass) 3♥ = F1, asking
	for stopper
ex3: (pass) pass (2M-WT) pass	
(pass) dble (pass) 2NT = 4+-4+mm	

Over opps 2♦ (multi)

- Dbl = bal hand, 13+ hcp
- 2NT = 15-18 hcp, bal
- ex: (2♦-WT) dble (2/3♥=P/C) dble= if opp pass- T/O
2/3♠ - penalty

Over opps 2♦ (4-4 M, weak) or Flannery

- Dbl = bal hand, 13+ hcp, penalty for one M
- 2♥ = T/O dbl with 5+♣
- 2♠ = T/O dbl with 5+♦
- 2NT = T/O dbl with both minors
- 3♣/♦ = 6+ cards

Over opps 2♥/♠ = weak 5-5

- Dbl = T/O for other M
- 2NT = 15-18 hcp, bal
- 3♣/♦ = nat

Over opps 1NT-nat on 1♦

- Dbl = penalty
- 2♣ = asking for 4 card M
- 2♦/♥/♠/2NT = trf for ♥/♠/♣/♦

NOTE 3

Doubles:

RESPONSIVE: 1♣ Dbl 1♦ Dbl (usually shows 4-4 M)
1M Dbl 2/3M Dbl (minors, could be 4/3 with strength)

COMPETITIVE: 1♠ 2♥ 2♠ 3♥

Dbl = game try	but	1♠ 2♦ 2♠ 3♦	1♠ pass 2♠ 3♣/♦
3♠ = competitive		Dbl = penalty	Dble = penalty
		3♥ = game try	3♠ = competitive
			other = game try

ROSENKRANTZ: only on forcing bid = 1♥ 1♠ 2♣(F) Dbl = H in spades

SUPPORT: 1♦ pass/1♥ 1♠ any (level 2)
Dbl = 3♠ (on level 2 = not min hand)

ex1: 1♦ (1♥) 1♠ (3♥_{pre})
Dbl = max hand, nothing about ♠

ex2: 1♦ (1♥) 1♠ (2NT_{support})
Dbl = game try, without 4 cards support
3♣/♦ = nat, max hand
3♥ = support, game try
3♠ = SO, min

ex3: (1M) dble (1NT=F1) dble = showing cards
2♣ = T/O

NOTE 4

Defence against 1NT opening - strong/weak:

- Dbl = 4M & 5+ m or strong M overcall ag weak: 13+ hcp
- 2♣ = ♥-♠ two suiter (could be 4-4)
- 2♦ = one suiter ♥ or ♠, 5+ cards, possible weak ag strong opening (KQxxxx in non vul)
- 2♥ = 5♥ & 4+ m, 9+ hcp
- 2♠ = 5♠ & 4+ m, 9+ hcp

NOTE 5

Overcalls on strong 1♣:

- Dbl = ♣-♦
- 1♦ = ♦-♥
- 1♥ = ♥-♠
- 1♠ = ♠-♣
- 1NT = ♠-♦ or ♥-♣
- suit = nat

(1♣ - strong) pass (1♦-negativ) dble = ♦ or 4+4 MM

NOTE 6

Over opps T/O double and overcalls:

1♦ Dbl Rdbl = 10+, wish to double
1♥/♠ = F1, 4+ ♥/♠
1/2 NT = natural
level 2 = NF but constructive
3♣/♥/♠ = pree
3♦ = pree
3NT = to play

1M Dbl Rdbl = 10+, wish to double
1♠ = F1, 4+♠
1NT = 6-9 hcp
2♣/♦/♥ = NF, 5+ cards
2M = 5-9 hcp, 3cM
2NT = 11+ hcp, 4 card support
level 3 = suit and showing fit, 3 cards

NOTE 7

1♣ = 16+, any distribution
1♦ 0-6 HP, negative
1♥ 7+ HP, max 2 controls
1♠ 3 controls
1NT 4 controls
2♣ 5 controls
2♦ 6+ controls
2♥ 6♥s (min QJ10xxx or KJ109xx), 3-5 hcp
2♠ 6♠s (min QJ10xxx or KJ10xxx), 3-5 hcp
2NT KQJxxx or AQJxxx only → 3♣@
3X AKQxxx X, max Q or KQJ10xx X, with A
3NT 9+-11+ HP, 4333 or (23)(44), exactly 2 controls

NOTE 8

1. Partner opens 1M, opp cue bid: Dbl = shows raise to 2 in suit
3 in suit = invit
 2. If opponent doubles artificial bid (on NT) and partner passes = showing stopper,
but if doubles 2♦ opening and partner passes = she wants to play there
 3. Partner cue bid opps suit - opps double:
ex. 1♦ (1♥) 1♠ (pass)
2♣ (pass) 2♥ (dbld) = pass = no stopper, no half stopper
rdbl = half stopper
2NT = stopper
- ex. 1♠ (2♥) 4♥ (dbld) = pass = waiting to hear partner - rdbl = 1st
rdbl = 1st control bid = 2nd
4♠ = min hand
4NT = RKCB

ex1: 1♥ (2♥ = ♠&m) dble= penalty for at least one suit
2♠= invit or better in ♥ with 3c support
2NT= at least invit with 4c support
3♣/♦ = nat, F1
3♥= to play
3♠= splinter

ex2: 1♠ (2♠ = ♥&m) dble= penalty for at least one suit

NOTE 9

TRIAL BID ON 1M:

1♥ pass 2♥ pass
2♠ = transfer to 2NT = 3♣/♦ = short ♣/♦
= 3♥ = short ♠
2NT = long ♠
3♣/♦ = long ♣/♦
3♥ = pree
3♠/4♣/♦ = splinter 11-14 hcp

1♠ pass 2♠ pass
2NT = transfer to 3♣ = 3♦/♥ = short ♦/♥
3♠ = short ♣

NOTE 10

suit= F1, asks support
double jump= ERKCB (0-3, 1-4, 2 without queen, 2 with queen)

NOTE 11

Relay on 1NT:

2♣	stayman, could be weak
2♦	jacoby → 5♥s or special sequence
2♥	jacoby → 5♠s
2♠	trf ♣ ili 54mm w singl ♥
2NT	trf ♦
3♣	4441
3♦	6♦ 1♠ or 54mm w singl ♠
3♥	4♠ - GF
3♠	4♥ - GF
3NT	sign-off
4♣	Texas ♥
4♦	Texas ♠
4♥/♠	sign-off

1NT - 2♣

2♦ = no 4♥ no 4♠
2♥ = 4-5♥ possible 4-5♠
2♠ = 4♠

1NT - 3♣

3♦ = 3♥ = 4414 or 4441
3♠ = 4144
3NT = 1444
4♣ = 1444, slem try

3♥

♦ fit

3♠ = 4414
3NT = 4♦ w/o slem interest
4♣ = 4441, ST
4♦ = 4144, ST
4♥ = 1444, ST

1NT - 2♠ (transfer ♠)

2NT = no fit 3♠ = sign off
3♠ = fit

1NT - 3♥ same over 3♠

3♠ = 4♠ max 3NT = for play
3NT = for play 4♣ = 4♥ max
4♠ = for play 4♥ = for play

1NT - 3♠

3♦ - 3♥ 3♠ 3NT= 4441
4♣ = 4441, ST
4♦ = 4414

4♣	ask cue for ♥
4♦	ask cue for ♠

1NT - 2NT (transfer ♦)

3♣ = no fit 3♦ = sign off
3♦ = fit

ex 1: (1m) 1NT (pass) 2♠ = stayman

ex 2: (1m) 1NT (dbld) SEE NOTE 2

ex 3: (1x) pass (1y) 1NT= nat - after opps dble= all is nat

NOTE 12

2♦ = 3-9 hcp, weak two in one M

- 2♥/♠/3♥/♠ = P/C
- 3♣/♦ = GF
- 2NT = relay
- 3♠ = GF with other M & no more than singl in p/s M
- 3NT/4♠ = to play

2♦ - 2NT

3♣= weak ♥
3♦= weak ♠
3♥= good ♠
3♠= good ♥

(1any) 2♥/♠ (WT) (pass) 2NT=ASKING

3♣= weak hand, weak suit
3♦= weak hand, good suit
3♥= good hand, weak suit
3♠= good hand, good suit

ex1: 2♦ (pass) 3♠ (pass)

3NT=without support

4♣=Hx, xxx or better

4♦= cue

4♥/♠= solid major, could play with singl

NOTE 13

After known suiter are doubled **pass** means the same length in both suit, **rdbl** means one card difference, **other** means 2" cards difference

Ex. 2NT- (dbl) - pass = one minor is 1 card longer

- rdbl = the same length in both minor
- 3♣/3♦ = 2 or more cards longer minor

2NT - 3♥ = asking

2NT - 3♥ - 3♠ = void in ♠

2NT-(pass)-3♥-(dbl)

- 3NT = 55(21) -pass = void in ♥, less then 7 hcp
- 4♣ = 1156 -rdbl = void in ♥, 7 hcp
- 4♦ = 1165
- 4♥ = void in ♥
- 2NT - 3♠ - 3NT = 7 hcp
- 4♣ = less then 7 hcp

NOTE 14

1M - (2NT-minors) - dbl = penalty for one minor
3♠ = if open 1♥ - invit in ♥, if open 1♠ - F in ♥
3♦ = if open 1♥ - F in ♠, if open 1♠ - invit in ♠
3M = NF
3 other M = NF, around 10 hcp
3NT = S/O
4♣/♦ = splinter

ex1: 1♥ (2♠_{WT}) 2NT (invite +)

dbl= responsive

3♣/♦ = F1

3♥ = SO

3♠ = asking stopper

NOTE 15

1♥ 2NT (4 cards support, at least invitation)

3♣= min hand, (10)11-13 HP - 3♦= asking

3♦= 14-16 HP, without singl

3♥= 14-16 HP, any void

3♠= 14-16 HP, singl ♣

3NT= 14-16 HP, singl ♦

4♣= 14-16 HP, singl ♠

4♦= 16 HP, 6 good c, w/o shortness

4♥= 14-16, 5332

1♠ 2NT (same)

3♣= 11-13 HP - 3♦= asking

3♦= 14-16 HP, without singl

3♥= 14-16 HP, any void

3♠= 14-16 HP, singl ♣

3NT= 14-16 HP, singl ♦

4♣= 14-16 HP, singl ♥

4♦=

4♥= 16 HP, 6 good c, w/o shortness

4♠= 14-16, 5332

1♥ - 2NT

3♠ - 3♦

3♥= any void

3♠= singl ♣

3NT= singl ♦

4♣= singl ♠

4♦= 6 w/o shortness

4♥= 5 w/o shortness

1♠ - 2NT

3♠ - 3♦

3♥= any void

3♠= singl ♣

3NT= singl ♦

4♣= singl ♥

4♦= 6 w/o shortness, good suit

4♥= 6 w/o shortness

4♠= 5 w/o shortness

THE SAME

NOTE 16

Strong splinters:

1♥

3♥ (ASKING)

3♦= any strong splinter (13-15)

3♠= any void - 3NT (ASKING)

3NT= singleton in ♣

4♣= singleton in ♦

4♦= singleton in ♠

1♠

3♠ (ASKING)

3♥= any strong splinter (13-15)

3NT= any void - 4♣ (ASKING)

4♦= singleton in ♣

4♥= singleton in ♦

4♠= singleton in ♥

NOTE 17

1♦ 2♥ = 4♥ & 5♠, 3-6 hcp
2NT = asking 3♣ = 4-5, min
 3♦ = 4-5, max
 3♥ = 5⁺-5⁺
 3♠ = 6⁺♠ & 4♥

SAME over 2♠

NOTE 18

- 2♣ - 2♦ = relay
- 2♥ = 4♥, min
- 2♠ = 4♠, min
- 2NT = weak hand w 6♣
- 3♣ = good hand w 6♣
- 3♦ = 6♣ & 4♦, strong
- 3♥ = 4♥, max
- 3♠ = 4♠, max

NOTE 19

ex1: (1 any) pass (pass) 1NT= 10-13 hcp (after opps dble all is nat)
 jump suit= 10-13, 6 karata
 2NT=

NOTE 20

ex1: 1♦ (pass) 1M (2any less than M)
pass= cd be strong bal w/o 3 cards support in non vul - pd usually balancing
 dble= 3 cards support
 2NT= good bad
 3M= stronger minor then over 2NT

ex2: 1♦ (1♥) 1♠ (2any less than 2♠)
 pass= cd be strong bal w/o 3 cards support in non vul - pd usually balancing
 dble= 3 cards support
 2NT= good bad
 3M= stronger minor then over 2NT

NOTE 21

ex1: 1♣ (pass) 1NT (pass)
 2♥ (pass) 3♥ (pass)
 3♠/4♣/♦ = cue with odd number aces (from 5)
 3NT = even number aces (from 5)
 or any time when we show 8.5 cards fit = first cue- odd number
 3NT- even number

NOTE 22

ex1: 1♣ (pass) 1NT (pass)
 2♣ = any bal hand (pass) 2♦ = any bal hand
 2♥/♠ = nat
 2NT = GF w 5+♦

ex2: 1♣ (pass) 2♣* (pass) * F to 4NT
 2♦ = any bal hand (pass) 2♥ = any bal hand
 2♠ = nat
 2NT = GF w 5+♥

ex3: 1♣ (pass) 2♣* (pass)
2NT = GF w 5+♦ (pass) 3♦ = fit

ex4: 1♣ (pass) 2♦* (pass)
 2♥ = any bal hand
 2♠ = nat
 2NT = GF w 5+♥ (pass) 3♥ = fit

ex5: 1♣ (pass) 2♦* (pass)
2♥ (pass) 2♠ = any balans
2NT = 5+ ♠

NOTE 23

ex1: (1NT) 2♦ - 1M (2♥) dble= pass w ♥ / or bid w ♠

ex2: (1NT - weak) dble (pass) 2♣ = 0-8, bez 5 cards
2♦/♥/♠ = 5 cards

ex3: (1NT - strong) dble= 4M & 5m (2♣/♦) pass= no special meaning
 dble= P/C
 2♥= P/C
 2♠= nat. suit

NOTE 24

1NT - 2♣ - 2♦

Pass= weak

2♥ = p/c 2♠ = 2♥ & 3♠ (pass or 3♣)
 2NT = 5♣ & 4♦
 3♣ = 5♦ & 4♣

2♠ = for play, 4♠ & 5+m or 4144

$$2NT = \text{invit}$$

3♣ = stayman for minors

3♦ = 5-4MM, GF
3♥/♠ = 5M-4M, invit

4♣/♦ = 6M-4M, for play

NOTE 25

ex1: (1NT) 2♣-majors (dble) pass= proposition to play (usually pass w 3 cards in club)
rdbl= choose M
2♦= proposition to play in ♦

NOTE 26

1♥ (pass, dble, any except 2♣) 3♣= 7-9, 4 card support
3♥= to play
any= try

NOTE 27

1♦ 1♠ - nat
2NT(4♥ & 5*♣, 15-16) 3♣= to play
 3♦= F1
 3♥= F1 w 4♥
 3♠= F1, 6♠
 3NT= to play
 4♣= ask cue

NOTE 28

Overcall on W2 and preempts
4♣/♦ = shows 5-5♣/♦ & other M
cue bid= asks stopper - for ex. (2♥) 3♥

ex1: (3♦) 4♣ (pass) 4♦= asking M
 4NT= blackwood for ♣

NOTE 29

exception from rules: pass (1♠) 2♥ (pass)
 2NT= nat
 2♠= invit w ♥

NOTE 30

1NT - 2♦ - 2♥ - 2♠= special sequence
2NT_R 3♣= 5♦ & 5M
 3♦= 5♣ & 5M
 3♥= 55MM - invit
 3♠= 55MM, singl ♣, ST
 3NT= 55MM, singl ♦, ST