

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range. New suit = NF. Jump in new suit = F.
1NT = 8-12, stopper. Jump Raise = PRE. Jump CUE = Mixed Raise.
RESP DBL = Values or T/O. Cue = good raise to 2(+) or strong but unsuitable for strong jump shift.
If 3 rd hand bids new suit: Jump Shift PRE, DBL = 4 th suit & tolerance Higher cue after Major O/C = 4+ card support
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ -18 HCP, System as over 1NT opening except no Lebensohl.
(1x)-1NT-(2y): DBL = PEN; 2NT = NAT NF; new suit NF.
(1m)-1NT-(2M)-3m = INV+ OM. 4 th Live: NAT, 15+ -18 HCP.
Reopening: 1NT = 10-16 HCP: 2♣ = INQ, 2R = JTB, 2♠ = ♠ or ♦ 2NT = 19-21 HCP. TRF RESP, 3♠ or TRF to opener's suit = STAY.
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 nd seat: single jump O/C = PRE NV, INTERMEDIATE VUL
4 TH seat: INTERMEDIATE after raise, NF 1NT, or NEG free bid.
After F response by 3 rd hand jump is PRE NV, INTERMEDIATE VUL
Jump to 2NT= 5+5+ in 2 lower unbid suits. Reopen: Intermediate.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE [1] also R/O position and (1x)-P-(1NT)-2x
(1m)-3m = NAT w/ opening bid strength. (1M)-3M= stopper ask.
After (1x)-P-(1y): 2x = T/O, 2y = NAT
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs. strong (they guarantee 14 HCP): 2♣ = Majors, 2♦ = 1 Major 2M = 5M & 4+m. DBL = 4M & 5+m or 19+ or very strong 5M+5m.
2NT = ♣ + ♦. 3m = NAT, wide range. 3M = PRE NV, strong VUL.
Advancer's DBL at 2/ 3-level = L/D if CUE, or T/O for unknown suits.
Vs. weak (may include 13): As above except DBL by UPH = PEN
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Multi 2♦ Defense [20] LEB after (WK 2x)-DBL. LEAPING MICHAELS
(2x)-3x = stopper ask. (2/3m)-4m = Majors. (2/3m)-4NT = BW
(2/3M)-4M/4NT = minors stronger/weaker. (3x)-4m = m w/ 4-card M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: DBL = Majors, 1NT = minors. Also after (1♣)-P-(1♦).
Pass, then non-balancing bid = strong hand. After O/C, NT by
advancer = CUE when no suit bid naturally by opponents.
Vs. 2♣: DBL = Majors (direct seat only), 2NT = minors (both seats)
OVER OPPONENTS' TAKEOUT DOUBLE
New Suit F at 1-level only. Jump Raise PRE. 2NT = L/R+
Single jump shift PRE except 3♣/1M. ART raises after 1M-(DBL) [5]
RDBL creates varying force [16]. RDBL then DBL = cooperative.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th. 2 nd from 3+ small (10 choice)	High from xxx if raised	
NT	[[10] 4 th or highest or 2 nd highest	Low from xxx if not raised	
Subseq	ATTITUDE	ATTITUDE	
Other: After trick 1, honor leads thru declarer only are 0 or 2 if necessary.			
L/D doubles [12]			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AKx(+) [9]	Asks UB of J or higher, or CT	
King	AK, [9] AKx(+), KQ, KQx(+)	AK, AKx(+), KQ, KQx(+), Kx	
Queen	QJ, Q10, Qx, QJx(+)	QJ, Qx, QJx(+). KQ109(+) asks UB J	
Jack	J10, Jx, J10x(+), KJ10x(+)	J10, Jx, J10x(+), KJ10x(+), AJ10x(+)	
10	109, 10x, 109x(+), H109x(+)	109, 10x, 109x(+), H109x(+)	
9	9x, H98x(+)	9x, 9xx, H98x(+) but not K98xx(+) [10]	
Hi-X	Sx, xSx(+)	Sx, Sxx, xSxx(+), Sxxx(+) [10]	
Lo-X	HxxS, HxxSx(+)	HxxS, HxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: HI = ENCRG [10]	S/P [10]	ATT: HI= ENCRG [10]
Suit 2	Count: HI/LO = E	Count Hi/Lo = E	S/P
3	S/P		Count
1	ATT: HI = ENCRG [10]	"SMITH" [11]	ATT: HI= ENCRG [10]
NT 2	Count: HI/LO = E	S/P [10]	S/P
3	S/P	Count Hi/Lo = E	Count Hi/Lo = E
Signals (including Trumps):			
[10] Frequent S/P in side suits as well as trumps.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Direct & R/O DBL is either support for unbid suits or very strong hand.			
1NT = 6-10 HCP w/ stopper. CUE = F to S/A or 2NT. Double jump advance is highly INV (example: 1♦-DBL-P-3♠); same if responder bids a suit.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low-level doubles are T/O. 1♣-(1♦)-DBL = 4+4+ Majors			
1m-(1♥)-DBL = exactly 4-card ♠ 1m-(1♠)-DBL = 4+ card ♥			
NEG DBL (including opener's suit). NEG DBL after 1NT or 2NT opening.			
Repeat same suit NEG DBL is T/O. RESP DBL & EXT-RESP DBL.			
MAXIMAL DBL if no other G/T. (1x)-1y-(1NT)-DBL = T/O.			
(1x) – overcall – (DBL) – RDBL = doubleton and competitive values.			
Support DBL after 1M response (not over any 1NT bid) .			
L/D DBL [12] Anti-Lead DBL [13] SPLINTER DBL [14]			

W B F CONVENTION CARD	
CATEGORY:	Natural GREEN
NCBO:	USA
EVENT:	VENICE CUP 2007 SHANGHAI
PLAYERS:	Debbie ROSENBERG – JoAnna STANSBY
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Majors in 1 st & 2 nd with 1NT response F1	
Weak 2♣, 2♥, 2♠ may have any side 4 or 5 card suit	
BAL MIN opening 12HCP NV, 12-13 HCP VUL	
4-4 minors may open either. 4♦5♣ prefer 1♣ but may open 1♦	
1-level RESP may be 0 HCP. 1♣-1M may bypass longer ♦	
1M opening 3 rd & 4 th may be 4-cards only if MIN	
1NT Opening: 15-17 HCP, 5-card Major FREQ	
2/1 Response: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MICHAELS CUE [1]	Gambling 3NT opening [2]
FIT Jumps by PH are INV [3]	P-1M-2NT = M + ♣, INV [4]
ART Raises after 1M-DBL [5]	“LEBENSOHL” – SLOW [6]
REVERSE DRURY FIT [7].	1M-3♦ = L/R
Any 1-level response to opening bid may be 0 HCP.	
After OPPT O/C: Jump Raise Mixed, CUE=L/R+, 2/1 may be light HCP if 6+ card suit or good fit for opener's suit.	
VS. 2-suited O/C, cheaper CUE = lower suit INV+, other CUE = higher suit, INV+; raise of opener's suit NF; 4 th suit NF.	
VS. M MICHAELS: CUE of M = L/R+, new suit =F.	
VS. FLANNERY 2♦: Both DBL & 2NT = Strong NT, 2♥ = T/O	
VS. FLANNERY 2♥: Bid exactly as if weak 2♥	
VS. NAMYATS or TFR: Direct DBL = T/O, may be light HCP	
SPECIAL FORCING PASS SEQUENCES	
When we PEN DBL 1NT opening we are in a force thru 2♥	
After 1x-(1NT)-DBL we are in a force thru 2 of opener's suit	
After 1NT-(2x)-DBL we are in a competitive force thru 2NT	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
L/D pass: see Anti-Lead DBL [13]	
Jumps in FG auctions usually show extra values [8]	
PSYCHICS:	

Opening	ART	MIN Cards	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	5♦	BAL 12+ hcp (only good 12 V) Unbalanced 11-20 HCP Black 5-5 may open 1♣ or 1♠	1NT=6-10 HCP. INVERTED MINOR RAISE. 2NT=INV. 1m-3m = Mixed Raise. 1♣-1♦ may be 3-cards 6-7 HCP or positionally bad. 1♣-1M FREQ by-pass longer ♦.	1m-2m = F to 3m (FG unless 3m is next bid). 1♣-1♦-1NT FREQ by-pass Major(s). 4SFG. 1♣-1♦-1M = unbalanced. 1♣-1♠-2♣-2♥ = NF.	1m-2m is still INVERTED RAISE but opener may pass. Jump shift = FIT [3]
					1♣-2♦ & 1m-2M = Strong. 1♣-3♦ & 1m-3M = NAT PRE.	TWO-WAY CHECKBACK, "WOLFF SIGNOFF" [17]	
1♦		3	5♣	3 cards only if 4-4-3-2. See 1♣.	1♦-2♣ = FG. 1♦-3♣ = NAT INV. See 1♣.	See 1♣. 1♦-2♣-3M = SPL, 4+ card ♣	See 1♣.
1♥		5	5♦	Pass BAL 11 HCP. May be 4 cards in 3 rd or 4 th seat only if MIN	1NT F1 (UPH). 2/1 FG. "JACOBY 2NT" [18]. 3♣ = NAT, INV. 3♦=L/R. 3M = Mixed Raise. 3♠ = any SPL, 9-12- HCP. 3NT = ♠ SPL, 12+-15 HCP 4m = m SPL, 12+-15 HCP. 4NT = BW.	1M-1NT-2m = 3+ cards. 1M-1NT-2m-3M = 3-card L/R. 1♥-1NT-2m-2♠ = very good m raise. 4SFG. TWO-WAY CHECKBACK, "WOLFF SIGNOFF" [17] After 1M-3♦ and 1M-3M rebid of 3M+1 = any SPL. After 2/1 response, opener's jump shift = SPL.	1NT = 6-11 HCP (12- VUL) NF. Jump shift = FIT [3] 2NT = M + ♣ REVERSE DRURY FIT 3M = 5-card L/R. 3♠ = any SPL. 3NT = ♠ void. 4m = void.
1♠		5	5♦	See 1♥	See 1♥. 3♥ = NAT, INV. 3NT = any SPL, 9-12-HCP.	See 1♥.	See 1♥. 3NT = any SPL.
					4♥ = ♥ SPL, 12+-15- HCP.		4♥ = void.
INT			4♥	15-17 HCP. FREQ 5-card M. 6-card m possible but not FREQ	STAY. JTB. 2♠ = ♣ any strength or ♦ INV. 2NT = NAT. 3♣ = ♦, to play or FG. 3♦ = both minors, FG. 3M = SPL with 4-card OM. GERBER. TEXAS.	SMOLEN. JTB then jump = SPL. 1NT-2♣-2M: 3OM=any SPL, 4♣=RKCB, 4♦=BAL S/T M 1NT-2♠-2NT accepts ♣. After transfer to minor, new suit (not 3♦) = SPL, jump or double jump in M = 5-6.	Same
					QUANT INV: 4♠ = 4-4 minors, 4NT=(4333), 5NT=(4333).	TEXAS then new suit = EXCLUSION BLACKWOOD	
2♣	✓	0	7♠	Our only Forcing opening	2♦ waiting. 2NT = ♣ semi-positive.	RESP jump = SPL. 2♣-2♦-2NT system like 2NT opening 2♣-2♦-2M: 3♣=ART WK; 4M = trumps, no O/S CNTRL. 2♣-2♦-2M-3M: 3NT = ART S/T, new suit = 4+cards. 2♣-2♦-3NT: 4♣ = STAY, 4R = TRF, 4♠ = minor(s).	Same
2♦		6		6-11 HCP. May have any side 4-5 card suit (3 rd seat = 5+ ♦)	2M = F. 2NT = INQ. 3♣ = NF, CONST. 3M=INV. 4♣ = Key Card INQ. 4NT = BW.	2♦-2NT: 3♣ = not MIN, 3♦ = MIN, 3M = 4 cards OM, 3NT = AQJxxx or better, 4x = 5-card suit.	Same
2M		6		6-11 HCP. May have 4/5 card side suit. 3 rd seat may be 5-card	2♥-3♠ = INV. OM = F. 2NT = "OGUST" [19] .3m = NF, CONST. 4♣ = Key Card INQ. 4NT = BW.	2M-2NT-any-3NT = Choice of games 2M-2NT-3♣-3M invites 4M with good bad/bad.	Same
2NT				20-22- HCP	STAY. JTB. 3♠ PUP 3NT for minor(s) S/T. GERBER. TEXAS.	SMOLEN. 2NT-3♣-3M-OM = S/T M. 2NT-3♦-3♥-3♠ = 5-5, no slam interest or 5-level+ values.	Same
3x		6		NV may be light. VUL = 7 cards, good suit, no O/S Ace	3♣-3♦ asks for 3-card M, now 4♦ shows both New Suit below game F except after DBL. VUL: 3x-4♣ (3♣-4♦) = Key Card INQ. 4NT = BW.		
					NV: 3x-4♣ (3♣-4♦) = S/T, sign off with bad trumps. 4NT= Key Card (1430)		
3NT	✓			Gambling 1 st , 2 nd , 3 rd positions Solid suit, no O/S Ace or King	4♣ = P/C. 4♦ = INQ. 4M = to play.	3NT-4♣-4♦: 4M=SPL, 4NT=no SPL, 5m=SPL om	Same
					HIGH LEVEL BIDDING		
4m		7		NAT, PRE	Cue bidding style: often bid suit under the one you want control but no guarantees. LAST TRAIN. Non-Serious 3NT. SPLINTER BIDS. LIGHTNER DBL.		
4M		7		NAT, wide range	BLACKWOOD. GERBER. PREEMPT KEY CARD. RKCB (1430) 4NT. Non-4NT Key Card is (0314). EXCLUSION KEY CARD. DOP1. DEPO at 5♥ +		
4NT	✓			BW	ROPI/4NT Double KC when 2 suits agreed in first 4 bids or opposite known 2-suiter. Default for ambiguous 4NT is BW. 4NT may be QUANT, NAT, T/O.		
5x		8		No agreement	4♣/3NT may be preparing to bid RKCB. 4♣ often M S/T when unable to agree M below game.		
					When we are in a "forcing pass" situation, passing then pulling partner's double is not a slam try. Bidding directly is stronger than "pass then pull".		

SUPPLEMENTAL NOTES

ROSENBERG - STANSBY

[1] MICHAELS CUE-BIDS

(1M)-2M = 5+5+ OM + m:

- 2NT asks for minor; if followed by 3M = game try.
- In comp, cheapest NT (including 3NT) always asks for minor.
- Minor suit advances are always own suit.

(1m)-2m = 5+5+ Majors (presumed range is approx. 8-14. Bid again over 2M with more).

- 3M = Preemptive with 4 trumps – less than “mixed raise values”
- 2NT = ART INQ (on over DBL) Now: 3m = SPL, MIN. 3♥ = ♣ SPL, MAX. 3♠ = ♦ SPL, MAX.

(1x)-2x-(3x)-Double = game try.

[2] GAMBLING 3NT IN 1ST, 2ND, & 3RD POSITION

SOL suit, no O/S Ace or King. 4♣ = P/C. 4M = to play. 4♦ = INQ: now 4M = SPL, 4NT = no SPL, 5m = SPL om.

[3] FIT JUMPS BY PH = INV, F1, with 5+cards in responder's suit & 4+cards in opener's suit and concentrated values. Opener's raise of a fit-showing jump is F and sets up double Key Card. This includes P-1♠, 3♥-4♥.

[4] P-1M-2NT = INV, F1, with 5+♣ and 4+card Major. Now 3♣ by opener is F and sets up double Key Card.

[5] ART RAISES AFTER 1M-DBL

1♠-(DBL)-2♥ and 1♥-DBL-2♦ = good 3-card raise.

2NT = Limit Raise (+). 3♣ = Mixed Raise. 3NT = Good 1-4. 4/lower = SPL

[6] LEBENSOHL – SLOW

Direct Cuebid at 3-level is Stayman without a stopper (may possibly be a jump).

A direct 3-level bid is a transfer with invitational or better values. (3 of the other Major shows clubs - not FG).

2NT puppets to 3♣ and now:

- 3NT shows a stopper (if they have a suit identified).
- Cuebid is Stayman with a stopper (3♦ is cuebid when they have bid 2♣ natural).
- 3 of a lower-ranking suit is to play.
- 3 of a higher-ranking suit shows this suit + ♣'s (or ♦'s if they have shown ♣'s).

[7] REVERSE DRURY FIT Style is to use Drury aggressively. Off in COMP.

After P-1M-2♣:

- 2♦ starts game try auctions.
- 2♥ after 1♠ opening is natural and forcing.
- 3-level or 2NT by opener is a slam try.
- Jump above 3M is a Splinter; jump above 4M is Exclusion BW.
- If 2♣ is doubled, system OFF.

[8] JUMPS IN FG AUCTIONS USUALLY SHOW EXTRA VALUES.

Fast Arrival only where specifically agreed:

- After Jacoby 2NT (either player).
- After Drury (opener only).
- After Natural Non-forcing 1NT or 2NT bid (partner only).
- After partner preempts.

[9] LEAD A FROM AK VS. SUITS EXCEPT:

- Doubleton
- 5-level or higher
- Partner's suit
- Declarer or partner has opened at 3 or 4-level
- Alarm clock, usually shifting to singleton

[10] DEFENSIVE SIGNALING

General – vs. Suits or NT

- Other than Smith vs. NT, first signal on declarer's lead is usually S/P (except when count is needed in dummy's long suit); next signal shows present count if possibly relevant.
- First discard in a previously played (by our side) suit is present count if important, otherwise S/P.
- After trick one, leads in a new suit are nearly always attitude. The lower the card, the stronger the desire to have the suit returned.
- After trick one, honor leads through declarer only are 0 or 2 IF NECESSARY (must be honor in dummy - holding such as Qxx or AJx in dummy)
- If leading in an obvious count situation, lead second highest from 4.

Trick One Signals vs. Suits:

- Signals primarily attitude regarding whole hand, not only suit led.
- Suit preference when no more tricks can be cashing (or set up) in suit led, whether or not opening leader is winning trick (except third hand gives count when ruff is possible). Also applies in obvious situations when leading after trick one.
- If we lead absolutely obvious shortness, third hand gives suit preference.
- Some "mini-count" (second lowest) with 4 small (e.g., when partner leads from A-K, and Qxx(x) is in dummy, but play highest if doubleton impossible)
- On lead of King at 5-level+, third hand signals count

Spot Cards Lead vs. NT

- 4th best usually from an honor (T optional), but may be weak suit if no desire for shift
- Second highest when want shift, possible even with honor in suit led
- Top from xxx (low in partner's suit if not supported)
- Usually second highest from xxxx(x) (but low in partner's suit if not supported).
- If spots are sequential, still lead second highest from 98xx(x), but lead highest from holdings headed by 8 or lower (even when not sequential, if not worried about blowing trick).
- 9 is from 9xx or H98(x)(x), but lead 4th best from K98xx with 5+ card-suit

Signals vs. NT:

- At trick one, if Q wins in dummy, give attitude about J. If J or lower wins in dummy, or anytime third hand obviously has no honor, give count.
- Usually play second highest from four small in count situations; play either lowest or second lowest (more often) from four small in attitude situations.
- "Smith Signal" [11]

[11] "SMITH SIGNAL" ONLY AT NT CONTRACTS

SMITH SIGNAL unless count necessary, or high card holding in suit led known. Hi-Lo by either player asks for continuation of suit led. Tend towards count in dummy's 5+ card suit if at all possible partner needs to know, and in dummy's 4-card suit only if likely partner needs to know.

[12] LEAD DIRECTING DOUBLES

- Double of 3NT = lead my bid suit.
- After we preempt, double by partner of preemptor (not having raised) = lead other.
- Double of 1NT-3NT asks for weaker (not shorter) Major.
- Blind double of slam = lead highest ranking suit, if that makes sense.

[13] ANTI-LEAD DOUBLE

Double of a cuebid says LEAD SOMETHING ELSE when:

- Doubler has preempted, or partner has preempted AND doubler raised. OR
- Doubler bids a suit, makes a non-forcing pass, then doubles a Q-bid of that suit later in the auction.

SUPPLEMENTAL NOTES

ROSENBERG - STANSBY

[14] SPLINTER DOUBLE

Double of their splinter in support of a minor below 3NT, suggests a lead of the short suit against 3NT (i.e., asks for the suit they promise shortness in, not necessarily the bid suit, if not a “natural” splinter).

Otherwise, double of splinter suggests the lead of the lower-ranking of the two other suits. This includes double of Exclusion or other void showing bid.

- If there is only one unbid suit, then double suggests lead of Splinter suit.
- Splinter double rules apply even if Splinter is in suit we’ve bid (priority over anti-lead)
- If Splinter is “artificial”, but showing specific shortness, act as if they have splintered in their short suit.

[15] (BLANK)

[16] 1x-(DBL)-RDBL creates a constructive force thru 2 opener’s suit or 1NT.

It creates a competitive force thru 3 opener’s suit (except third seat then 2 opener’s suit).

[17] “WOLFF SIGNOFF”

After 1♠-1♦-2NT:

- 3♣ = Artificial, Checkback for four-card major. Opener bids 3♦ without major.
- 3♦ = Natural, Slam interest
- 3♥ = Club fit + slam interest. Now 3♠ asks: then 4NT = 3-card support. 3NT is ambiguous (3-card support, or mild 4-card try). Other = 4+-card support.

1m-1M-2NT-3♣ = Artificial, Checkback. Opener must not bid above 3M (3♦ is “waiting”).

Now: 3M by responder is “to play” (1♠ then 3♥/3♦ = NF)

3♣ followed by a NT bid shows 5-card major.

1m-1♥-2NT-3♠ = 4-4 in majors (or 5-6). 3♣ followed by 3♠=4-5.

1m-1♠-2NT-3♥ = 5-5 GF. Bid checkback with 5-4. Bid checkback, then 3♥ after 3♦ with NF 5-5 or 5-4.

[18] “JACOBY 2NT” shows 4+ card support. Usually balanced, but could be strong (16+) splinter.

3♣ = Minimum. Rebids: 3♦ = INQ. 3♥ = strong ♣ SPL. 3♠ = strong ♦ SPL. 3NT = strong OM SPL.

3♦ = Extras, no SPL. Rebids: 3♥ = INQ. 3♠ = strong ♣ SPL. 3NT = strong ♦ SPL. 4♣ = strong OM SPL.

3♥ = Extras, ♣ shortness.

3♠ = Extras, ♦ shortness.

3NT = Extras, oM shortness.

4 of new suit = 5-card suit headed by Ace or King

4M = Minimum, no shortness, bad slam hand.

[19] “OGUST” RESPONSES AFTER 2M-2NT

3♣ = Good/Good or Bad/Bad. Rebids: 3♦ asks. 3M invites Bad/Bad.

3♦ = Good hand, bad suit. 3oM asks – NLMH

3M = Good suit, bad hand (after 2♥ opening, 3♠ asks SPL – respond No, lo, middle, hi)

3oM = Natural (Now, immediate 4NT is Double Key Card)

3NT = AQJxxx or better

4m = 6-5 (Also 4♥ bid after 2♠ opening) now 4NT is Double Key Card

4M = After 2♠ opening: 7-card suit, but not good suit with side A or K.

After 2♥ opening: 5-6 in Majors (now 4NT is Double Key Card).

[20] Vs. Multi 2♦

Double	=	13-15 or any strong hand
Pass then X	=	T.O
2N	=	16-18 + system on
3m	=	Natural
3M	=	Natural – Strong
3N	=	Natural –see below for follow-up
4m	=	Leaping Michaels, major unspecified
4M	=	Strong

(2♦)P -(2M/3M/4♥) X	=	T.O. or overcall of that suit (Leb. ON over pass).
(2♦)P -(P) X	=	12+ (other bids as if they opened weak 2♦)

After Double:

- Double by advancer shows cards, at least xx in suit doubled.
- 2N is natural invitational
- Cue-bid is artificial GF (includes 3♦ if third hand passes)

After Pass then X of 2M: Lebensohl in EITHER POSITION.

After Overcalls

- After 3m overcall, other minor suit = cuebid.
- After M overcall, oM = cuebid.
- Jump in oM = Natural.

After 3N Overcall (whether in 2nd or 4th seat):

4♣	=	Enquiry (immediate 5♣ follow-up is natural), and now:
-4♦	=	♣, now 4♥ is KC in ♣
-4♥	=	♦, now 4♠ is KC in ♦
-4♠	=	18+-20-
-4N	=	2N opening – slam force
4♦	=	Transfer to ♥
4♥	=	Transfer to ♠
4♠	=	Transfer to ♦
4N	=	Invites 18+-20-
5♣	=	Gerber (respond 5♦ 0 or 4 Aces, etc.)

After non-jump to 3N, play as if they opened with a 3-level preempt (bid 4♣ then 5♣ to show ♣).

Other Points

- Balancing 2N by 2nd seat is Unusual.
- (2♦)P -(2M)3M = Natural
- Leaping Michaels, major always unspecified – (2♦)P -(2♥)4m = m+M
- If at any point they bid 3M (we've not previously acted), our 4-level bids are defined as if they opened 3M (except if their M is unknown, 4m shows m + unspecified M).
- After (2♦) P - (4♣) asking for 1-under:

(2♦) P,	-(4♣) X	=	Balanced, SNT or better
	P then X	=	Takeout
- (2♦) P, -(4♣) P, (4red) X = Lead directional; subsequent X by either is penalty.

	P then X	=	Takeout
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