

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Aggressive but usually 5+ card at 1 level. Sound at 2 level.
Responses: 1NT=9-13. 2NT=14-16 after 1 level overcall. New suit F1 at 1 level and constructive NF otherwise. CUE=limit raise+ or any FG [21]. All direct raises weak. Jump in new suit below 4♥ =FIT. Double jump below 4♥=SPL. Jump cue=constructive 4-card raise
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-14(m), 11-16(M). LEBENSOHL-FAST with T/O DBL after intervention.
ESCAPING FROM 1NT (DBL) [4].
Reopening 2NT=19-21 BAL.
(1X)-P-(2X)-2NT and (1X)-P-(2Y)-2NT = any two unbid suits.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: WEAK. Suit response NF(2 level) F1(3 level), 2NT=relay.
2-suit: Constructive, 55+. (1m)-2NT=♥+om, (1M)-2NT=♦+♣, 1♦/♥-3♣=♣+♠, 1♠-3♣=♣+♥; new suit response=NF, jump=limit.
Reopen: Intermediate (including natural 3♣).
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Direct Cue: 2-suit constructive, 55+. (1m)-2m=♥+♠, (1M)-2M=♦+OM.
1♣-3♣=♦+♠, 3♦/♥/♠ jump cue ASKS FOR STOPPER solid m.
Double Jump Cue=strong 4M. Reopen Cue=MICHAELS. [1]
VS. NT (vs. Strong / Weak; Reopening; PH)
Jump overcall=weak. DBL=PEN [22].
2♣=♥+♠ [23].
DBL of Stayman or transfer=15+HCP if weak NT (minimum<14) but bid suit if strong NT.
Same in reopening position or by PH except DBL by PH= 2 suits (not both majors).
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O. LEBENSOHL AFTER T/O DBL OF 2M.
3level CUE asks for stopper. 4level CUE=any 2-suits STR.
After 3NT O/C: 4m=NAT F, 4M=to play. LEAPING MICHAELS.
VS. ARTIFICIAL STRONG OPENINGS
X=♥+♠ (54+) with fair suits. 1NT/2NT=♣+♦.
Suit bids NAT. Jumps WEAK.
OVER OPPONENTS' TAKEOUT DOUBLE
All direct raises=weak. FIT-SHOWING JUMPS (Limit+) with 4+ trumps. Double jump=splinter. 2NT=Limit raise+ with 4 trumps. RDBL=9+HCP.
New suit F1. Pass then DBL=T/O.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Fourth best with an honour (10 is an honour).		
NT	Second with no honour.		
Subseq	Same as above		
Other:	Top of touching honours except lower for unblock v NT.		
	Trump leads are suit preference.		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AKx(+), Ax(+)	
King	KQ(+), Kx	KQx(+), Kx, AKJ10(+)	
Queen	QJ(+), Qx	QJ(+), Qx, KQ109(+)	
Jack	J10(+), KJ10(+), Jx	J10(+), AJ10(+), KJ10(+), Jx	
10	109(+), H109(+), 10x	109(+), H109(+), 10x	
9	9x, H98(+)	9x, H98(+)	
Hi-x	xSx(+), Sx	xSx(+), Sx	
Lo-x	HxS, HxxS(+)	HxS, HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi=even [5]	Hi=even [6]	Hi=ENCRG[7]
Suit 2	Hi=ENCRG [5]	Suit preference[6]	Hi=even [7]
Suit 3	Suit preference[5]		Suit preference[7]
NT 1	Hi=even [5]	"SMITH" [6]	Hi=ENCRG[7]
NT 2	Hi=ENCRG [5]	Hi=even [6]	Hi=even [7]
NT 3	Suit preference[5]	Suit preference[6]	Suit preference[7]
Signals (including Trumps):	TRUMP SIGNAL=Suit preference.		
STANDARD SIGNALS. REMAINDER COUNT. "SMITH".			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
RESP DBL(even after reopening DBL)= 2 suits.			
NEGATIVE DBL.			
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES			
T/O DBL: (a) OPPT agreed a suit and auction is live, (b) OPPT overcall our suit or 1NT response, (c) partner has overcalled and CUE is available below 3 of our suit, (d) after an overcall of our 1NT opening or overcall, (e) 2nd round dbl by PH eg (1♥)P(1NT)P (2♥)DBL, (f) after (1NT)-DBL-(2M) and (1NT)-DBL-(2M)-P-P. PENALTY DBL (>=Hxx under) after (1NT)-DBL-(2m) and (1NT)-DBL-(2m)-P-P. Game try DBL after raise if no space. [24].			

WBF Convention Card
CATEGORY: <b>Green</b> DATE: 29-November-09
NCBO: <b>England</b> EVENT:
PLAYERS: <b>Michelle Brunner &amp; John Holland</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural. 4 card Majors. 2 over 1 = F1.
2M Openings are 8-12 HCP with 6 card suits.(strong in 4 <sup>th</sup> )
1NT Opening: (11)12-14.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
WEAK JUMP SHIFT RESPONSES at 2 level.
Multi 2♦. Weak 2 in a Major ( 0-7 HCP) or 23/24 bal.
INTERVENTION OVER 1m [28]
SPECIAL FORCING PASS SEQUENCES
Opponents bid below 2x after 1x-(DBL)-RDBL.
Opponents bid 2♣/♦ after (1NT)-DBL. After (1x)-4x.
After 4 level cue or FIT-SHOWING JUMP after partner's opening.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
ART 3♣ response (limit raise+ or bal FG) to partners overcall of an opponents 2 opening which does not have a specified suit. (1M)-(3x)DBL=T/O of M if 3x is a M raise which isn't FG.
PSYCHICS: Rare.

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1x		4	4♠	10+ HCP	1NT=5-9 (7-10 with 4+♣ over 1♣ if no intervention).	1x-1y-1NT=15-17 with 2♣ checkback - [9]. 1x-1y-2NT=18-19 (denies 4♠) - see [10] 1x-2y-2NT=FG with NAT continuations	FIT-SHOWING JUMPS 2NT=NAT NF.
				With (4432) 15+ and with (4441) we open the lower.	2 OVER 1 F1. WEAK JUMP SHIFTS at 2 level. Limit raises.	1x-2y-3NT=17-19 BAL with 3+y (Often 4333).	
				In 3rd seat may open 4 card major when planning to pass the response.	2NT over 1m=16+ Bal with 4 card support [8]. 2NT over 1M=FG with 4+ card support [8]. 3NT=12-15 BAL 4333 with 4 trumps and poor controls. Double jump=splinter. Triple jump=natural.	4TH SUIT FORCING-see [12]. LONG SUIT GAME TRY. After 1x-1y and a 2 level reverse by opener then 2NT is LEB - see [13]. SPL jumps after 2-level response. 1M-3M-4x=NAT slam try . See [3] after OPPT 2 suited O/C.	
1NT			4♠	(11)12-14 BAL. 5332 without a good 5M is usually opened 1NT. (5422) or 6m possible but not common.	Non-PromisorySTAYMAN; FOUR SUIT TRANSFERS (2♠=♣, 2NT=♦) 3x=Singleton, 4♣=♥, 4♦=♠, 4M=NAT See [14] for artificial intervention.	1NT-2♣-2♦-2♥ asks for major suit preference. 1NT-2♣-2♦-2♠=5♠+4♥ invitational NF 1NT-2♣-2♥-2♠=4♠ F1 See [15] for other continuations. See [16] for intervention over 2♣ or a TFR.	
2♣	X			FG.	2♦= Positive. 2♥=0-4HCP (No Ace) Suit bids show 7+HCP with >=HHxxx	2♣-(2x)-DBL=PEN. 2♣-(2x)-P-P-DBL=23-24 BAL 2♣-2♦-3M=4M + 5+♦. 2♣-2♦-2♠/3♣-3♣/3♦=negative	
2♦/				0-7 HCP 5M or 23/24 bal } 23/24 bal in 4 <sup>th</sup>	2M/3M=P / C, 2NT=(R), 3m= NAT Const. 4♣=bid suit below M, 4♦= bid your M. 4M=Nat.	After 2♦-2NT-3♣=max(then 3♦asks:3♥/♠=♠/♥), 3♦/♥=♠/♥ minimum. See [27] for intervention.	After 4th in hand opening:
2♥/	6			)8-12 HCP } Strong 2's	)2♠=Const NF, 2NT= (R) with 2+M.	)After 2M-2NT:3M=MIN, 3x=longest side suit non-MIN,	) 1st step=waiting (then 2NT by
2♠	6			)8-12HCP } in 4 <sup>th</sup> .	) 3x=Nat F1	)3NT=good suit, 4x=splinter. After intervention Dbl=PEN	)either hand shows 1st step suit).
						After 2NT-3♣-3M then 4m=NAT slam try (usually 5 card), OM=ART slam try in opener's M, 4NT=NAT.	
2NT			4♠	20-22 BAL. 5M, (5422) or 6m possible. Singleton honour rare.	STAYMAN. 3♦/♥=TRF. 3♠=minor suit enquiry. 4x=NAT slam try, 6 card suit.	After 2NT-3♦-3♥-3♠ then 4♣ agrees ♥ and 4♦agrees ♠. TFR break to a new suit shows a strong suit, eg KQJx.	
<b>HIGH LEVEL BIDDING</b>							
3x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	3x=NAT F1. Without intervention 3♣-4♦ and 3♦/♥/♠-4♣ ask for key cards - ref [18].	CUE style is show first round controls before second except K in partners suit. Unnecessary jump =SPL, and even higher jumps(not 1st round)=exclusion KCB (1st step=0, 2nd step=1, etc). 4NT=NAT when raise of NT, when same hand bid 3NT on previous round or over NAT F 4m which is a new suit. 4NT asks for aces (0,1,2,3,4) on 1st round in a non-comp auction.Otherwise 4NT=RKCB (1430) when suit agreed or when a jump over a suit bid. See [19] for continuations and intervention. Other 5NT bids ask for trump honours with step responses (with M trump suit 1st=0, 2nd=1, 3rd=A or K with extra length, 4th=2, 5th=3; with m trump suit 1st=0, 2nd=1, 3rd=2, 4th=3). Pass then pull is stronger than direct pull when pass is F. LIGHTNER.	
3NT	X			GAMBLING.Solid minor.	4♣=P/C. 4♦=asks for singleton. 4M=NAT.		
4x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit over 4M asks for control in suit above [20].		

NCBO: England

PLAYERS: Michelle Brunner & John Holland**NOTE 1: TWO SUITED OVERCALLS**

In direct position: CUE, 2NT and 3♣ show specific 2-suits, constructive (QJ10xx + KQJxx is minimum NV) or better, 55+.

(1m)-2m: ♠+♥ (1m)-2NT: ♥+om. (1m)-3♣: ♠+om.

(1M)-2M: ♦+OM. (1M)-2NT: ♦+♣. (1M)-3♣: ♣+OM.

In reopening position: CUE=MICHAELS (constructive, 55+). In response 2NT=constructive enquiry for 2nd suit, 3m=P/C.

(1x)-P-(1y)-2x/y are natural, not 2 suited, with direct overcalls being stronger than pass then bidding the suit later.

**NOTE 2: 2NT AFTER PARTNER'S TAKE-OUT DOUBLE**

After a T/O of a major when at least one hand is not limited, eg (1M)-DBL-(2M), 1x-(2M)-P-(P)-DBL-(P) or 1x-(1M)-P-(2M)-DBL-(P) but not 1x-(2M)-DBL-(P) or

1NT-(2M)-DBL-(P), then 2NT=PUP to 3♣. Direct suit bids are NF but show invitational values; suit bids after the PUP are weaker. After a T/O of a major when both hands are limited, eg (1M)-P-(2M)-P-(P)-DBL-(P), or when the responder to the double has shown balanced values, eg 1NT (2M)-DBL-(P) or (1NT)-DBL-(2M)-DBL-(P), then 2NT is SCRAMBLING with any 2 suits below the M. After a T/O DBL of a minor then 2NT is NAT.

**NOTE 3: DEVELOPMENTS AFTER OPPONENTS TWO SUITED OVERCALL**

BOTH SUITS KNOWN: Nearest cue below our suit=limit raise+, other cue=unbid suit FG, unbid suit=NF, raise=weak.

ONLY ONE SUIT KNOWN: Cue=limit raise+, new suit F1, 2NT=PUP to 3♣ with subsequent bids NF, raise=weak.

In both cases DBL suggests penalty often based on balanced values.

If opponents make a 2 suited overcall after we have both bid then all DBLs of their suits are penalty from both sides.

**NOTE 4: ESCAPING FROM 1NT DOUBLED**

After 1NT(DBL) or 1NT-P-P-(DBL)-P-P: 2♣=♣ or any 2 suits (44+) without ♣. After a DBL of 2♣ then RDBL=♦+♥, 2♦=♦+♠, 2♥=♥+♠.

1NT(DBL)-P-P-RDBL and 1NT-P-P-(DBL)-RDBL show a 5 card suit somewhere.

After (1x) 1NT (X) XX =♣ and another suit.

**NOTE 5: SIGNALS ON PARTNER'S LEAD**

The initial signal is almost always count; 2nd highest from 4, 6 or 8 cards except J from J10xx(xx) and 10 from KJ10x(xx). The signal is only ENCRG/DISCG during the play in cash out situations. The initial signal is only suit preference when partner is expected to retain the lead and a switch is evident. Subsequent cards

in the same suit as the initial signal are suit preference.

**NOTE 6: SIGNALS ON DECLARER'S LEAD**

The initial signal is always count unless "SMITH" or partner is winning the trick and a switch is evident. Subsequent signals in the same suit are suit preference.

With "SMITH" high-low from either defender encourages the suit initially led. If only one card has been played in declarer's suit, either because only a singleton or

one affordable card was held or because declarer switched to another suit, then the 1st discard or cards in declarer's 2nd suit are "SMITH". "SMITH" continues to apply until either two affordable cards have been played in the same suit or a discard has been made. All trump signals are suit preference.

**NOTE 7: DISCARDING**

The first discard in each suit is ENCRG/DISCG except when dummy has a long suit with no side entry when a discard in the long suit is count. The 2nd discard in

The same suit is remaining count if not already known. Subsequent discards in the same suit are suit preference.

**NOTE 8: DEVELOPMENTS AFTER A 2NT RESPONSE TO 1♥/♠**

Opener rebids 4♥/♠ with a hand unsuitable for slam, 4 new suit with 55 two suiter (at least HJxxx), 3 new suit with singleton (then 3NT=real slam interest, new suit=cue), 3♥/♠ with some slam interest and no singleton (then 3NT=slam interest no singleton, new suit=singleton), 3NT with real slam interest and no singleton (then new suit=cue, jump=singleton).

**OVER A MINOR OPENING**

After 1m opening: 2NT = 16+ HCP BAL with 4+ trumps. Opener's rebids are:- new suit at 3-level is splinter (then 3NT = to play); 3 of trump suit=minimum opener; 3NT=15-16 BAL; 4 of trump suit=slam try without a singleton or void; new suit at 4 level=5-carder, min KJxxx 4NT = RKCB

**NOTE 9: DEVELOPMENTS AFTER A 1NT REBID**

2♣ asks for range and shape. 2♦/♥/♠ responses show minimum with priority being given to showing 3 card support for responder, 3 level responses are natural with a maximum and 3 card support for responder, 2NT shows a maximum without 3 card support for responder. 3 level bids by responder after the 2♣ checkback

are FG. Sequences which do not start with 2♣ are to play at or below 2 of responders suit and invitational above it; 1♥-P-1♠-P-1NT-P-3♥ is 6-3 invitational.

If the 2♣ checkback is doubled then 2♥/♠ are unchanged, 2♦=natural {good 5 card suit after 1♦-1M-1NT-2♣-(Dbl)}, Rdbl=good clubs any strength (may also have a major), Pass=minimum unsuitable for any other call, 2NT+ other than 3♣ are unchanged in meaning but show a ♣ stop, 3♣ shows any maximum without

a ♣ stop (may have a major) FG except that the auction can stop at 4♦ after a 1♦ opening.

NCBO: England

PLAYERS: Michelle Brunner & John Holland**NOTE 10: CONTINUATIONS AFTER JUMP 2NT REBID**

After 1x-1y-2NT then 3♣ is a puppet to 3♦.

Without the puppet: 3x=NAT FG with 3+x suggesting an alternative to 3NT may be a slam try, 3z below 3y=nat FG suggesting playing in z often a slam try, 3y=nat

FG seeking 3 card support may be a slam try, 3NT=to play, 4x=NAT slam try, 4z below 4y=55 slam try, 4NT=NAT invitational.

If opponents bid over 2NT then any bid is natural FG. Continuations are unchanged if opponent's double 2NT.

**NOTE 11: CONTINUATIONS AFTER A 1NT RESPONSE**

A non-reverse new suit is non-forcing although responder should raise if non-minimum with 4 card support or give false preference if happy to have opener make a

further game try. A jump in a new suit is FG. A jump reverse is a self-agreeing splinter.

Responder rebids as follows:-

After 1x-1NT-2x: 2NT=2 suits below x, 3y=to play.

After 1♠-1NT-2♥: 2NT=Lebensohl, new suit=game try in ♥ with values in bid suit, 3♥=mildly constructive.

After any other 1x-1NT-2y (non-reverse): 2NT and 2z above 2x=good raise of 2nd suit, any other new suit=to play, 3y=weak raise.

After 1x-1NT-2y (reverse F1) any minimum rebid is natural NF.

After 1x-1NT-2NT: 3m=NF, 3M=FG.

If 4th hand bids over 1NT then a non-jump rebid above two of the suit opened, eg 1D-(P)-1NT-(2H)-3C/D is invitational but NF. A 2NT rebid is also natural invitational. If opener wishes to force to game then he should start with double, but he can also double with little more than minimum values if willing to pass any response. Double is for take-out and does not convey any suggestion of defending.

**NOTE 12: FOURTH SUIT FORCING**

4SF at the 3 level is FG, but responder can pass any simple rebid after 4SF at the 2 level. Any continuation by responder over a simple rebid is FG, including 2NT and a raise. After 1♣-1♦-1♥:-1♠=4SF with 4 card ♠ suit(then 2♠=NAT NF), 2♠=FG without 4 card ♠ suit.

Other jumps in the 4th suit by responder are NAT 2-suited FG below 3NT and a splinter in opener's 1st suit agreeing the 3rd suit above 3NT.

Otherwise a raise of 4SF is ART FG showing extra values without any natural bid being suitable.

If opponents double 4SF then pass is forcing and RDBL from either side suggests playing 4SF redoubled at the 2 level but shows the Ace at the 3 level..

**NOTE 13: CONTINUATIONS AFTER OPENER'S REVERSE**

After 1x-1y and a 2 level reverse by opener then 2NT is a puppet to 3♣ unless opener has extra distribution or values. After the puppet all responder's continuations

are NF. If responder does not use the puppet then 2 level rebid of responder's suit is NF and bids above 2NT are FG.

Opener's reverse after a 2 level response is FG.

A jump reverse by opener is a FG splinter. A double jump reverse is exclusion KCB with a void.

**NOTE 14: CONTINUATIONS AFTER ARTIFICIAL INTERVENTION OVER OUR 1NT OPENING**

If the intervention shows the bid suit plus another then it is treated as natural.

If the intervention is artificial without guaranteeing the bid suit then dbl=high card values for at least 2NT; after this any dbl is penalty and pass below 2NT is F.

If the intervention shows just one defined suit (possibly plus a 2nd undefined suit) then a 2 level cue bid is for take-out (not necessarily game invitational). Pass then

dbl is also take-out but with 2+ cards in the defined suit.

If the intervention shows two defined suits then a 2 level cue bid is NAT and a 3 level cue bid is stop showing.

In all cases 2NT is still Lebensohl.

**NOTE 15: CONTINUATIONS AFTER A 1NT OPENING**

After 1NT-2♣-2♦: 3m=Natural FG, 3M=SMOLEN.

After a 2M response to Stayman then 3m=Natural FG, 3M=invitational, 3OM=Slam Try in M with no m SPL, 4m=SPL, 4♥ over 2♠ = SPL,

4NT=Quantitative, any higher suit bid =EKCB.

After a 2♦/♥ transfer then opener breaks the transfer on most hands with 4+ card support; 3♥/♠=minimum, 2NT=maximum without a weak doubleton, new suit=maximum with a weak doubleton (<Qx). After a transfer has been broken then 3♦/♥ (if available) is a retransfer and 3 of the trump suit shows the suit below FG.

After a transfer has been completed then 2♠(over 1NT-2♦-2♥)=5♥+4♠ invitational NF, 3♥(over 1NT-2♥-2♠)=55 slam try, raise=FG, 3m=NAT FG, jump=SPL.

In response to a 2♠ or 2NT transfer to a minor the first step shows Hxx in the minor. Any continuation in a new suit by responder is FG and shows a singleton.

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**NOTE 16: CONTINUATIONS AFTER INTERVENTION OVER A STAYMAN OR TRANSFER RESPONSE TO A 1NT OR 2NT OPENING**

After 1NT-P-2♣-(DBL): RDBL=good ♣ suggesting 2♣ redoubled (may also have a major), Pass=no ♣ stop and no major, 2♦=♣ stop but no major, 2♥/♠=4 card suit with or without a ♣ stop. After 1NT-P-2♣-(DBL)-P/RDBL-P: 2♦=natural NF (a hand where you would have passed the response without the dbl - opener

will bid a major if he has one), 2♥ asks for major suit preference, 2♠=invitational (NF) with 5♠ and 4♥, 2NT=natural invitational, 3♣=Stayman, 3♦= natural FG, 3M=SMOLEN.

After 1NT-P-2♦/♥-(DBL): RDBL=strong in bid suit suggesting playing redoubled, next step=happy to compete with 3+ trumps, Pass=not keen to compete.

After 1NT-P-2♠-(DBL): RDBL=good ♠, Pass=acceptance with no ♠ stop (now 2NT = NAT FG, 3♣= to play but 3 new suit is still shortage), 2NT=acceptance with a ♠ stop (again 3♣ is to play), 3♣=denies Hxx with or without a ♠ stop (now 3♦/♥ are still shortage but 3♣ just asks for a stop).

After 1NT-P-2NT-(DBL): meanings are unchanged.

In any of these sequences if opener passes the DBL then RDBL from responder is to play, bids above the first step have the same meaning as if the transfer, had been completed a cue bid of the suit doubled is a general force asking for a stop, and a jump cue is a splinter (showing 6 trumps after a transfer).

A similar structure applies after a 2NT opening except that the priority now is to show whether opener has a stop. Thus after 2NT-P-3♣-(DBL): RDBL=good ♣ (may also have a major), Pass=no ♣ stop but may have a major (responder bids his suits upwards with 3♦ being NF, ie a hand which would have passed the response without the DBL - opener will bid a major if he has one), 3♦=♣ stop but no major, 3♥/♠=4 card suit with a ♣ stop. Similarly after 2NT-P-3♦/♥-(DBL): RDBL=strong in bid suit, next step=stop, Pass=no stop, and after 2NT-P-3♠-(DBL): Pass=no stop (may have a minor), 3NT=stop with no minor (or possibly with a

minor but no ♠ control), 4♣/♦=4 card suit with a ♠ control.

After 1NT-P-2♣-(2♥/♠): DBL=Penalty, 2♠=unchanged by the 2♥ intervention, Pass=unsuitable for DBL or 2♠. After 1NT-P-2♣-(2♥/♠)-P-P: DBL=Penalty, 2NT=invitational (may not have a stop), Cue=4 cards in OM without a stop, 3NT=4 cards in OM with a stop, others unchanged by the intervention. After 1NT-P-2♣-(3X)-P-P: DBL=T/O, bids unchanged by the intervention (ie forcing).

After 1NT-P-2♦/♥-(bid)-P-P or 1NT-P-2♦/♥-P-2♥/♠-(bid): DBL by responder=take-out including all FG hands, 2NT=natural invitational (may not have a stop), new suit below 3♥/♠=NF, 3♥/♠=NF (not invitational), cue=splinter (DBL then cue if you want to ask for stopper), jump=natural (not a splinter).

After 2NT-P-3♣-(3♥/♠): Pass denies a stop over 3♥ but shows four ♥ over 3♠ (dbl with no stop and <4♥), DBL=Penalty, 3♠=four cards with a stop, 3NT=stop without 4 cards in OM.

**NOTE 17: CONTINUATIONS AFTER A 2♣ OPENING**

After 2♣-2♦-2M/3m then a jump is a splinter even at game level.

Natural continuations forcing to 4NT after a +ve response to 2♣.

After 2♣-(Dbl): Pass=nothing to say (forcing), Rdbl=good ♣ eg HH9x (or interest in penalty if Dbl doesn't show ♣), Bid (incl 2♦)=+ve, 2NT=8+ bal with stop.

After 2♣-(Dbl)-P-(P): Rdbl=to play, 3♣=T/O short in ♣.

After 2♣-(Dbl)-Rdbl-(P), 3♣=T/O short in ♣. The auction is not F4NT.

After 2♣-(Dbl)-2♦-(P): 3♣=Cue.

After 2♣ (Bid): Pass=nothing to say, Dbl=PEN (or interest in penalty if they haven't shown bid suit), Bids (incl a suit they've shown)=+ve, 2NT=8+bal with stop.

If 4th hand bids (irrespective of what 2nd and 3rd hand did) then: Pass=F, Dbl=PEN.

**NOTE 18: RESPONSES TO A KEY CARD ENQUIRY AFTER A 3 LEVEL PRE-EMPT**

1st step=0, 2nd step=1 without Q, 3rd step=1 with Q, 4th step=2 without Q, 5th step=2 with Q. A subsequent 4NT by responder is natural and a repeat of responder's minor asks for specific side kings. In response a new suit by opener shows either one king in the bid suit or two kings excluding bid suit.

The 4m key card enquiry is cancelled after intervention and 4NT becomes RKCB.

**NOTE 19: DEVELOPMENTS AFTER A RKCB RESPONSE**

After an initial RKCB response, the next step asks for the trump Q (trump suit denies) and 5NT asks for specific kings. Over either of these enquiries 6 of a suit shows either one king in the bid suit or two kings excluding bid suit.

The responder to RKCB is forced to slam if holding 3+ key cards and responds to a 5 level sign-off as though asked for the trump Q.

After intervention over 4NT:-

- Over intervention up to 5 of trump suit - Dbl/Rdbl=1 or 4, Pass=0 or 3, 1st step=2 (without trump Q if below 5♠), 2nd step-2+trump Q (if below 5NT).
- Over intervention above 5 of trump suit but below 6 of trump suit - Dbl=1 or 3, Pass=2 or 4. (DOPE)
- Over intervention at or above 6 of trump suit:- Dbl=discouraging a grand slam, Pass=encouraging a grand slam.

NCBO: England

PLAYERS: Michelle Brunner &amp; John Holland

**NOTE 20: CONTINUATIONS AFTER A 4M OPENING**

After 4M-5x: 6 suit=1st round control of x+1 plus bid K. After 4M-5x-5x+1: 5NT asks for side Q and 6x+1 for 2 of top 3 trump honours.

**NOTE 21: UNASSUMING CUE BIDS**

If there are two suits to cue bid, eg (1♥)-1♠-(2♦), then the lowest cue is a UCB, the next cue is a constructive 4 card raise and any higher cue is a splinter.

After a UCB is doubled then: Repeat of suit=minimum, Pass=encouraging, New Suit (if available)=long suit try.

After a new suit between the UCB and our trump suit: Pass=encouraging (F), Dbl=PEN, New suit (if available)=long suit try, Trump suit=minimum.

**NOTE 22: CONTINUATIONS AFTER OUR PENALTY DOUBLE OF 1NT**

After (1NT)-DBL-(P) and (1NT)-DBL-(RDBL) then Pass is not assumed to show any values. Thus:

a) Doubler is expected to rescue from 1NT redoubled if he is unable to beat it from his own hand. However if pass was forcing to redouble by opener then the doubler should usually pass and leave 4th hand to decide whether to rescue.

b) If opener rescues himself then pass is NF and double is take-out from both sides (of 2m and 2M). However if opener was required to rescue, eg rdbl=puppet for 2♣, then pass is forcing and double is penalty from both sides.

(1NT)-DBL-(2m)-DBL is assumed to show some values. Thus Pass of a subsequent rescue by opponents (2m or 2M) is forcing and double is penalty from both sides (>= Hxx under the trumps).

**NOTE 23: CONTINUATIONS AFTER OUR OVERCALL OF OPPONENT'S 1NT OPENING**

After (1NT)-2♣-(P): 2♦=relay for longer major, 2NT/3x=natural invitational.

After (1NT)-2♣-(DBL): Pass=to play, Rdbl=relay for longer major, bids=natural.

**NOTE 24: LEAD DIRECTING DOUBLES**

A double of a splinter suggests leading the suit doubled except when NV v VUL by a non-passed hand. In this case a double of a splinter suggests a sacrifice.

If the opponents double our final contract to suggest a particular lead then a redouble from either hand shows confidence with a suitable holding in the lead directed.

suit. We do not play doubt showing redoubles.

**NOTE 25: DEFENCE TO MULTI 2♦ OPENING**

(2♦)-DBL=13-15 BAL or strong with LEB-FAST after (2♦)-DBL-(P) or (2♦)-DBL-(2M). Stoppers relate to the last bid suit; a major suit cue bid is NAT after (2♦)-DBL-(2M) or (2♦)-DBL-(2M)-2NT-(P)-3♣-(P) but 3♦ is a cue bid after (2♦)-DBL-(P). After (2♦)-DBL-(2M) then DBL=T/O with 8+ HCP (7+ if 54 in two suits). After (2♦)-DBL-(2M)-(P)-(P/2OM) then DBL=strong T/O, 2NT=19-21 BAL, cue=stopper ask. (2♦)-DBL-(P)-P is not assumed to show any values so

(2♦)-DBL-(P)-P-(2M)-P is NF, (2♦)-DBL-(P)-P-(2M)-DBL=strong T/O, (2♦)-DBL-(P)-P-(2M)-P-(P)-DBL=T/O (may be just competitive) and

(2♦)-DBL-(P)-P-(2M)-P-(P)-2NT is LEB-FAST with stoppers relating to opener's major, 3M bids are cue bids and 3♦ bids are natural (we are assumed to have a ♦ stop as we were prepared to defend 2♦ doubled).

After (2♦)-DBL-(RDBL=bid your M) then any minimum suit bid, including 3♦, shows less than invitational values just wishing to compete the part score opposite

13-15 BAL but FG opposite a strong hand. In response any further bid by the doubler is natural FG with a strong hand, except for a raise which shows a suitable 13-15 BAL; a jump by the doubler is a cue bid agreeing responder's suit. If responder passes the RDBL then Lebensohl still applies on the next round with 3 level bids being FG and going via 2NT being invitational; a delayed 2♠ is also invitational; a delayed DBL is T/O.

(2♦)-2NT=16-18 BAL. (2♦)-3M=strong.

After (2♦)-2M-(P): 3♣=limit raise+ or bal FG or ♣ F1, OM and 3♦=NAT F1, 2NT=NAT NF.

After (2♦)-P-(2M): DBL=T/O with LEB-FAST and 2NT=16-18 BAL. After (2♦)-P-(2M)-P-(P/2♠): DBL=T/O with LEB-FAST and 2NT=any two unbid suits.

(2♦)-4m=bid suit + unspecified major; over this 4M=P/C.

**NOTE 26: DEFENCE TO TEXAS 4♣/♦ OPENING**

DBL=balanced values with a 2nd DBL being strong suggesting T/O, cue=T/O with shortage in ♥/♠, Pass then DBL=Penalty, 4NT=good two suiter, Pass then 4NT=weaker two suiter.

**NOTE 27: CONTINUATIONS AFTER A MULTI 2 DIAMOND OPENING.**

After 2♦-(2M) : X=P/C, 2NT=(R), 3m=const NF. After 2♦-(X) : P=♦, XX=bid your major, 2M=natural, 3M=Pass or correct.

**NOTE 28: CONTINUATIONS AFTER INTERVENTION OF I MINOR OPENING BID.**

After 1m(1M) : 2NT=0-4, 3m=5-9 with 4+ m.

