WBF Convention Card 2.18

Category:	Natural (Green)
Country:	Canada
Event:	2006 World Youth Team Championship (Thailand)
Players:	Daniel Korbel and Susan Korbel

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Sound overcalling style at all levels. Almost never 4-card overcalls. Extremely sound a

No upper-range on 1-level or 2-level overcalls. Ax KJTxxx AKx Ax is a suitable 1♡ (or 2

CUE BID RESPONSE promises support, and at least game invitational values. Forcing

NOTRUMP RESPONSES at 1-level 8-11 HCP, 2NT 12-14 HCP, 3NT to play to 2-lev

JUMPS IN NEW SUITS ARE FIT, INV+. DOUBLE JUMPS ARE SPL

Simple raises are wide-ranging, from fairly weak to constructive. Jump raise is PRE. M

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

1NT OVERCALL (15+)16-19 VUL, 15-18 NV DIRECT, (15+)16-19 "LIVE"

Reopening 1NT shows 12-16- / 1M, 10-14 / 1m. Reopening 2NT 18-19.

1M-P-2M-2NT any two suits, usually 5-5+. 1m-P-2m-2NT natural.

After natural notrump overcalls, full notrumpkit applies. EXCEPTION: 1x-1NT-2x (raise

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak, but could be wider ranging opposite PH.

2-Suit: 2NT two lowest suits, mini/maxi. If maxi, committed to doubling or bidding ag

Reopen: Constructive minimum opening bid 6/7 cards. (e.g. AKJTxx Axx xxx x)

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

direct cuebid MICHAELS,(5-9 or 3-level-drive+ NV), (8-12 or 3-level-drive+ VUL).

JUMP CUEBID asks for NOTRUMP CONVERSION, implies 7.5+ tricks and solid suit.

VS. NT (vs. Strong / Weak; Reopening; PH)

Vs STR "HELLO" (DBL = 4M 5+m; 2♣= ♢ or M+m; 2♢=♡; 2♡=♡+♠; 2♠=♠; 2NT=♣; 3♣

After DBL, all 2-level advance is P/C. After 2♣, 2♢ is P/C, 2M nat.

2NT always F1. Doubling Stayman or transfer = lead direct. 1NT-(P)-3NT-(DBL) shows

vs WEAK: same as above, except DBL = PEN 13-15 or lower is considered weak.

After 1NT(wk)-(DBL), we are forced through 2♢ unless we pull immediately or pull a st

By Passed hand, 1NT(wk)-(DBL) is 5+m, 4M similar to 1NT(STR)-(DBL).

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBLS takeout through 4♡, Co-operative takeout 4♠ and higher.

LEAPING MICHAELS over weak 2's (4♣ = ♣+OM, 4♢= ♢ + OM), over 2♢ (4♣=♣+OM

Lebensohl 2NT over 2x-(DBL)-P ; Lebensohl 2NT vs 1M-X-2M; responsive doubles thr

VS. ARTIFICIAL STRONG OPENINGS

TRANSFER WONDERBIDS (♢ overcall = ♡; ♣ overcall = ♢; ♡ overcall = ♠; NT overca

After ♠ overcall (ANY 2), advancer bids are P/C. After DBL, advancer's bids are P/C.

Tend to have at least 5-4, often 5-5. Tend to pass with 13+ HCP.

OVER OPPONENTS' TAKE OUT DOUBLE

"JORDAN" 2NT/1MX = limit+; 2NT/1mX = limit; 3M/1MX = weak; 3m/1mX = weak

RDBL = 10+ HCP, force through 2NT, unless opener pulls showing weakness (NOTE 8

2/1 advance is forcing; FIT JUMPS with inv+ values apply.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/LOW, ACE	if supported, Sxx, else, xxS, xxSx. Hx
NT	4th, Sxx, xSxx(x..)	xxS or Sxx, HxS, HxxS[NOTE 1]
Subseq	Attitude, but 3rd/low when count is rec	same

Other: Vs NT, Ace asks unblock/count, K asks ATT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(xxx), Ax, A	AQJx(x..), AKJT(x...), Ax [NOTE]
King	KQ(xxx..), Kx, K, KQ, AK	AKJ(x..), KQT(x..), KQJ(x..), KQJT(x..
Queen	AKQ(xxxx), QJT(xx), QJ(xx), Qx, QJ	QJ9(x..), QJT(x..), QJx, Qx, KQT9(x..)
Jack	J, Jx, JT(xxx)	AJT(x..), KJT(x..), JT8(x..), JT9(x..), Jx
10	T9(xxx), T9, Tx	AT9(x..), KT9(x..), QT9(x..), Tx, Txx[n
9	9x, 9, (9xx(x) in a raised suit)	9xx, J98(x..), Q98(x..), 9x
Hi-x	Sx, x	xSxx, xSxxx, xSxxxx, Sx, Sxx
Lo-x	3rd/LOW, xxS, xxSx	4th, but usually not xxxS(x..)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Hi=Discourage, Lo=Enc	Hi=Odd	Hi=Discourage
2nd	Suit Preference[NOTE 3	Suit Preference[NOTE 3	
3rd	Count[NOTE 4]		
NT: 1st	Hi=Discourage	Hi=Odd	Hi=Discourage
2nd	Count [NOTE]	Suit Preference[NOTE]	Suit Preference [NOTE]
3rd	Suit Preference[NOTE]		Std Remainder Count [N

Signals (including Trumps): UPSIDE DOWN SIGNALS

Trump suit Preference [NOTE 2[

THREE-WAY SUIT PREF SIGNAL when an opponent ha

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Classic patterns, occasionally 2-cd support for minor (NOTE 5)

1m-(DBL)-1M-(2M) NATURAL

PENALTY PASS OF REDOUBLE OF 1NT OR HIGHER

CUEBID (minimum 11 HCP, forcing to suit agreement, promises a rebid).

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1♣-(1♢)-DBL is at least 4-4 majors, sometimes 5-4

1m-(1♡)-DBL shows 4 spades exactly

1m-(1♠)-DBL suggests strongly at least 4 hearts; 1m-(P)-1♢-(1♠)-DBL shows 4 hearts

NEG DBLs beyond 2♠ do not guarantee any special shape, but do suggest 10+ HCP a

Support Doubles show 3-card support for the major and do not differentiate hand stren

A double of an opponent's bid in our suit asks for the suit lead ONLY when: a) partner

Doubles by opener at his second turn (through 4♠) imply extra high card values and no

IN GENERAL, Doubles under the bidder are takeout and doubles over the bidder are p

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, free-wheeling, 5 card majors (F 1NT), open heavy 1 bids; respond light; simple

Tend to open soundly, allowed to pass 4-3-3-3 12 counts, or 12 counts with no aces. C

Four card majors are allowed in 3rd and 4th but are again fairly infrequent. 1NT is forci

May bypass a 4-card major to bid 2NT (forcing) or raise a minor (forcing).

Conservative in forcing passes (NOTE 19).

1NT Openings: 15-17 (A good 14 occasionally)

2 OVER 1 Responses: FG/1M, 1♢-2♣ F2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1M-2♣ is an artificial game force, containing either a forcing major suit raise, 15-17 bal

3NT opening bid is GAMBLING, showing 7 or 8 solid minor with at most queens outsid

SPECIAL FORCING PASS SEQUENCES

Forced through 2♢ after doubling a weak notrump, unless we run immediately or from

Forced through 2NT after 1x-(DBL)-RDBL unless openers shows weakness. (NOTE 8)

Fit Jumps forcing back to our agreed suit, Forced to 3M after an invitational game try.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Occasionally open 1♢ with 4♢s and 5♣s. Tend to open 1♣ with 4♢ and 4♣.

May rebid 1NT with a singleton (eg 1=3=4=5 1♣-1♠-1NT). If 4♣ over NT can be natura

MAY BYPASS A FOUR CARD MAJOR, ESPECIALLY IF WEAK, OR BALANCED GF,

Psychics: Very rare, most frequent is 1NT in 3rd seat by Daniel, either comic or balan

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	3	4♠	usually open 4=4 ♣+◊ with 1♣. Usua	Can skip diamonds if desired (usually with less than 10 H	1♣-1M-1NT- "TWO WAY NEW MINOR FORCING" (NOT	1♣-2◊ LIMIT, 1♣-2♣ CONSTRUCTIVE, other jumps are
1◊	No	3	4♠	Occasionally 4=5 in the minors if fac	2◊ GF (may contain 4cM); 2♡ constructive with ◊; 2♠=F	1◊-2♣-2◊-?, only 2NT and 3♣ do not create a GF. 1◊-2♣	1◊-3♣ LIMIT, other jumps are FIT (invitational). 1-way NT
1♡	No	5	4♠	5+	1♠= 4♠+, may skip a bad 4-card ♠; 1NT=F1; 2♣ SEMI-A	1x-1y-2NT 18-19, BAL: sign-off/slam-try 3♣, Checkback 3	2♣ 4-card support, any str; 2◊ advance asks. 2◊ 3 card l
1♠	No	5	4♠	5+	1NT=F1; 2♣ SEMI-ART GF (NOTE 10); 2◊/2♡ GF NAT;	1♠-3♣-3◊ can be a "grope".	2♣ 4-card support, any str; 2◊ advance asks. 2◊ 3 card l
1NT	No		3♣->4♡	15-17 (occasionally 14). May contain	2♣ stayman; 2◊/2♡ transfer; 2♠=♣; 2NT=◊; 3♣=5-3-3-2	1NT-3♣-3◊(asks) (note); 1NT-2◊-2♡-4♡ and 1NT-2♡-2♠	
2♣	Yes	0		22+ HCP or 18+ HCP with extreme p	2◊ waiting, any hand; 2♡/2♠/3♣/3◊ positive with at least	2♣-2◊-2♡ is Kokish, requesting 2♠ (note); Cheaper mino	
2◊	No	5		Preemptive, can be 5 or 6 depending	2M NFC when NV, FOR when vul. 2NT requests informa	2x-(DBL)-BID can be lead directing in nature rather than	
2♡	No	5		Preemptive, can be 5 or 6 depending	2♠ NFC when NV, FOR when vul. 2NT requests informat	RDBL over preempts involves opener in a doubling decis	
2♠	No	5		Preemptive, can be 5 or 6 depending	2NT requests information. 3♣ requests singleton.	2x-(DBL)-2NT is a get-out in responder's suit (RARE).	
2NT	No		3♣->4♡	20-21 BAL	3♣ stayman; 3◊/3♡ transfer; 3♠ --> 3NT; 3NT --> 4♣; 4♣	Smolen (2NT-3♣-3◊-3M shows 4M and 5+OM)	
3♣	No	6		PRE, usually good suit or 7+.	3M forcing. 4♣ NF. 4◊ asks for shortness.	3x-(DBL)-BID can be lead-directing in nature as much as	
3◊	No	6		PRE, usually good suit or 7+.	3M forcing. 4♣ asks for shortness.		
3♡	No	6		PRE, usually good suit or 7+.	4♣ asks for shortness.		
3♠	No	6		PRE, usually good suit or 7+.	4♣ asks for shortness.		
3NT	Yes	7m		"GAMBLING", 7 or 8 card solid suit w	4♣ P/C; 4◊ requests singleton; 4♡/4♠ NAT; 4NT invites 6		
4♣	No	7		PRE, more distribution and playing s	4M nat, 4NT RKC 1430		
4◊	No	7		PRE, more distribution and playing s	4M nat, 4NT RKC 1430		
4♡	No	7		PRE, but vulnerability dependent(NO	4NT RKC 1430, 4♠ nat.	4M-5x is a request for help in that suit for slam (e.g.	4♡/4♠ have a higher upper limit opposite a passed hand
4♠	No	7		PRE, but vulnerability dependent(NO	4NT RKC 1430, 5x		
4NT	Yes			Ace-asking	5♣ = no ace; 5◊ = ◊A, 5♡= ♡A; 5♠ = ♣A OR ♠A; 5NT =	4NT-5♠-5NT asks: 6♣ shows ♣A, 6◊ shows ♠A.	
5♣	No			Preemptive, but could be based on a			
5◊	No			Preemptive, but could be based on a			
5♡	No			Requesting 6♡ with ♡A or ♡K, 7♡ w			
5♠	No			Requesting 6♠ with ♠A or ♠K, 7♠ w			
5NT	No			Pretty damn obscure.	Slap partner.		

HIGH LEVEL BIDDING

Can show controls in any order (Aces, Kings, shortness) but tend to go in order unless

SPL where obvious, otherwise single below-game jumps are FIT JUMPS (inv+) in com

4NT is 1430 always, unless it is natural

4NT is natural, quantitative only when a) no suit is agreed or implied, and b) it was con

1x-1y-2z-4NT is natural. Over notrump auctions, wherever 4♣ could be natural or syst

Serious 3NT is used in major-suit-fit auctions.

Exclusion Blackwood applies when obvious (usually a triple-jump); 3014 is used.

If hearts are trumps, and 4NT (1430) is used, over a 5◊ response that is known or very

1. LEADING VS NT FROM xxx IN PARTNER'S SUIT. We can lead small from xxx when we feel that count is the most important information to partner. An example of this might be the auction 1D-(1H)-2H-P-3D-P-3NT-P-P-P. We would probably lead small from xxx since we didn't double 2H, and partner is likely to require count information. We may lead small from xxx in partner's suit anytime it is deemed useful, not just specifically in this situation.

2. TRUMP SUIT PREFERENCE. Generally we play suit preference in declarer's trump suit. If we have nothing special to say we use the most neutral sequence available, usually either low from xx or low-high-middle from xxx. We tend to lead COUNT trumps at trick 1, low from 2 or 4 and higher from 3.

3. SECOND AND THIRD ROUND SIGNALS. We usually use our second card to be suit preference; e.g. if following with the ◊6 (discouraging) from ◊653 against 4♠, the second play will imply a preference between hearts and clubs)◊5 suggesting a heart play, ◊3 either denying heart-shift tolerance or requesting a club). Third round signals are largely irrelevant, but may send either a subtle suit preference signal, or remainder count if this is deemed necessary (RARE).

4. REMAINDER COUNT. We use standard remainder count (HI=even); for example, holding originally ◊752, if we were to give standard remainder count (having already released the 7◊) we would play the ◊5. We give remainder count most often only when we have discarded from that suit before it was led (e.g. our first discard is the ♠2 -- encouraging attitude -- against 4♡, our next follow OR DISCARD in spades is likely to be remainder count).

5. TAKEOUT DOUBLES. Our takeout doubles are very classic, strongly suggesting true support for any unbid suit, ESPECIALLY an unbid major (almost ALWAYS 3+ card support). We tend to overcall 1M with 4-5 or 5-4 in the majors rather than double, unless the hand is otherwise suitable distributionally AND the 4 card major is significantly stronger than the 5 card major (e.g. KQ98 AT642 KJ4 2 may make a takeout double of 1♣). With strong 1-suiters we are allowed to overcall very heavy at any level; AQx AQx AQTxxx x is permitted to begin with 1◊ over 1♣, although DBL is permissable. AQ AQx AQTxxx xx may begin with double to avoid sending a delayed message of spade support, but this is really quite rare. At the table we may well start with 1◊.

6. LOW LEVEL DOUBLES. Low level doubles are GENERALLY takeout, especially sitting under the bidder. Some exceptions occur: if we have redoubled, already doubled for penalty (or sat for a leave-in), if we have bid and raised a suit (MAXIMAL DOUBLES apply, however, when the opponents have bid and raised). OVER the bidder, doubles are generally penalties, although these auctions are rare (e.g. 1D-(P)-1H-(1S)-2D-P-P-(3C)-X).

7. RAISING PARTNER. Our preemptive raise style is fairly sound. ♠ATxxx ♡xxx ◊xxx ♣Qx qualifies for a preemptive raise of a 1♠ opening or overcall, whereas ♠Jxxx ♡Jxxx ◊Jxx ♣xx does not. Typically, a vulnerable preemptive raise produces a useful card for partner, often with a singleton; ♠Axxx ♡T9xxx ◊x ♣xxx is prototypical. Simple raises are more wide-ranging; opposite an overcall they can be as little as ♠KJT ♡xx ◊xxxx ♣Jxxx, or as much as ♠KJT ♡Axxx ◊Qxx ♣xxx. Opposite an opening bid without interference, weak raises start with a forcing 1NT. Opener OFTEN RAISES RESPONDER'S MAJOR SUIT RESPONSE ON 3-CARD SUPPORT; all of ♠QJxx ♡AQx ◊xx ♣KJTx, ♠x ♡Axx ◊QJT3 ♣AJxxx, and ♠Ax ♡QTx ◊KQxx ♣QT9x would likely raise hearts after (1♣-P-1♡-P-2♡). Rebidding 1NT holding 3-card support for partner's major implies a good reason to do so, often 4-3-3-3 distribution or strong stoppers in the other suits (♠AQ ♡J97 ◊AJ97 ♣JT76 , or perhaps weak hearts (♠AJ84 ♡543 ◊AT ♣KJ43). It is permissable to raise even with 4-3-3-3 distribution.

8. 1-LEVEL REDOUBLES. These create a force through 2NT unless opener pulls, showing weakness. After a 1-level advance by opponent (e.g. 1♣-X-XX-1♡), DBL is penalty by either side and pass is forcing. Bidding directly by opener shows a weak distributional hand. Bidding a new suit by responder is game forcing. After a 2-level advance by opponent (e.g. 1♣-X-XX-2♠), bidding directly again shows a weak distributional hand, and 2NT is forcing. DBL by either side is penalties. With a strong distributional hand or a balanced hand (any STR okay)opener passes (or bids 2NT forcing if desired with the balanced hand). With the strong distributional hand opener is entitled to pull partner's double if desired. After a 3-level advance over the redouble (e.g. 1♣-X-XX-3♡), there is no forcing pass. Bidding shows enough to GF, usually including distributional values; with an extra high-cards hand opener doubles 3x, NOT PENALTY, but promising at least 2 cards in their suit (occasionally 4-1-4-4). Responder tends to pass but may pull with some reason to.

9. RESPONDING STYLE TO OPENING BIDS. We are allowed to respond somewhat light (we never pass with an ace), but we are also allowed to pass a hand as "strong" as ♠Qxx ♡Qxx ◊Jxxx ♣xxx (esp to a minor-suit opener). Importantly, we MAY SKIP A FOUR CARD MAJOR when we feel another bid is more descriptive of our hand type. ♠AQxx ♡Qxx ◊KQxx ♣Jx would be an acceptable 2NT response to 1♣; ♠AJ9x ♡5432 ◊543 ♣Qx would be a permissable 1♠ response to 1m; ♠AJ94 ♡53 ◊AKJ93 ♣53 would be a permissable 2◊ (GF) response to 1◊.

10. 1M-2♣ SYSTEM. 2♣ covers a variety of hands, but it essentially either a) natural with another suit, b) a GF raise of the major, or c) a strong notrump. Opener pulls only with extra length and suit quality in his major, 18+ balanced, 5-5+ in the majors, or 5-5 with extra values (15+), Over interference, double by either side is penalty. SEE ATTACHED SHEET FOR COMPLETE DETAILS.

11. 2NT SYSTEM. Essentially, the system is based around accepting transfers only with a fit (else bid 3NT). After a transfer has been accepted, responder has the

option either to show shortness or high-card cuebids when trying for a slam. Since we cannot bid a second suit 100% naturally, many auctions can end with a natural 6-level bid in another suit, as an offer to play. SEE ATTACHED SHEET FOR COMPLETE DETAILS. If we open 2NT and opponents compete, DBL by responder is takeout through 4♡ and DBL by opener is penalties.

12. PREEMPTIVE STYLE. Preemptive style varies according to vulnerability and position. Not Vulnerable 1st or 2nd, ♠KJT9x ♡x ◊xxxx ♣xxx is an acceptable preempt, whereas ♠KJT9xx ♡Qxx ◊QJx x♣ is not (too strong). Our basic rule is that responder, with a misfitting strong notrump-type hand, is expected to pass a NV preempt comfortably. When the preempt is a 5-card suit, suit-quality is important, but a 6-card suit NV does not have any special suit-quality restrictions (♠Q8xxxx ♡x ◊Jxxx ♣xx is acceptable). 3-level preempts are also quite light NV. Vulnerable, we are quite sound, with an emphasis on suit-quality. A second seat unfavourable preempt normally delivers quite a good hand (♠AKQTxx ♡Qxx ◊xx ♣xx would be approximately top of range). IT IS PERMISSIBLE, although rare, TO PREEMPT AND BID AGAIN. It is permissible to open a 6-5 hand at the 2-level, FOR EXAMPLE, which often take another call over partner's raise, and sometimes even opposite a silent partner.

13. GAMBLING 3NT. This is based on a 7- or 8- card solid minor (AKQT9xx is very marginal, AKQxxxxx is acceptable) and no outside aces or kings in 1st or 2nd position. Responder can bid 4♣ (pass or correct), 4◊ (singleton ask), 4M (natural), 4NT (invitational to 6NT), 5♣ (pass or correct), 5◊ (to play), or 5NT (invitational to 7NT). Over 4◊ ask, opener bids 4M with a singleton there, 4NT with 7-2-2-2, and 5 of HIS OWN minor with a singleton in the other minor. Over 5NT, Opener bids 7 with an eighth card in his suit, or shows a side-suit Q at the 6 level. Otherwise, he bids 6NT or 6 of his minor.

14. FIT JUMPS. Fit jumps are prototypically at least 5-4 with "pure" values (values in our suits) with 9+ HCP (occasionally a very distributional hand may have less). They are forcing through to our original suit at the next highest level unless the perpetrator is a passed hand. ♠AKTxx ♡xx ◊QJ9x ♣xx is a textbook 1◊-P-2♠ fit jump. NOTE: a simple raise of responder's suit is FORCING, UNLESS responder is a passed hand. (e.g. 1◊-P-2♠-P-3♠ forcing). A jump to game, such as 1◊-P-2♠-P-4♠ implies a hand with little slam interest.

15. SLAM BIDDING. Our general philosophy toward slam bidding is to try to avoid 50% or worse slams in general, and try to bid 50% or better slams in general. A grand-slam AT WORST on a finesse which could be cold will probably be bid. Our cuebidding style is fairly freewheeling, although it is structured; cuebidder tries to cuebid the suits that he thinks will advance the auction most intelligently, although this frequently results in up-the-line cuebidding. Aces and Kings can be cuebid indiscriminately, but we try to avoid first-cuebid shortness cues when sensible, ESPECIALLY in partner's main suit. It is important to note that an auction like 1♠-3♡ (limit raise) -4◊ does not deny a club control, but is FAIRLY likely to deliver a diamond suit, for example ♠KQJxx ♡A ◊AQJ985 ♣xx or ♠AKxxx ♡Kx ◊AQTx ♣Ax. In either case, partner can positively evaluate a fitting diamond card.

16. 4M OPENINGS. Not vulnerable, these openings are often based more on distribution or preemptive effect than an actual expectation to make the contract. ♠AJT9xxx ♡ ◊xxxx ♣xx can be opened 4♠ NV. Vulnerable, the hand requires more safety to open 4M, so ♠AKJT9xxx ♡ ◊Qxx ♣xx is acceptable, although we would often be seduced into 4♠ without the ◊Q or ♡ void. There will not be excessive high card values for a 1st or 2nd seat 4M opening; ♠Ax ♡AKJTxxxx ◊x ♣xx will be opened 1♡. 5=level bids over 4M show a hand with slam interest but which is worried about the suit cuebid. If partner opens 4♠, ♠AJx ♡xxx ◊AKQxx ♣Ax is an example 5♡ bid. OPENER'S REBIDS: with xx or longer in the cuebid suit, opener returns to 5M and prays. With the King or a singleton, opener bids 6M. With the Ace or a void and DECENT trumps, opener rebids 6 of the cuebid suit. With the Ace or a void and POOR trumps, opener rebids 5NT.

17. TWO-WAY NMF. After 1m-1M-1NT, 2♣ forces 2◊, either to play 2◊ or any invitational hand. After 2◊, responder can rebid 2M with 5+ in major, 2NT with a fit for opener's minor, invitational, 3m invitational, 3M invitational but a good 6-card suit. With 4-4 majors invitational, auction proceeds 1m-1♡-1NT-2♠. With 4-4 majors GF, auction proceeds 1m-1♡-1NT-3♠. 1m-1M-1NT-2◊ is GF inquiry. Opener's priorities are to describe hand accurately -- first choice return to partner's major with 3, second bid oM with 4, else bid 2NT, 3♣, or 3◊ with appropriate length and strength. 1m-1M-1NT-3♣ is weak, NF. 1m-1M-1NT, 3-level bids are forcing, slammish (1m-1♡-1NT-3♠ SPL) After 1m-1M-1NT-3M, 3NT strongly implies a singleton in partner's major, although xx with a completely unsuitable hand is also acceptable.

18. BIDDING BALANCED HANDS WITH MAJORS AFTER NOTRUMP OPENINGS. Over 1NT, we have a 3♣ bid available, to show any 5-3-3-2 GF with a 5 card major that wishes to play 3NT when opener feels that it is right (e.g. ♠AQxxx ♡Qxx ◊Qx ♣Jxx). If opener wishes to ask for the major, he does so with 3◊, at which point responder bids the major he DOES NOT have. If opener bids 3M over 3♣, it shows a 5-card suit and requests a raise unless that is responder's doubleton. The corollary is that opener generally corrects an auction like 1NT-2♡-2♠-3NT to 4♠ even holding 4-3-3-3, and is able to do so with only 2-card support on occasion (e.g. ♠KQ ♡AKxx ◊xxx ♣KJTx).

19. FORCING PASSES. A pass is forcing under certain conditions: the nature of the auction makes it logical (e.g. 2♡-X-5♡, 1♡-2◊-2♡-3◊-4♡-P-P-5◊); OR we have shown a significant balance of power (1x-2NT, or 1♠-2◊); OR we redouble and the opponents do not bid higher than 2♠;; OR we make an invitational bid that is accepted WITH A JUMP; OR a passed hand opposite a preempt bids game; OR we are RED/WHITE and the opponents preempt and bid to the 5-level (e.g. 3◊-X-5◊). All of these conditions, EXCEPT the 2/1 GF or 1x-2NT GF or 1-level RDBL auctions, are CANCELLED if the opponents are RED/WHITE. A pass is also forcing in auctions where we have committed to a certainl level already and it has not yet been reached; for example, opposite a FIT JUMP if the opponents do not bid higher

than our original agreed suit at the next level (e.g. 1♢-P-2♠-3♣, pass is forcing since we are below 3♢).

20. Please see attached sheets for the following:

DEFENSE VS FLANNERY

DEFENSE VS 2NT (minors)

DEFENSE VS MULTI 2♢

DEFENSE VS 2M (M+m)

DEFENSE VS 2♢ (weak, majors)

DEFENSE VS 2♢ (weak, majors)

DEFENSE VS 1-UNDER PREEMPTS

DEFENSE VS 2-UNDER PREEMPTS

2NT structure

Basically, the structure revolves around not accepting major suit transfers with a 2-card (or rarely, 1-card) fit. Also, 2NT-3NT is artificial and forcing (2NT-3S is the way to get to 3NT), and Gerber is surrendered (if you really need to ace-ask, 2NT-5C is the bid).

The heart of the structure allows you to reject transfers with both a poor fit and an excellent fit. With a poor fit, you always bid 3NT; with an excellent fit, you super accept based on whatever method you agree on.

Advantages: Provides needed definition to suited 2NT auctions.
Allows for shortness as well as high card cuebidding after a fit has been established.

Disadvantages: Complicates the easy transfer-then-raise sequence to show a mild slam try.
Memory work.
Potentially wrong-sides some major-suited slam tries.

<u>2NT</u>:

3C: Stayman.
- 3D: No 4 or 5 card major.
  - 3H: 4 hearts, 5+ spades.
  - 3S: 4 spades, 5+ hearts.
  - **4H: 5-5 majors, game only values.**
  - 5C: To play.
  - 5D: To play.
- 3H: 4 or 5 hearts.
  - 3S: Slammish invite+, sets hearts.
- 3S: 4 or 5 spades.
  - 4H: Slammish invite+, sets spades.
- 3N: No interest in a major suit.

3D: Transfer to hearts.
- 3H: 3+ card heart support.
  - 3N/4C/4D: Cuebids, hearts agreed (3N spades).
  - 3S: Shows an unspecified shortness
    - 3N: Where?
      - 4C/4D/4H: Clubs, diamonds, spades
      - 4S: Spades, 5-level + extras.
  - 4S: RKC.
  - 4N/5C/5D: Exclusion RKC.
  - 5H: General values slam try.
- 3N: no good heart fit.
  - 4C/4D: Natural
  - **4H: To play, had some slam interest probably based on fit.**
- 3S/4C/4D: Super accept with 4 hearts and source of tricks (e.g. AKJT).
  - 4S: RKC
  - 5H: General values slam try.
- 4H: 4 hearts, poorish scattered hand.

4S: RKC

3H: Transfer to spades.
3S: 3+ card support.
3N: Shortness somewhere
4C: Where?
4D/4H/4S: clubs / diamonds / hearts
4N: hearts, 5+level extras.
4N: Keycard
4C/4D/4H: Ace or king cuebids.
3N: No good spade fit.
4C/4D: Natural
4H: 5-5 majors, mild slammish
4C/4D/4H: 4-card support super accept with source of tricks (e.g. AKJT)
4NT: RKC.
4S: 4 card support super accept, poorish scattered hand.
4NT: RKC.

3S-->3NT:
Pass: Obvious.
4C/4D: natural, forcing.
4NT: Denies a good fit for partner's suit.
4x: cuebid, agreeing partner's suit, after which 4NT is RKC 1430.
4H/4S: shortness, with both minors.
4NT: suggestion of contract.
4NT: slam invite but with emphasis on a minor suit fit.

3NT-->4C:
Pass: Obvious
4D: Mild/Medium slam try with hearts, a good suit
4H: Mild/Medium slam try with spades, a good suit
5C: 5-5+ minors, game

4C: Majors, very slammish.
4D: Minimal hand for the majors
4H/4S: Passable
4NT: Double RKC
5C: RKC for hearts
5D: RKC for spades
5N: Pick a strain
4H: RKC for hearts
4S: RKC for spades
4N: Double RKC
5C: Answering responder's invisible 4N double RKC (implies 3=3 in the majors)
5D: same
5H: same
5S: same
5N: same

1M-2C STRUCTURE

2D--most hands.
2H--5-5+ majors, minimum
2S--1-loser spade suit, minimum
2NT-- 18-19 bal
3C/3D/3H-- 5/5 or better, extra values
3S—1- or no loser spade suit (6+), extras
4C/4D: Auto-splinter with self-sufficient suit and significant extras.
4S-- Solid spade suit (7+), not much else

2H--
2S shows 3 or 4 spades.
2NT shows 6-5-1-1, /3C shows stiff club / 3D diamond, 3H/3S shows void club/diamond.
--Everything else is natural.

2D--

2H -- 4 hearts and longer clubs
2S -- 4+ spades, game forcing ask
2NT – 15-17 balanced
3C -- 4 diamonds, longer clubs
3D – 4 diamonds, longer clubs, extras
3H - 1=4=4=4, extras (15++)
3S is a "relay" to 3NT from the 1-4-4-4 side. To agree hearts, “relay” to 3NT and pull it.
3S – 3 good spades, good clubs
3NT -- 1=4=4=4, minimum GF

2D--2S--- (game forcing spade raise)

2NT -- Either a) minimum, poor 5 card side minor (worse than KJTxx)
b) minimum values with shortness
c) minimum values, 5-4-2-2

2NT-3C -
3D - minimum values with shortness
3H asks - 3S/3NT/4C shows up-the-line shortness

3H/3S/3NT - 5-4-2-2, show correspondingly 4 cd suit (C/D/oM)

4C/4D - 5 card side suit

3C -- Minimum, balanced hand.
2NT – 3C - 3D asks -- 3H/3S/3NT shows corresponding doubleton.

3D -- Extras, with shortness.
3H asks -- 3S/3NT/4C shows corresponding shortness.

3H -- 6-3-2-2 hand, not an excellent suit
3S asks -- 3NT shows a minimum, 4C/4D/4H is tripleton and extras
3NT shows extras and asks -- 4C/4D/4H is tripleton

3S -- 17+ balanced.

3NT - 15-16 no shortness, usually delivers a 5-4 hand.

4C/4D - 5 card suit , at least KJTxx or AJ9xx or better, does not promise extras..

4M -- Ultra-minimum, no aces -- A hand like Kxxxx Kx Kxx QJx.

NOTE: At any time, Responder can ignore Opener's response to the 2S ask with:

3S asks -- bid 3NT with a roach, otherwise CUEBID

3NT asks – CUEBID

The system operates similarly over 1H openings.

1H-2C:

2D: Most hands.
2H: minimum, but 1- or no- loser suit.
2S: 4-5 or 4-6, sometimes 5-6, extras.
2N: 18-19 bal.
3C/3D: 5-5+, extra values
3H: 1- or no- loser suit, extra values.
3S: 5-6 minimum
4C/4D: Auto-splinter with a self-sufficient trump suit and significant extras.
4H: Solid suit, but not much else.

After 2D:

2H shows a GF heart raise, at which point the system operates similarly to above.
2S: nat, 4 sp 5+ d
2N: 15-17 BAL
3C: 4 diamonds and longer clubs, minimal hand.
3D: 4 diamonds and longer clubs, extras.
3H: 5+ good clubs and 3+ good hearts.
3S: 4=1=4=4, extras.
3N: 4=1=4=4, minimum.

NOTE: 1S-3C and 1H-2S are GF with 6+ good clubs.