



# WBF Convention Card 2.18

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>		<b>LEADS AND SIGNALS</b>			
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
overcalls 6-18 HCP, new suit forcing by unpassed hand		Lead		In Partner's Suit	
cuebid = limit raise+	Suit	3rd from 4, 6, 8... low from 3,5,7		Same	
jump cuebid = 4 card constructive raise	NT	4th best from Txxx or better... 2nd from		High with no honor, low from honor	Category:
splinters	Subseq	original 4th, or top if shorter		same	Country: Canada
fit showing jumps	Other:				Event: WJBC
					Players: David Grainger and Daniel Lavee
<b>1NT OVERCALL (2ND/4TH Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
15-18 HCP, balanced, by unpassed hand. Transfers, stayman, etc. on.	Lead	Vs. Suit		Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
4 card major and 5+ minor by passed hand after one opp bid	Ace	AKx Ax A		AKJ AKTx AK Ax	Nightmare club
unbid suits with, less strength more shape than double, after two opp bids	King	KQx		KQT/KQ9	Weak Notrumps
11-15 HCP, balanced, when balancing. Transfers, stayman, etc. on	Queen	QJ		QJT/QJ9 or KQT9	2/1 after 1M openings
	Jack	AJT or KJT		AJT or KJT	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	HT9 or T9		HT9 or T9	
1-Suit: weak jump overcalls, new suit force by unpassed hand	9	9x or 9 or 98		9x or 9	
2-Suit: 2NT shows 2 lower unbid suits, any strength	Hi-x	Doubleton or singleton		bad suit	1NT Openings: 11-14 HCP (10+ nvul) (see note #20)
	Lo-x	singleton or length		good suit	2 OVER 1 Response: Game Forcing
Reopen: suit jump = intermediate, good suit. 2NT = mid to max values	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		Partners Lead	Declarer's Lead	Discarding	
1M-2M = 5+ other major and 5+ in 1 minor, any strength	Suit: 1st	attitude	count	attitude	after 1M-DBL or 1x-1M-DBL, all bids over except 1♠ over 1♥, through 2 of bid major
1m-2m = 5+-5+ in both majors, any strength	2nd	count	suit preference	R-count/SP	are transfers to next suit, showing either a lead directing raise of the major,
1m-3m = Nat, Pre-emptive	3rd	suit preference		SP	or a desire to play in that suit at the 2 level. Bidding 2 of the same major
1M-3M asks for stopper to bid 3NT	NT: 1st	attitude	count/rev smith	attitude	shows a weak raise with no lead director. Bidding the step below 2 of the
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	2nd	count	suit preference	R-count/SP	same major shows a constructive raise.
vs. Strong: 2♠ = ♠ + 1 minor vs. Weak: 2♠ = ♠ + 1 minor	3rd	suit preference		SP	
2♥ = ♥ + 1 minor 2♥ = ♥ + 1 minor	Signals (including Trumps): upside down count and attitude				1m-(1♥)-1♠ shows 0-3 spades with takeout values.
2♦ = 1 suited major 2♦ = 1 suited major	suit preference in trumps				(1NT)-2♦ shows 1 major
2♣ = both majors 2♣ = both majors	Reverse Smith vs NT				2♦ opening is a preempt in either major
Dbl = 4 card major + longer minor Dbl = penalty	<b>DOUBLES</b>				2♥ opening shows 11-15 with 3 suits, short ♦'s (could have 3M and 5♣)
2NT always = minors	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				2♠ opening is weak with 5+spades and 4+ in a minor
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>	Negative Doubles through 4♥				
Dbl = takeout through 4♥	Support Doubles through 2♦/♥ [depending on which is bid suit]				
Cuebid = both majors over minors, other major and 1 minor over minors	Responsive Doubles through 4♥				
4 minor over 2♥/2♠ = strong hand with 5+ other major, and 5+ bid minor	Majority of doubles at low levels are takeout/card showing				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				<b>SPECIAL FORCING PASS SEQUENCES</b>
vs strong 1♣: X = majors, 1NT = minors	Dbl of splinter shows desire to sacrifice in that suit				
	Dbl of our bid suit denies wanting that suit led				
	Rdbl of cuebid when there is agreed suit shows 1st round control				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
	Rdbl of artificial bid (e.g. transfers, stayman) = penalty				Invitational jump shifts (see note #1), pattern out in GF auctions
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	Dbl of strong 1C/2C = majors				Ingberman, wolff signoff, unusual over unusual, lebensohl (see notes #2-5)
Transfers over majors (see special bids)					when opps bid p-1x-p-1y bidding x or y is natural. Also see note #6
Rdbl = 10+ HCP					Psychics: Rare
Fit Showing Jumps, 2N = lmt+					
Systems on after 1♣-X, see note#11-12 for other int after 1m					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	yes	0		artificial, 15+ HCP (see note #13)	transfer responses, 1♠ denies 4card M. (see note #14)	show either strong NT, good hand with clubs or 22+ any	same as unpassed hand
1♦	mildly	2	thru 4♥	10-21 HCP unbal with ♦ or 18-19 b	1NT = constructive opp 18-19, rev flannery	1NT rebid shows 18-19 See note #24 for full system	same as unpassed hand, except 2♣ is inv+
1♥	no	5	thru 4♥	natural, 10-21 HCP	inv jump shifts, forcing NT, Jacoby 2NT, Splinters note1	2-way nmf (note #24)over 1NT (14-17)rebids, Bart (note	reverse drury, fit showing jumps (see note #8)
1♠	no	5	thru 4♥	natural, 10-21 HCP	same as 1♥ (see note #7 for raises)	same as 1♥, Bart (see note #21)	same as 1♥
1NT	no	-	thru 3♠	10+-14 HCP, (semi)-balanced	2-way stayman, see note #20		
2♣	no	5	no	natural, 10-15 HCP, 6+ or 5+ + 4M	2♦ asks, 2M = 1 rd force, 3M = force	note #16	same as unpassed hand
2♦	yes	0	no	preemptive in 1M, 5-10 HCP	any M bid thru 4♥= pass/correct, 2NT asks, 3♦ asks OM	note #17	same as unpassed hand
2♥	yes	3	no	3-suiter, short ♦, 11-15	2♠/3♠ to play, 2NT asks	note #18	same as unpassed hand
2♠	no	5	no	preemptive, 5-10 HCP, 4+ in a minor	3♣ = P/C, 2NT asks	note #19	same as unpassed hand
2NT	no	-	no	20-21 HCP, balanced	Jacoby, Texas, Stayman, 3S = MSS	Smolen, after 3S-3NT: 4M=shortness, 4m=Nat	same as unpassed hand
3♣	no	6	no	preemptive	new suit forcing below game, all games to play, 4♦ KC	cuebids	forces off
3♦	no	6-7	no	preemptive	same as 3♣, except 4♣ = KC	same as 3♣	same as 3♣
3♥	no	6-7	no	preemptive	same as 3♦	same as 3♣	same as 3♣
3♠	no	6-7	no	preemptive	same as 3♦	same as 3♣	same as 3♣
3NT	yes	7	no	solid minor, no side A or K buph	4C=pass or correct, 4D = sngltn ask, 4M = to play	show suit or singleton	same as unpassed hand
4♣	no	7-8	no	preemptive/destructive	4♦ = force, 4M to play, 4NT = keycard	none	same as unpassed hand
4♦	no	7-8	no	preemptive/destructive	4M to play, 4NT keycard	none	same as unpassed hand
4♥	no	7	no	preemptive	4♠ to play, 4NT keycard	none	same as unpassed hand
4♠	no	7	no	preemptive	4NT keycard	none	same as unpassed hand
4NT	yes	-	no	specific A ask	5C = no ace, 5suit = that ace, 5NT = AC	none	same as unpassed hand
5♣	no	8	no	preemptive	5NT grand slam force, new suit to play	none	same as unpassed hand
5♦	no	8	no	preemptive	same as 5♣	none	same as unpassed hand
5♥	no	7	no	asks for A♥ or K♥	none	none	same as unpassed hand
5♠	no	7	no	asks for A♠ or K♠	none	none	same as unpassed hand
5NT	-	-	-	Not used	-	-	-
HIGH LEVEL BIDDING							
1430 Roman Keycard Blackwood, 0314 exclusion Blackwood							
When 5NT = GSF see note #9 for responses							
Gerber over NT openings or rebids, except 1N-4♣ = ♥							
4 agreed minor = blackwood in several auctions (e.g. 1m-2S-4m, etc.)							
over interference: Dbl = first step, pass = second step							
over dbl, Rdbl = first step, pass = second step with desire to play 4NT Rdbl							
Many 4NT bids in competition are takeout							
4♣ over non club preempt and 4♦ over 2♣/3♣ opening = keycard (see note #)							
2♦-4♣ = transfer to your suit							

# Supplementary notes file (graingerlavee.txt) David Grainger and Daniel Lavee (Canada)

1. Inv jump shifts: over 1M, jumps to minors when there is no competition show a good 6 card suit and invitational values

2. Ingberman: over reverses, 2NT = relay to 3♣ to show bad hand [only non-GF except 2 first bid major]

3. Wolff signoff: after 1x-1y-2NT: 3♣ = relay to 3♦ to sign off with weak hand [or to show singleton ♠]  
3♦ = checkback stayman [game force]  
Other suits = Nat, force

4. Unusual over unusual: when opp makes two suit showing bid in comp [Michaels, 2NT, etc.]  
bidding the lower of their suits shows the lower remaining suit [forcing]  
bidding higher of their suits shows higher remaining suit [forcing]  
bidding other suit shows moderate values only

5. Lebehnsohl: after interference over 1NT openings, or after takeout Dbl's of weak 2's, 2NT = relay to 3♣ to show limited hands, while other bids become invitational.

6. Cuebids: - generally lots of cuebidding  
- in GF cuebidding auctions with fit, 3NT often temporizing, looking for lowest suit cuebid

7. Major suit raises: 1M-2M = constructive raise [8-10 HCP] by unpassed hand  
1M-3M = preemptive at all times  
1M-2NT = 4+ card game forcing raise  
1M-1NT-2x-3M = 3 card limit raise  
1♥-2♠ or 1♠-3♥ = 4+ card limit raise

8. by passed hand over 1M: 2♣ = Drury [8+ HCP]  
Jumps to new suit = invitational, natural, with fit  
2NT = fit showing in clubs 3♣ = natural [like normal 2♣]

9. Grand slam force responses

If ♠ trump: 6♣ = Ace	If ♥ trump: 6♣ = Ace	If ♦ trump:
6♣ = Ace		
6♦ = King	6♦ = King or Queen	6♦ = K, Q or none
6♥ = Queen	6♥ = None	7♣ = any 2
6♠ = None	7♣ = any 2	
7♣ = any 2		

10. Impossible 2♠

1♥ - 1NT	1♥ - 1NT
2m - 2S = good raise for minor limit raise	2♥ - 2♠ = weak with both minors or 2♥ shortness]
	2NT = Inv. [tends to have ♥
	3m = to play

11. Natural Interference after 1m openings:  
1♠-(1♦)- X = 5+♥ 1♠-(1♥)- X = 4-5♠ 1♣-(1♠)- X = 4♥  
1♣-(2♣)- X = 7+ hcp 1♥ = 5+♠ 1♠ = 0-3♠, values 1NT = Nat, inv  
2♦ = 5+♥ GF or 6+♥ 1♠ = 4♥ 1NT = Nat, inv 2♣ = 5+♦ GF or 6+♦ any 2♥ = 5+♠ GF or 6+♠ 1NT = Nat, inv 2♣ = nat 2♦ = 5+♥ GF or 6+♥ any 2♠ = bal GF 2♥ = 5+♣ GF  
2NT = 5+♦, 4M 4-7 2♦ = nat 2♥ = 5+♣ GF  
wk 2♦ = 4+♥, 4+♠ 2♥ = 6+♠ 2NT = 5+♦, 5+♥ 3♣ = 5+♦ GF  
wk 2♥ = 4♠, 8+ 2♠ = bal 10+ 3♣ = 5+♣, 5+♦  
wk 3♦ = 6+D Inv 2♠ = bal, 10+ 2NT = bal 10+

X's when opps bid and raise a suit shows 2- in partner's suit and 3+ in theirs.

1♦-(1♥)- X = 4-5♠	after 1♦-(1♠) 2♣ and 2♥ are switched buph,
3♣ is lmt+ for ♦.	
1♠ = 0-3♠, values	
1NT = nat, GF opp 18-19	
2m = nat	
2♥ = 6+♠	
2♠ = GF, bal	
2NT = inv	
3♣ = lmt+	
3♦ = wk	

12. Artificial Interference over 1♣: X = 7+, 1 level bids = natural, 1NT through 2♥ = transfers 5+ GF or 6+, jumps to 3 level bids are inv, and 2N is a weak 2 suiter.



1♥= 4♠+  
1♠= no major  
1N= 5+♠, 5+♥, 0-6 (could be 5-4 either way) or 10+  
2♣= GF with 6+♦, Good suit  
2♦= GF with 6+♣, Good suit  
2♥= 5+♠/4+♥ INV (but not 6♠4♥)  
2♠= 6+♠/4♥ INV  
2N= GF, 13-15, Jx in ♣ or worse  
3♣= 5♦+, 5♠+, 0-5  
3♦= 1165 or 1156, serious slam try  
3♥= 5♦+, 5♠+, ♥ shortness, serious slam try  
3♠= 5♦+, 5♠+, ♠ shortness, serious slam try

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1♣ - 1♦  
1♥= 3♥, 15-17  
1♠= F1, 15+, 4+♣, 4+♠, unbal. or 4225  
1N= 15-17, denies 3h  
2♣= 22+ hand, F1  
2♦= 5+♣, 4+♦, (2s=leb.)  
2♥= 4♥, 15-17  
2♠= 18+, 3/4♥  
2N= 18-21, 6+♣ (not 3♥)  
3♣= 15-17, 6+♠ (not 3♥)  
3♦= NF, 6+♣, 5+♦ (3♠=grope or GF with ♣, 4♠=only NF bid)  
3♥= 17-19, 4♥, always unbalanced or 2425 (3♠ asks: 1st=low sing. 2nd=high sing. 3rd=serious 2425)  
3♠= void  
3N= to play  
4♣= 2416, Qx or worse  
4♦= void  
4♥= 1426, Qx or worse

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1♣ - 1♦  
1♥ - 1♠= relay to 1nt  
1N= mild inv.  
2♣= nat. GF (may only have 4, if 5♥)  
2♦= nat. GF (may only have 4, if 5♥)  
2♥= to play  
2♠= GF, bal., relay to 2nt  
2N= GF, bal., i want to play it  
3♣= 5+♥, 5+♠, GF  
3♦= 5+♥, 5+♦, GF  
3♥= slam try, good trumps  
3♠= ♥ fit, void  
3N= to play  
4♣= ♥ fit, void  
4♦= ♥ fit, void  
4♥= to play  
4♠= exclusion  
5m= exclusion

1♣ - 1♦  
1♥ - 1♠  
1N - 2♣= puppet to 2♦ (either to play 2♦/3♣ OR inv. with preference to 4♥/4♠)  
2♦= GF, waiting  
2♥= Inv. preference to 3nt  
2♠= Inv. 4♠, 4♥ preference to 3nt  
2N= Inv.  
3♣= Inv. 6♣, 4♥  
3♦= Inv. 6♦, 4♥  
3♥= mild slam try, undisclosed shortness (next step asks)  
3♠= serious slam try, undisclosed shortness (next step asks)  
3N= to play  
4♠= key-card for ♥

1♣ - 1♦  
1♥ - 1♠  
1N - 2♣  
2♦ - 2♥= Inv. preference to 4♥  
2♠= Inv. 4♠, 4/5♥ prefer to play suit contract.  
2N= Inv. 4♥, wants to play 4♥  
3♣= to play (usually pass 1♥)

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1♣ - 1♦  
1♠ - 1N= 5-7  
2♣= to play (default bid)  
2♦= transfer to 2♥ {5-7 Spade raise, or any GF(not 5/5+)}  
2♥= 6+♥, 4-7  
2♠= to play (default bid with 4♠)  
2N= Inv bal.  
3♣= INV  
3♦= GF, 5-5+  
3♥= Inv. Good 6+♥  
3♠= Inv.  
3N= to play

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1♣ - 1♦  
1N - 2♣= relay to 2d  
2♦= transfer to 2h (followed by 3♥=GF, sets ♥)  
2♥= 4♥, GF  
2♠= transfer to ♣  
2N= transfer to ♦  
3♣= GF, 5+♥, 5+♣, playable ♥ suit  
3♦= GF, 5+♥, 5+♦, playable ♥ suit  
3♥= GF, 6+♥, i want to play it

1♣ - 1♦  
1N - 2♣  
2♦ - 2♥= Inv.  
2♠= 4♠, 4/5♥, Inv.  
2N= Inv.

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1♣ - 1♦  
2♣ - 2♦= GF, waiting  
2♥= 5♥, bust  
2♠= bust  
2N= really good ♥  
3m= 6+m

1♣ - 1♦  
2♣ - 2♦  
2♥= 3♥ unbal. or 25+ bal. (puppet to 2s)  
2♠= GF with ♠  
2N= 22-24 bal.  
3♣= GF with ♣  
3♦= GF with ♦  
3♥= 4+♥, semi-bal.  
3♠= sets trump  
3N= 4+♥, ♠ shortness  
4♣= 4+♥, ♣ shortness  
4♦= 4+♥, ♦ shortness

1♣ - 1♦  
2♣ - 2x  
2N - 3♣= stayman (mod. puppet)  
3♦= transfer  
3♥= 1444 or 04(54)  
3♠= puppet to 3nt  
3N= to play  
4♣= gerber  
4♦= transfer

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1♣ - 1♦  
2♥ - 2♠= relay, game try or better, typically bal.  
2N= ♠ shortness, game-try (4+♥) OR slam try (4-5♥)  
3♣= ♣ shortness, game-try (4+♥) OR slam try (4-5♥)  
3♦= ♦ shortness, game-try (4+♥) OR slam try (4-5♥)  
3♥= to play  
3♠= ♠ shortness, 6+♥  
3N= strong suggestion to play  
4♣= ♣ shortness, 6+♥  
4♦= ♦ shortness, 6+♥  
4♥= to play  
4♠= exclusion  
4N= RKCB  
5m= exclusion

1♣ - 1♦  
2♥ - 2♠  
2N= bal. non-min  
3♣= 3-suiter, GF  
3♦= 5431, GF  
3♥= min., semi-bal  
3♠= A435  
3N= 3433, max., strong suggestion to play  
4♣= 2425, concertated ♣ values, no control in doubleton  
4♦= 34A5  
4♥= 2425, concertated ♥ values, no control in doubleton

1♣ - 1♦  
2♥ - 2♠  
2N - 3♣= GF, asking  
3♦= minor suits game try, or cuebid  
3♥= major suits game try  
3♠= cuebid  
3N= to play

1♣ - 1♦  
2♥ - 2♠  
2N - 3♣  
3♦= 4♣, 4♥  
3♥= 4♦, 4♥  
3♠= 4♠, 4♥  
3N= 3433  
4♣= 2425

1♣ - 1♦  
2♥ - 2♠  
3♣ - 3♦ = asking  
3♥ = 4414  
3♠ = 1444  
3N = 4405  
4♣ = 0445  
4♦ = 44A4  
4♥ = A444

1♣ - 1♦  
2♥ - 2♠  
3♦ - 3♥ = asking  
3♠ = 3415  
3N = 1435

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1♣ - 1♦  
2♠ - 2N = GF, relay  
3♣ = NF  
3♦ = 5+♥, Splinter  
3♥ = NF  
3♠ = 5+♥, Splinter  
3N = To play, I don't care what your hand is! (otherwise, start with 2nt)  
4♣ = 5+♥, Splinter

1♣ - 1♦  
2♠ - 2N  
3♣ = 6+♣, 3♥  
3♦ = 5+♣, 4+♦, 3♥  
3♥ = 5+♣, 4♠, 3♥  
3♠ = 4♥, short ♠  
3N = 4♥, serious slam try, no shortness  
4♣ = 2416, Kx or better  
4♦ = 4♥, short ♦  
4♥ = 1426, Kx or better

1♣ - 1♦  
2♠ - 2N  
3♣ - 3♦ = sets ♥, relay (4 steps)  
3♥ = sets ♣, relay (4 steps)  
3♠ = catch all  
3N = to play  
4♣ = keycard

1♣ - 1♦  
2♠ - 2N  
3♣ - 3♦/♥  
1st = low shortness  
2nd = high shortness  
3rd = serious slam try, no shortness  
4th = non-serious, no shortness

1♣ - 1♦  
2♠ - 2N  
3♦ - 3♥ = what's the right game? (could be ♣ slam try)  
3♠ = sets ♥, relay (4 steps)  
3N = to play  
4♣ = keycard  
4♦ = only way to raise ♦  
4♥ = to play

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1♣ - 1♥  
1♠ = 3♠, 15-17  
1N = 15-17, semi-bal., denies 3♠  
2♣ = 22+ hand, F1  
2♦ = 16+, any unbal. hand without 3♠ (excluding 2nt and 3c bids)  
2♥ = 18-21, 3/4♠  
2♠ = 4♠, 15-17, bal.  
2N = 18-21, 6+♣ (could have 3♠ if GF)  
3♣ = 15-17, 6+♣  
3♦ = NF, 6+♣, 5+♦ (3♥ = grope or GF with ♣, 4♣ = only NF bid)  
3♥ = NF, 6+♣, 5+♥ (4♦ = GF with ♣, 4♣ = NF)  
3♠ = 17-19, 4♠, always unbal. or 4225 (3N asks: 1st = low sing. 2nd = high sing. 3rd = serious 4225.  
4♣ = 4216, Qx or worse  
4♦ = void  
4♥ = void  
4♠ = 4126, Qx or worse

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1♣ - 1♥  
1♠ - 1N = mild Inv.  
2♣ = relay to 2d  
2♦ = GF, waiting  
2♥ = GF with good 6+m, otherwise start with 2d  
2♠ = to play  
2N = GF, I want to play it

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3♣= GF, 5+♠, 5+♣  
3♦= GF, 5+♠, 5+♦  
3♥= ♠ fit, void  
3♠= slam try, good trumps  
3N= to play  
4♣= ♠ fit, void  
4♦= ♠ fit, void  
4♥= exclusion  
4♠= to play  
5m= exclusion

1♣ - 1♥  
1♠ - 2♣  
2♦ - 2♥= Inv, 4♠, i dont want to play it  
2♠= Inv, 5+♠  
2N= Inv, 4♠, i want to play it  
3♣= Inv. 6♣, 4♠  
3♦= Inv. 6♦, 4♠  
3♥= mild slam try, undisclosed shortness (next step asks)  
3♠= serious slam try, undisclosed shortness (next step asks)  
3N= to play  
4♣= key-card for ♠

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1♣ - 1♥  
1N - 2♣= relay to 2d, INV hands or weak with a minor  
2♦= GF, waiting  
2♥= transfer to 2s  
2♠= transfer to ♣  
2N= transfer to ♦, INV+  
3♣= GF, 5+♠, 5+♣ playable ♠ suit  
3♦= GF, 5+♠, 5+♦ playable ♠ suit  
3♠= GF with 6+♠

1♣ - 1♥  
1N - 2♣  
2♦ - 2♥= Inv. with 5+♠, you play it  
2♠= Inv. with 5+♠, i play it  
2N= Inv.  
3♣= to play

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1♣ - 1♥  
2♣ - 2♦= GF, waiting  
2♥= bust  
2♠= 6+♠, good suit  
3m= 6+m, good suit

1♣ - 1♥  
2♣ - 2♦  
2♥= 25+ bal. or ♥ + ♠/♦/♣ (puppet to 2s)  
2♠= 4+♠, semi bal.  
2N= 22-24 bal.  
3♣= GF with ♣  
3♦= GF with ♦  
3♥= sets ♥, start cuebidding  
3♠= 4+♠, unbal.

1♣ - 1♥  
2♣ - 2♦  
2N - 3♣= stayman (mod. puppet)  
3♦= 4144 or 40(54)  
3♥= transfer  
3♠= puppet to 3nt  
3N= to play  
4♣= gerber  
4♥= transfer

---

1♣ - 1♥  
2♦ - 2♥= GF, relay  
2♠= NF, 0-7  
2N= NF, 5-7  
3♣= NF, 0-7  
3♦= GF, 6+♦, 4♥

1♣ - 1♥  
2♦ - 2♥  
2♠= 5+♣, 4+♦ (could be 1444)  
2N= 5+♣, 4♥  
3♣= 7+♣  
3♦= 6+♣, 5+♦ (big hand)  
3♥= 6+♣, 5+♥ (big hand)

---

1♣ - 1♥  
2♥ - 2♠= NF  
2N= GF, relay  
3♣= NF  
3♦= 5+♠, shortness

---

3♥= 5+♠, shortness  
3N= to play  
4♣= 5+♠, shortness

1♣ - 1♥  
2♥ - 2N  
3♣= 6+♣, 3♠  
3♦= 5+♠, 4+♦, 3♠  
3♥= 5+♠, 4♥, 3♠  
3♠= 4♠, undisclosed shortness (3N asks: 1st=low sing. 2nd=high sing. serious  
3rd=high sing. non)  
3N= 4225  
4♣= 4216, Kx or better  
4♦= void  
4♥= void  
4♠= 4126, Kx or better

1♣ - 1♥  
2♥ - 2N  
3♣ - 3♦= sets ♠ (1st= low sing. 2nd= high sing. 3rd= serious bal. 4th= non bal.)  
3♥= catch all bid  
3♠= set ♣ (4 steps)  
3N= to play  
4♣= keycard

---

1♣ - 1♥  
2♠ - 2N= relay, game try or better, typically bal.  
3♣= ♣ shortness, game-try (4+♠) OR slam try (4-5♠)  
3♦= ♦ shortness, game-try (4+♠) OR slam try (4-5♠)  
3♥= ♥ shortness, game-try (4+♠) OR slam try (4-5♠)  
3♠= to play  
3N= strong suggestion to play  
4♣= ♣ shortness, 6+♠  
4♦= ♦ shortness, 6+♠  
4♥= ♥ shortness, 6+♠  
4♠= exclusion  
4N= RKCB  
5m= exclusion  
5♥= exclusion

1♣ - 1♥  
2♠ - 2N  
3♣= bal. non-min  
3♦= 3-suiter, GF  
3♥= 5431, GF  
3♠= min., semi-bal  
3N= 4333, max., strong suggestion to play  
4♣= 4225, concerntated ♣ values, no control in doubleton  
4♦= 43A5  
4♥= 4A35  
4♠= 4225, concerntated ♠ values, no control in doubleton

1♣ - 1♥  
2♠ - 2N  
3♣ - 3♦= GF, asking  
3♥= minor suits game try  
3♠= major suits game try  
3N= to play

1♣ - 1♥  
2♠ - 2N  
3♣ - 3♦  
3♥= 4m, 4♠ (3♠ asks--> 3N= 4c, 4♣= 4d)  
3♠= 4♥, 4♠  
3N= 4333  
4♣= 4225

1♣ - 1♥  
2♠ - 2N  
3♦ - 3♥= asking  
3♠= 4414  
3N= 4144  
4♣= 4405  
4♦= 4045  
4♥= 44A4  
4♠= 4A44

1♣ - 1♥  
2♠ - 2N  
3♥ - 3♠= asking  
3N= 4315  
4♣= 4135

---

1♣ - 1♠  
1N= 15-17  
2♣= 15-17 6+♣  
2♦= 22+ hand, F1  
2♥= nat. reverse, Always genuine (2s=leb.)  
2♠= nat. reverse, Always genuine (2nt=leb.)  
2N= 18-21, BAL 3♣ bid, Qx or better in both majors

3♣= 18-21, unbal. (stoppers next)  
3♦= NF, 5+♣, 4+♦  
3♥= GF, Autosplinter, 6+♣  
3♠= GF, Autosplinter, 6+♣  
3N= to play

---

1♣ - 1♠  
1N - 2♣= to play  
2♦= to play  
2♥= Inv+ with 6+♣ (can be 5 if GF)  
2♠= Inv+ with 6+♦ (can be 5 if GF)  
2N= Inv.  
3♣= 5+♣, 5+♦, Inv  
3♦= 5+♣, 5+♦, GF  
3♥= GF, 3-1-(5-4)  
3♠= GF, 1-3-(5-4)  
3N= to play  
4♣= gerber

1♣ - 1♠  
2♣ - 2♦= relay to 2h, for Inv hands (steps 1-3) OR looking for stoppers up the line  
2♥= GF with ♣  
2♠= GF with 5+♦  
2N= GF bal, still looking for right game/slam  
3♣= to play  
3♦= splinter for ♣  
3♥= splinter for ♣  
3♠= splinter for ♣  
3N= to play  
4♣= key-card  
4♦/♥/♠= exclusion

1♣ - 1♠  
2♣ - 2♦  
2♥ - 2♠= Inv. bal. you play it (2♠ followed by 3♠= transfer to 3nt)  
2N= Inv. bal i play it  
3♣= Inv.  
3♦= ♦ stopper  
3♥= ♥ stopper, denies ♦  
3♠= ♠ stopper, denies ♥, and ♦  
3N= mild slam try

---

1♣ - 1♠  
2♦ - 2♥= GF, waiting  
2♠= bust  
2N= 5+♦, 5+♣, 8+  
3♣= 6+♣, good suit  
3♦= 6+♦, good suit  
3♥= 5+♦, 5+♣, short ♥ (3-7)  
3♠= 5+♦, 5+♣, short ♠ (3-7)

1♣ - 1♠  
2♦ - 2♥/♠  
2N - 3♣= 6+♣ any or 5+♣ with ♠T or better  
3♦= 6+♦ any or 5+♦ with ♠T or better  
3♥= 3-1-(5-4)  
3♠= 1-3-(5-4)  
3N= to play  
4♣= gerber  
4M= shortness, 5+♣, 5+♦

---

1♣ - 1N  
2♣= to play  
2♦= F1, support for at least one M  
2♥= to play  
2♠= to play  
2N= 5+♣, 4+♦, GF  
3♣= 6+♣, GF  
3♦= 6+♦, GF  
3♥= GF  
3♠= GF

1♣ - 1N  
2♣ - 2♦= 10+  
2M= NF  
3♣= 3♠, good 0-6 hand  
3♦= 5503, 10+HCP

1♣ - 1N  
2♦ - 2♥= accept game try in ♠ or neither  
2♠= accept a game try in ♥  
2N= 0-6 accept in both  
3m= 10+ shortness  
3N= double shortness

1♣ - 1N

---

2♠ - 2♥/♠  
2N - 3♣= (54)-1-3  
3♠= (54)-3-1  
3♥= 4-5-2-2  
3♣= 5-4-2-2  
3N= 5-5+, double minor shortness

1♣ - 1N  
2♠ - 3N  
4♣= sets ♥  
4♠= sets ♠  
4M= to play

2/3M is always nf, 2NT is always Game Forcing whoever bids it.

1♣ - 2♣  
2♠= relay (any hand with a fit, 15-17 bal., or 22+)  
2♥= 19+, 5+♣, 4+♥  
2♠= 19+, 5+♣, 4+♠  
2N= 15-18, short ♠, 6331, 5431, etc.  
3♣= 3♣  
3♠= catch all  
3♥= short ♥  
3♠= short ♠  
3N= short ♣  
3♣= 18+, 6+♣  
3♠= key card  
3♥= GF with ♥  
3♠= GF with ♠

1♣ - 2♣  
2♠ - 2♥= short ♥  
2♠= short ♠  
2N= 6322 or 7222 with stuff in every suit  
3♣= short ♣  
3♠= 6322 or 7222 with weakness  
3♥= short ♠ and ♥  
3♠= short ♠ and ♣  
3N= short ♥ and ♣

Natural bidding after 2nt and 3♠.  
After 2♥, 2♠ 3♣...Next bid asks for 3 card suits (4 responses). Otherwise,  
cuebids up the line.

1st step= 3card lower suit  
2nd step= 3card higher suit  
3rd step= equal length (6331)  
4th step= void

---

1♣ - 2♠  
2♥= relay (15-17 bal, some slam interest)  
2♠= GF with ♠  
2N= 15-17 bal., no slam interest  
3♣= relay, (6+♣, or 5 with 5431, 5422, 5440) or 22+ (serious slam try) (cannot  
play below 4nt)  
3♠= GF with ♠  
3♥= GF with ♥

1♣ - 2♠  
2♥ - 2♠= short ♠  
2N= 6322 or 7222 with stuff in every suit  
3♣= 6322 or 7222 with weakness  
3♠= short ♠  
3♥= short ♥  
3♠= short ♠ and ♥  
3N= short ♠ and ♠  
4♣= short ♥ and ♠  
Natural bidding after 2nt and 3♣.

After 2♠, 3♠, 3♥...Next bid asks for 3 card suits (4 responses). Otherwise,  
cuebids up the line.  
1st step= 3card lower suit (could have 4♠)  
2nd step= 3card higher suit  
3rd step= equal length (6331)  
4th step= void

1♣ - 2♠  
3♣ - 3♠= short ♠  
3♥= short ♥  
3♠= short ♠  
3N= 6322 or 7222  
4♣= short ♠ and ♥  
4♠= short ♠ and ♠  
4♥= short ♥ and ♠

After 3♠, 3♥, 3♣...Next bid asks for 3 card suits (4 steps). Otherwise, 4♣=  
keycard, and cuebids up the line.  
1st step= 3card lower suit (could have 4♠)  
2nd step= 3card higher suit  
3rd step= equal length (6331)  
4th step= void

1♣ - 2♥  
2♠ = to play  
2N = signoff in 3♣, or slam try for M  
3♣ = Asks for further description; usually game try for M  
3♦ = GF, 5+♣, 4+♦  
3M = INV, real fit but near-minimum HCP values in context  
3N = to play  
4♣ = GF, one-suiter  
4♦ = 4405 slam try  
4M = to play

1♣ - 2♥  
2N - 3♣  
3♦ = GF with clubs; 3NT is possible but diamonds may be a problem  
3M = slam try (responder rebids shortness; 1st=♣, 2nd=♦, 3rd=serious no shortness, 4th=non.)  
3N = choice of games 3NT/4♥

1♣ - 2♥  
3♣ - 3♦ = 5422 minimum: opener's 3M=NF  
3♥ = 5431 or 5440 (lower shortness), any strength: opener's 4m NAT  
3♠ = 5413 or 5404 (higher shortness), any strength: opener's 4m NAT  
3N = 5422 maximum  
4♣ = At least 5/5, ♣ singleton  
4♦ = At least 5/5, ♦ singleton  
4♥ = At least 5/5, ♥ void  
4♠ = At least 5/5, ♦ void

---

1♣ - 2♠  
2N = signoff in 3♣, or slam try for M  
3♣ = Asks for further description; usually game try for M  
3♦ = GF, 5+♣, 4+♦  
3M = INV, real fit but near-minimum HCP values in context  
3N = to play  
4♣ = GF, one-suiter  
4♦ = 4405 slam try  
4M = to play

1♣ - 2♠  
2N - 3♣  
3♦ = GF with clubs; 3NT is possible but diamonds may be a problem  
3M = slam try (responder rebids shortness; 1st=♣, 2nd=♦, 3rd=serious no shortness, 4th=non.)  
3N = choice of games 3NT/4♥

1♣ - 2♠  
3♣ - 3♦ = 6421 (lower SPL): 3♥=GF, 3♠=GF, 3N/4♥/4♠=NF, 4♣=NAT FG, 4♦=S/T for ♠  
3♥ = 6412 (higher SPL): As above  
3♠ = 6430 (lower void): As above  
3N = 6403 (higher void): As above  
4♣ = 7420 (lower void): 4♦=♠/T for ♣, \*\*4♥=♠/T for ♠\*\* (cannot play 4♥ after 4x)  
4♦ = 7402 (higher void): 4NT=♠/T for ♣, \*\*4♥= ♠/T for ♠\*\* (cannot play 4♥ after 4x)  
4♥ = 7411 (moderate spades): 4NT=RK♣B-♠; 5♣=NAT; 5♦=♣ ♠/T or force  
4♠ = 7411 (strong spades): As above

### 23. Nightmare 1♦ full notes

1♦ has 2 hand types...  
1. 4+♦, 10-21 HCP, unbal. or 5422  
2. 18-19 HCP, bal./semi-bal. (could only have 2♦)

---

1♦ - 1♥ = 4+♥, may not be genuine  
1♠ = 4+♠, may not be genuine  
1N = 7-10, no major  
2♣ = GF, 5+♣  
2♦ = limit+, 5+♦, forcing to 3♦  
2♥ = 5+♠/4+♥ INV (but not 6♣4♥)  
2♠ = 6+♠/4♥ INV  
2N = 11-12 bal.  
3♣ = 6+♣, Inv.

3♠= weak/constructive (non-vul/vul)  
3♥= Splinter  
3♣= Splinter  
3N= 13-15 bal.  
4♣= Splinter

---

1♠ - 1♥  
1♣= F1, 4+♣, 4+♦, unbal. or 5422  
1N= 18-19 bal. 2-way nmf applies  
2♣= 5+♦, 4+♣  
2♦= 6+♦  
2♥= 3-4♥, 11-14  
2♠= 18+, 3/4♥ (could have 18-19 bal. with 4♥)  
2N= 18-21, 6+♦ (not 3♥)  
3♣= GF, 5+♦, 4+♣  
3♦= 15-17, 6+♦  
3♥= 4♥, 15-17 unbal. or bad 18-19 bal (3♣ asks: 1st=low sing. 2nd=high sing.  
3rd=serious bal. 4th=non)  
3♠= GF, ♠splinter, 4♥  
3N= to play  
4♣= GF, ♠splinter, 4♥  
4♦= 2461, Qx or worse  
4♥= 1462, Qx or worse

---

1♠ - 1♥  
1♣ - 1N= to play  
2♣= puppet to 2d (2M constructive OR any GF)  
2♦= to play  
2♥= 6+♥, crap  
2♠= to play  
2N= INV  
3♣= INV, 6+♣, 4+♥  
3♦= INV  
3♥= INV  
3♠= INV  
3N= to play  
4♣= splinter  
4♦= splinter

1♠ - 1♥  
1♣ - 2♣  
2♦ - 2♥= constructive  
2♠= constructive  
2N= 12-15 or 18+  
3♣= GF  
3♦= GF  
3♥= GF  
3♠= GF  
3N= 15-17 slam interest

---

1♠ - 1♥  
2♥ - 2♠= asking game try or better  
2N= SSGT (spades)  
3♣= SSGT  
3♦= SSGT  
3♥= to play  
3♠= 6+♥ spl. OR void???  
3N= strong suggestion to play  
4m= 6+♥ spl. OR void???  
4♥= to play  
4♠= exclusion  
4N= RKCB  
5m= exclusion

1♠ - 1♥  
2♥ - 2♠  
2N= 3♥, would accept in ♠  
3♣= 3♥, would accept in ♣, not ♠  
3♦= 3♥, would only accept in ♦  
3♥= min.  
3♠= 4♥, splt.  
3N= 2425 max.  
4♣= 4♥, splt.  
4♦= 2461  
4♥= 1462

---

1♠ - 1♥  
2♠ - 2N= GF, relay  
3♣= 5+♥, 5+♣  
3♦= to play  
3♥= to play  
3♠= 5+♥, Splinter  
3N= to play (I dont care what you have!)  
4♣= 5+♥, Splinter  
4♦= 5+♥, Splinter  
4♥= to play

1♠ - 1♥  
2♠ - 2N  
3♠ = 5+♠, 4+♣, 3♥  
3♠ = 6+♠, 3♥  
3♥ = 5+♠, 4♠, 3♥  
3♠ = 4♥, shortness  
3N = 18-19 bal. or 2425  
4♠ = 4♥, shortness  
4♠ = 2461, Kx or better  
4♥ = 1462, Kx or better

---

1♠ - 1♠  
1N = 18-19 bal. 2-way nmf applies  
2♠ = 5+♠, 4+♣  
2♠ = 6+♠  
2♥ = 16+, 5+♠, 4+♥ (2nt=leb.)  
2♠ = 3/4♠, 11-15, unbal. or 5422  
2N = 18-21, 6+♠  
3♠ = GF, 5+♠, 4+♣  
3♠ = 15-17, 6+♠  
3♥ = ♠plinter, 4♠  
3♠ = 4♠, 15-17 unbal. or 18-19 bal (3N asks: 1st=low sing. 2nd=high sing.  
3rd=serious bal. 4th=non)  
3N = to play  
4♠ = GF, ♠plinter, 4♠  
4♠ = 4261 (may have control in doubleton)  
4♥ = 4162 (may have control in doubleton)  
4♠ = 4♠, 18-19 bal.

---

1♠ - 1♠  
2♠ - 2N = asking gametry or better  
3♠ = SSGT  
3♠ = SSGT  
3♥ = SSGT  
3♠ = to play  
3N = strong suggestion to play  
4x = 6+♠ spl. OR void???  
4♠ = to play  
4N = RKCB  
5x = exclusion

1♠ - 1♠  
2♠ - 2N  
3♠ = 3♠, would accept in ♣  
3♠ = 3♠, would accept in ♠, not in ♣  
3♥ = 3♠, would only accept in ♥  
3♠ = min.  
3N = 4225 max.  
4♠ = 4♠, spl.  
4♠ = 4261  
4♥ = 4♠, spl.  
4♠ = 4162

---

1♠ - 1N  
2♠ = 5+♠, 4+♣  
2♠ = 6+♠  
2♥ = 15+, 5+♠, 4+♥ (2s=leb.)  
2♠ = 15+, 5+♠, 4+♥ (2nt=leb.)  
2N = 15-17 unbal. inv.  
3♠ = GF, 5+♠, 4+♣ (6+♠ if ♣ are not real)  
3♠ = 15-18, strong suit, denies 3♠  
3♥ = GF, Autosplinter, 6+♣  
3♠ = GF, Autosplinter, 6+♣  
3N = 18-19 bal. OR solid ♠  
4♠ = GF, Autosplinter, 6+♣  
4♠ = key-card

---

1♠ - 2♣  
2♠ = 6+♠ any OR 4+♠ min.  
2♥ = 15+, 5+♠, 4+♥ (could be 4441)  
2♠ = 15+, 5+♠, 4+♠  
2N = 18-19 bal.  
3♠ = 4+♣  
3♠ = 6+♠, semi-solid  
3M = spl.  
3N = 18-19 bal. with 4+♣  
4♠ = RK♣B

---

1♠ - 2♠  
2♥ = semi-nat.  
2♠ = semi-nat.  
2N = 18-19 bal.  
3♠ = nat.  
3♠ = NF  
3M = spl.

4♣= spl.  
4♦= RKCB

---

1♦ - 2♥  
2♠= to play  
2N= signoff in 3m, or slam try for M  
3♣= Asks for further description; usually game try for M  
3♦= INV, 6+♦  
3M= INV, real fit but near-minimum HCP values in context  
3N= to play  
4♣= GF, 5+♦, 5+♣  
4♦= GF, one-suiter  
4M= to play

1♦ - 2♥  
2N - 3♣  
3♦= to play  
3M= slam try (responder rebids shortness; 1st=♣, 2nd=♦, 3rd=serious no shortness, 4th=non.)  
3N= choice of games 3NT/4♥

1♦ - 2♥  
3♣ - 3♦= 5422 minimum: opener's 3M=NF  
3♥= 5431 or 5440 (lower shortness), any strength: opener's 4m NAT  
3♠= 5413 or 5404 (higher shortness), any strength: opener's 4m NAT  
3N= 5422 maximum  
4♣= At least 5/5, ♣ singleton  
4♦= At least 5/5, ♦ singleton  
4♥= At least 5/5, ♥ void  
4♠= At least 5/5, ♠ void

---

1♦ - 2♠  
2N= signoff in 3♣, or slam try for M  
3♣= Asks for further description; usually game try for M  
3♦= INV, 6+♦  
3M= INV, real fit but near-minimum HCP values in context  
3N= to play  
4♣= GF, 5+♦, 5+♣  
4♦= GF, one-suiter  
4M= to play

1♦ - 2♠  
2N - 3♣  
3♦= to play  
3M= slam try (responder rebids shortness; 1st=♣, 2nd=♦, 3rd=serious no shortness, 4th=non.)  
3N= choice of games 3NT/4♥

1♦ - 2♠  
3♣ - 3♦= 6421 (lower ♠PL): 3♥=GF, 3♠=GF, 3N/4♥/4♠=NF, 4♣=♠/T for ♠, 4♦=NAT FG  
3♥= 6412 (higher ♠PL): As above  
3♠= 6430 (lower void): As above  
3N= 6403 (higher void): As above  
4♣= 7420 (lower void): 4♦=♠/T for ♦, \*\*4♥=♠/T for ♠\*\* (cannot play 4h after 4x)  
4♦= 7402 (higher void): 4NT=♠/T for ♦, \*\*4♥= ♠/T for ♠\*\* (cannot play 4h after 4x)  
4♥= 7411 (moderate spades): 4NT=RK♣B-♠; 5♣=NAT; 5♦=♣ ♠/T or force  
4♠= 7411 (strong spades): As above

24. 2-Way New Minor Forcing after 1♦-1M;1NT (18-19) and 1♥-1♠;1NT (14-17)

1♦ - 1M

1NT= 18-19 bal. (may have 4 card suit in the other major, and may have only 2♦)

1♦ - 1♥  
1NT - 2♣= relay to 2♦, to play or the start of an inv. sequence  
2♦= GF, stayman  
2♥= 5+♥, weak  
2♠= GF, 6+♥ and 5+♠  
2N= transfer to 3♣  
3♣= GF, 5+♥, 5+♠  
3♦= GF, 5+♥, 5+♦  
3♥= sets trump, starts cue bidding  
3♠= self splinter  
4♣= self splinter  
4♦= self splinter  
4♥= to play  
4♠= 4 ace blackwood  
4N= Quantitative

1♦ - 1♠  
1NT -  
2♣= relay to 2♦, to play or the start of an inv. sequence  
2♦= GF, stayman  
2♥= 5+♠, 4+♥, weak  
2♠= 5+♠, weak  
2N= transfer to 3♣

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3♣= GF, 5+♠, 5+♣  
3♦= GF, 5+♠, 5+♦  
3♥= GF, 5+♠, 5+♥

3♠= sets trump  
4♣= self splinter  
4♦= self splinter  
4♥= self splinter  
4♠= to play  
4N= Quantitative

1♦ - 1M  
1NT - 2♣  
2♦ -  
2M= inv. 6+M  
2oM= natural, inv.  
2N= inv. balanced  
3m= inv. 4M, 6+m

1♥ - 1♠ (only by unpassed hand)  
1NT -  
2♣ = relay to 2♦, to play or the start of an inv. sequence

2♦= GF, stayman  
2♥= constructive 5+♠, 3♥  
2♠= constructive 5+♠  
2N= transfer to 3♣  
3m= GF, 5+♠, 5+m  
3♥= GF, 5+♠, 4+♥

3♠= sets trump  
4♣= self splinter  
4♦= self splinter  
4♥= picture bid  
4♠= to play  
4N= Quantitative

1♥ - 1♠ (only by unpassed hand)  
1NT - 2♣  
2♦ -  
2♥= inv.  
2♠= inv.  
2NT= inv. balanced  
3m= inv. 4♠, 6+m