WBF Convention Card

NCBO Logo & Colored Stickers:		Version 2005.07.14

CATEGORY: NATURAL
NCBO: HONG KONG **EVENTS:** WJ
PLAYERS: KF Mak, Alick Ng

DEFENSIVE AND COMPETITIVE BIDDING

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

8-15 HCP (occ. light)
Responses: 1/3 Level New Suit= F1; CUE=LR+
PRE DBL RAISE;

1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)

2nd: 15-18 HCP, BAL;
Responses: SYSTEM ON. TXF to opp's suit=ask stopper / range
4th: 12-15 HCP, BAL;
Responses: CUE= ASK major, others= Natural

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: Pre-emptive
2-suit: 2NT: 2 Lowest Unbid, either Weak (no 2 defensive tricks)
or Strong (very offensive hand)

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

2-level CUE: Michael, either Weak (no 2 defensive tricks)
or Strong (very offensive hand)

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

2nd/4th: Modified CAPP:
2♣ = majors; Responses: 2♦ = same length in majors
2♦ = any 1 suiter; Response: 2♥ = P/C, other = nat
2M = M + minor; Response: 2NT = invite+ asking, 3♣ = P/C

Re-open position (passed hand): D.O.N.T.

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

WK 2/3 : DBL= T/O ; 2-suiter : unusual vs unusual
Vs Gambling 3NT : X = Penalty; 4♣/♦ = X with ♣/♦ short;

VS. ARTIFICIAL STRONG OPENINGS

STR 1/2♣: SUCTION
X/♣ = ♦ or (♥+♠); ♦ = ♥ or (♠+♣); ♥ = ♠ or (♣+♦);
♠ = ♣ or (♦+♥); NT = (♥+♣) or (♠+♦);

OVER OPPONENTS' TAKEOUT DOUBLE

New Suit Force at 1-level, RDBL = 10+ HCP;
1m – (X): 2N = Jordan; JS = WK;
1M – (X): 2N = Jordan; JS = FJ;

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Fourth, MUD	Fourth, MUD
NT	Fourth	Fourth
Subseq	4th, Standard	4th, Standard

Other: ZERO or TWO from T/9

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), AQ(+), A(+)	AK(+), AQ(+), A(+)
King	KQ(+), KQ(10/9)x, Kx	KQ(+), KQ(10/9)x, Kx
Queen	QJ(+), Qx	QJ(+), AQJx(+), Qx
Jack	J10(+), Jx	J10(+), Jx
10	10x, 109x(+), (A/K)J10(+)	10x, 109x(+), 10xx, (A/K)J10(+)
9	9x, H109(+)	9xx, H109(+)
Hi-x	xSx, Sx, Sxxx(+)	Sxx, Sx, Sxxx(+)
Lo-x	HxS(+), HxxS(+), xxxS(+)	HxS(+), HxxS(+), xxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low=ENCOUR	Low=EVEN	Low=ENCOUR
	2	Low=EVEN	S/P	Low=EVEN
	3	S/P		S/P
NT	1	Low=ENCOUR	Low=EVEN	Low=ENCOUR
	2	Low=EVEN	S/P	Low=EVEN
	3	S/P		S/P

Signals (including Trumps):
Smith Echo

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Emphasize Major(s); minors unclear;
Aggressive reopening

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES

NEG DBL: thru 3♠
RESP DBL: thru 3♠
SUPP DBL or RDBL: thru 2♥(Over 2♥ also SUPP DBL, but promise extra)
GAME TRY DBL;
COMPETITIVE DBL;
Against bid and raise below 3-level: DBL= T/O oriented

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Simple 2/1 Game Force
Five-card Major (F1NT)
Convenient Minor
Variable NT

1NT Opening: 10-12 when NV, 1st/ 2nd seat, other 14 - 16
2 OVER 1 Response: Game Force

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

	3NT = Minor pre-emptive
	LEBENSOHL
	Vs multi 2D : 2♥ and 2♠ = natural; Double=13-15 balance
	Vs flannery 2♦: double = ♦; 2♥= T/O in ♥; others = natural
	Vs 2♥=both major; double = balance T/O; Others=Natural
13	Unusual vs Unusual
	NEGATIVE FREE BID
17	2 WAY REVERSE DRURY
18	2 WAY CHECK BACK STAYMAN

SPECIAL FORCING PASS SEQUENCES

1x-(DBL)-RDBL: Forcing pass thru 2NT; Then DBL suggest PEN;

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

In unclear situation, we may not pass

PSYCHICS: Rare, may open 1N with long minor

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP, no 5cM	INVERTED MINOR	1♣ - 2♣ - 2NT/3♣ : NF	Inverted minor ON
				33 minor open 1♣	2NT= INV;	1♣ - 2♣ - 3NT = 15-16(1st/2nd NV)/17-18(else)	2M = 5+ cards Max
					3♦/♥/♠= SPL; JS= WK;		
1♦		3	3♠	11-21 HCP, no 5cM	INVERTED MINOR; 2♣=FG;	1♦ - 2♦ - 2NT/3♦ : NF	Inverted minor ON
				3# only if 4432	2NT= INV; 3♣= 6+♣, 9-12 HCP;	1♦ - 2♦ - 3NT = 15-16(1st/2nd NV)/17-18(else)	2M = 5+ cards Max
					3♥/3♠/4♣= SPL; JS= WK;		
1♥		5	3♠	11-21 HCP	F1NT; 2NT= J2N; Full Bergen[1];		2-way Reverse Drury
					2/1= FG;		Bergen OFF, FJS, NF1NT
1♠		5	3♠	11-21 HCP	F1NT; 2NT= J2N; Full Bergen[1];		2-way Reverse Drury
					2/1= FG;		Bergen OFF, FJS, NF1NT
1NT				14-16 HCP when V	2♣= STAY[2]; 2♦/♥= TXF[3]; 2♠= GF RELAY[4];	1NT – (x) – pass, force to XX, then pass is to play, bid is D.O.N.T.	
				10-12 HCP when NV(1st/2nd seat)	2NT= RELAY[5]; 3♣/♦= INV; 3♥/♠= 2m GF, Shortness;	1NT – (x) – XX, show 1 suit minor or 4M-6m, other bid system on	
				can have 5cM (for 10-12	4♣= RELAY 4♦, 6+♥/♠[5] ; 4♦/♥= TRF;	1NT – (pass) – pass – (x) – pass – (pass) – XX, D.O.N.T.	
					4♠= INV with 5+m; 4NT= INV;	1NT – (pass) – pass – (x) – pass – (pass) – 2m, 1 suiter	
2♣	YES			Control Asking:	2♦= 0-1, 2♥= 2, 2♠= 3, …	2NT= 23-24BAL; 3NT= 25-27BAL;	
				a) Force to 3 Level Major	3♥/♠= 0-1 control, 7+♥/♠;		
				b) 23+ HCP, BAL			
2♦	YES			a) 6-Bad 12 HCP, 6+ ♥/♠	2♥/♠=P/C; 3♥/♠=P/C; 4♣/♦=M relay[7];		
				b) 21-22 HCP, BAL	3m=1RF; 2NT=ASK[7]; 4♥/♠=TO PLAY;		
				c) 21-24 HCP, any 4441			
2♥	YES			6-Bad 12 HCP, 2 Majors	2NT= ASK[8]; 3♣/♦= NF; M= Stop Bid;		
				(at least 5-4 in length)	4♣/♦= ASK[8];		
2♠	YES			6-Bad 12 HCP, ♠+m	2NT= ASK[9]; 3♣= P/C; 3♦= GT in ♠;		
				(at least 5-5)			
2NT				19-20 BAL	3♣= puppet stayman[6]; 3♦/♥= TXF; 3♠= F to 3NT[10];		
					3NT= m relay[11];	**HIGH LEVEL BIDDING**	
3♣		6		PRE	4♦= ASK[15];	RKC (14,03), 5NT ask cheapest King	
3♦		6		PRE	4♣= ASK[15];	Q ask – no Q : return to trump	
3♥		6		PRE	4♣= ASK[15];	- with Q: bid cheapest King, or 5NT	
3♠		6		PRE	4♣= ASK[15];		
3NT	YES	7		Minor Pre-emptive	4♣-7♣= Pass or Correct; 4♦= Strong relay[14];	D0P1, DEPO	
4♣/♦	YES	7		7+♥/♠, normally 8.5 tricks	4♦/4♥= Transfer[16]; New Suit = ASK[16];		
4♥/♠		7		Preemptive			
4NT	YES			Specific Ace Asking	5♣= NO ACE; 5♦/♥/♠/NT= ♦/♥/♠/♣ ACE;		

NCBO: HONG KONG

WBF SUPPLEMENTARY SHEET
PLAYERS: KF Mak, Alick Ng

[1] Full Bergen Raise for 1♥/♠

For 1♥ 2♥ = Constructive Raise;
2♠ = Void SPL or ♠ STR JS;
THEN 2NT = ASK
THEN 3♣/♦/♥ = Void in ♣/♦/♠, ♥ Fit;
3♠ = mild STR JS in ♠;
3NT = JS in ♠ with slam interest;
2NT = Jacoby 2NT;
3♣/♦/♥ = Standard Bergen;
3♠ = Singleton SPL;
THEN 3NT = ASK
THEN 4♣/♦/♥ = Singleton in ♣/♦/♠;
3NT = 13-15HCP, Any 4333;
4♦ = Good 4♥ Raise;
4♥ = PRE;
4♠ = TO PLAY;

For 1♠ 2♠ = Constructive Raise
2NT = Jacoby 2NT;
3♣/♦/♠ = Standard Bergen;
3♥ = 13-15HCP, Any SPL;
THEN 3♠ = ASK
THEN 3NT = Any Void;
THEN 4♣ = ASK
THEN 4♦ = Void in ♦;
4♥ = Void in ♥;
4♠ = Void in ♣;
4♣/♦/♥ = Singleton in the suit bid;
3NT = 13-15HCP, Any 4333;
4♦ = Good 4♠ Raise;
4♠ = TO PLAY;

Over Double, Bergen OFF:
1♥/♠-(X)-3♥/♠ = PRE;
1♥/♠-(X)-2NT = LR+, 4+ cards support;
1♥/♠-(X)-3m = FJS, 7-9, at least 5m-4M;
1♥-(X)-2♠ = WJS;
1♥/♠-(X)-4m = SPL;

[2] Stayman for 1NT opening (1NT-2♣)

1NT-2♣-2♦ = No 4 cards M;
THEN 2♥ = 4-4M or 4♠-5+♥ or 5-5M, NF;
2♠ = 5+♠-4♥, NF;
2NT = INV;
3m = INV with 6+m;
3M = Smolen, (5-4M or 6-4M with slam interest, TXF seq. afterwards)
4♣ = relay to 4♦, then 4M = to play;
4♦ = 4♠-6♥, TXF;
4♥ = 4♥-6♠, TXF;
4NT = INV;

1NT-2♣-2♥ = 4 card ♥, may have 4 cards ♠;
THEN 2♠ = Either INV with 4 cards ♠ or GF fit ♥;
THEN 2NT = Min;
THEN 3m = INV with 6m+4♠;
3♥ = ♥ Fit, Good Control;
3♠ = ♥ Fit, cue bid;
3NT = ♥ Fit, Bad Control;
4♥ = TO PLAY;
3m = Max;
THEN others = ♥ Fit, cue bid;
3NT = TO PLAY;
3♥ = Max, 4 cards ♠;
THEN 4♠ = ♠ Fit;
others = ♥ Fit, cue bid;
3♠ = Min, 4 cards ♠;
THEN 4♠ = ♠ Fit;
others = ♥ Fit, cue bid;
3NT = Max;
2NT = INV without 4 cards ♠;
3m = INV with 6m, no 4 cards ♠;
3♥ = INV;
3♠ = Any SPL;
THEN 3NT = ASK;
THEN 4♣/♦/♥ = SPL in ♣/♦/♠;

[2] Stayman for 1NT opening (1NT-2♣) [CON'T]

1NT-2♣-2♠ = 4 card ♠;
THEN 2NT = INV;
3m = INV with 6m;
3♥ = ♠ Fit, GF with Slam interest;
THEN 3♠ = Relay;
THEN 3NT = cue bid waiting;
4♣/♦/♥ = SPL in ♣/♦/♥;
3NT = Min;
THEN pass/4♠ = TO PLAY;
4♣/♦/♥ = SPL in ♣/♦/♥;
3♠ = INV;

1NT-2♣-2NT = Max with 6 cards m;
THEN 3♣ = P/C in m;
3♦ = Relay
THEN 3♥ = 6 cards ♣;
3♠ = 6 cards ♦;
3♥/♠ = Fit in m, features;
3NT = TO PLAY;

1NT-2♣-3m = Min with 6 cards m;
THEN 3♥/♠ = Fit in m, features;
3NT = TO PLAY;

1NT-2♣-(X)-XX = 5 cards ♣;
1NT-2♣-(X)-pass = no 4 cards M;
1NT-2♣-(X)-2♦ = 5 cards ♦;

[3] Jacoby Transfer for 1NT opening (1NT-2♦/♥)

1NT-2♦-2♥
THEN 2♠ = 5-5M, 1RF;
THEN 2NT = Relay (may be no fit if min);
THEN 3♣ = ♣ short, INV;
3♦ = ♦ short, INV;
3♥ = ♣ short, GF;
3♠ = ♦ short, GF;
3NT = Serious, 1RF, GF with slam interest;
THEN 4♣ = ♥ Fit;
4♦ = ♠ Fit;
4M = Sign-off;
4NT = Sign-off;
3m = Good suit with 3 cards M;
3M = 3 cards M, non-min;
3NT = TO PLAY;
2NT = INV;
THEN 3m = 3 cards ♥, help suit GT;
3♥ = 3 cards ♥, min;
3♠ = 3 cards ♥ with balance hand;
3m = 3+m, GF;
3♥ = INV;
3♠ = 6+♥, any SPL;

1NT-2♥-2♠
THEN 2NT = INV;
THEN 3m = 3 cards ♠, help suit GT;
3♥ = 3 cards ♠ with balance hand;
3♠ = 3 cards ♠, min;
3m = 3+m, GF;
3♥ = 6+♠, any SPL;
3♠ = INV;

1NT-2♦/♥-(X)-XX = 5 cards in that suit;
1NT-2♦/♥-(X)-pass = 2 cards in TXF suit;
1NT-2♦/♥-(X)-pass-XX = re-transfer;

[4] GF Relay for 1NT opening (1NT-2♠)

(System ON over 1NT- p - 2♠-(X))

1NT-2♠-2NT = any 5332 or 6332

THEN 3♣ = ASK;

THEN 3♦ = 5♥;

THEN 3♥ = ♥ Fit;

3♠ = ♥ Fit, cue bid;

3NT/ 4♥ = TO PLAY;

4m = 5+ cards;

4NT = INV, no 5 cards suit, mostly 4-4;

3♥ = 5♠;

THEN 3♠ = ♠ Fit;

3NT/ 4♠ = TO PLAY;

4m = 5+ cards, mostly 5 cards;

4NT = INV, no 5 cards suit, mostly 4-4;

3♠ = 5+♣;

THEN 3NT/ 4NT = TO PLAY/ INV;

4♣ = ♣ Fit;

4♦ = 5+ cards;

4M = SPL;

3NT = 5+♦;

THEN 3NT/ 4NT = TO PLAY/ INV;

4♣ = 5+ cards;

4♦ = ♦ Fit;

4M = SPL;

1NT-2♠-3♣ = ♣ + other at least 4-4

THEN 3♦ = ASK;

THEN 3♥ = 4 cards ♥;

THEN 3♠/4♣ = ♥ Fit, cue bid;

3NT/ 4NT = TO PLAY/ INV;

4♦ = 5+ cards;

THEN 3♠ = 4 cards♠;

THEN 3NT/ 4NT = TO PLAY/ INV;

4♣ = ♠ Fit, relay;

4♦ = 5+ cards;

THEN 3NT = 4 cards ♦;

THEN 4♣ = ♦ Fit, cue bid;

4♦ = ♦ Fit;

3M = ♣ Fit, cue bid;

[4] GF Relay for 1NT opening (1NT-2♠) [CON'T]

1NT-2♠-3♦ = ♥+♠ 4-4

THEN 3♥ = ♥ Fit;

THEN 3NT = serious;

3♠ = ♠ Fit;

THEN 3NT = serious;

3NT/ 4NT = TO PLAY/ INV;

4m = 5+ cards;

THEN 4X = Fit, cue bid;

4NT = min;

5m = Fit, min;

1NT-2♠-3♥ = ♥+♦ at least 4-4

THEN 3♠ = ♥ Fit, relay;

THEN 3NT = ♠ cue bid;

4m = cue bid;

4♥ = min;

3NT/ 4NT = TO PLAY/ INV;

4♣ = 5+ cards;

THEN 4X = Fit, cue bid;

4NT = min;

5♣ = ♣ Fit, min;

4♦ = ♦ Fit;

1NT-2♠-3♠ = ♠+♦ at least 4-4

THEN 3NT/ 4NT = TO PLAY/ INV;

4♣ = ♠ Fit;

THEN 4♦/♥ = cue bid;

4♠ = min;

4♦ = ♦ Fit;

4♥ = ♣ suit, 5+ cards;

THEN 4♠ = ♣ Fit, non-min;

4NT = min;

5♣ = ♣ Fit, min;

1NT-2♠-3NT = Any 4333;

THEN 4♣ = ASK;

THEN 4♦/♥/♠/NT = ♦/♥/♠/♣ suit;

[5] 2NT transfer to 3♣ for 1NT opening (1NT-2NT)
(System ON over 1NT-2NT-(X))
1NT-2NT-3♣
THEN pass = weak ♣ suit;
3♦ = weak ♦ suit;
3♥ = mild slam try in ♣;
3♠ = mild slam try in ♦;
3NT = any solid suit AKQxxxx, no outside value;
4♣/♦ = solid ♥/♠, 7+ tricks;
4♥/♠ = solid ♣/♦, 7+ tricks;
4NT = pick a minor;

1NT-3♣/♦ = INV with 2 Top honor;
1NT-3♥/♠ = GF, 2m at least 5-5, shortness
1NT-4♣ = Transfer to 4♦, Then 4♥/♠ TO PLAY;
1NT-4♦/♥ = TEXAS;

[6] PUPPET STAYMAN for 2NT opening
After 2NT-3♣:
3♦= 4 cards M or BOTH;
THEN 3♥ = 4 cards ♠;
3♠ = 4 cards ♥;
3NT = stop bid;
4♣ = 2M with slam interest;
4♦ = 2M without slam interest;
3♥= 5+ ♥;
THEN 3♠ = Slam interest in ♥;
4m = 5+ cards m;
3♠= 5+ ♠;
THEN 4♥ = Slam interest in ♠;
4m = 5+ cards m;
3NT= No 4 cards M;
THEN 4m = 4+ cards m;

[7] MULTI-2♦ (standard weak 2♥/♠; 21-22 HCP BAL; 21-24 any 4441)

Responder to 2♦ assumes a weak-two bids as follows: (System ON over DBL)
2♥/♠ = P/C;
2NT = Asking;
3♣/♦ = Forcing 1 Round;
3♥/♠ = P/C;
3NT = To play;
4♣ = Bid your Major by TXF;
4♦ = Bid your Major;
4♥/♠ = To play;

For 2♦-2♥
2♠ = weak 2♠;
2NT = 21-22HCP, BAL; (System on afterwards)
3♣/♦/♥/♠ = 21-24HCP, 4441 with singleton in suit bid;

For 2♦-2♠
2NT = 21-22HCP, BAL; (System on afterwards)
3♣ = weak 2♥;
THEN 3♦ = Asking for point range;
THEN 3♥ = MIN; 3♠ = MAX;
3♦/♥/♠/NT = 21-24HCP, 4441 with singleton in suit bid (NT=♣);

For 2♦-2NT
3♣/♦ = MIN, ♥/♠;
3♥/♠ = MAX, ♥/♠;
3NT = 21-22HCP, BAL;
4♣ = Baron;
4♦/♥ = TXF;
4♣/♦/♥/♠ = 21-24HCP, 4441 with singleton in suit bid;

2♦-(X)-PASS = ♦ suit, suggest to play;
2♦-(X)-XX = STR, subsequence DBL suggest PEN;

[8] 2♥ (6-Bad 12 HCP, 2 Majors at least 5-4 in length)

Response to 2♥
- 2♠ = Preference;
- 2NT = Asking;
- 3♣/♦ = ♣/♦, Constructive, NF;
- 3♥/♠ = To play;
- 4♣/♦ = RKC in ♥/♠;
- 4♥/♠ = To play;

For 2♥-2NT
- 3♣ = any 5-4, MIN;
- THEN 3♦ = Asking;
  - THEN 3♥ = 5♥-4♠, 3♠ = 5♠-4♥;
- 3♦ = 5-5, MIN;
- 3♥ = 5♥-4♠, MAX;
- 3♠ = 5♠-4♥, MAX;
- 3NT = 5-5, MAX;

For 2♥-4♣/♦
- Step1 = 1KC;
- THEN Add 2 Step = Ask Trump Q;
  - Step 1 = Yes; Lowest Trump = No;
- Step2 = 0KC;
- Step3 = 2KC;
- Step4 = 2KC + Trump Q;

For 2♥-4NT(6 cards RKC)
- 5♣ = 1KC; 5♦ = 0/3KC
- 5♥ = 2KC; 5♠ = 2KC with trump Q in last bid suit

For 2♥-(X)
- Pass/2♠ = Preference;
- XX = Seeking for penalty, subsequence DBL suggest PEN;
- 2NT = Asking;
- 3♣/♦ = NF;
- 3♥/♠ = To play;
- 4♣/♦ = RKC in ♥/♠;
- 4♥/♠ = To play;
- 4NT = 6 cards RKC

[9] 2♠ (6-Bad 12 HCP, ♠+m at least 5-5)

Response to 2♠
- 2NT = Asking;
- 3♣ = P/C;
- 3♦ = TXF to 3♥
- THEN pass = sign off;
  - 3♠ = INV in ♠;
  - 3NT = ♥ suit, SERIOUS;
  - 4m = ♥ suit, cue bid;
- 3♥ = INV in ♥;
- 3♠, 3NT, 4M = To Play ;
- 4♣/♦ = P/C;

For 2♠-2NT
- 3m = min
- THEN 3♥ = TXF to 3♠;
  - THEN pass = sign off;
    - 3NT = ask for singleton/void; 4om/♥ = short in that suit;
    - 4m = m Fit, Forcing;
    - 4om/♥ = ♠ Fit, cue bid;
  - 3♠ = INV in ♠;
  - 3NT = To Play;
  - 4m = INV in m;
  - 4M = To Play;
- 3♥ = ♣, MAX;
- THEN 3♠ = ♠ Fit, Slam Try;
  - 4♣ = ♣ Fit, Slam Try;
  - 4M = To Play;
- 3♠ = ♦, MAX;
- THEN 4♣ = ♠ Fit, Slam Try;
  - 4♦ = ♦ Fit, Slam Try;
  - 4M = To Play;
- 4m = 5♠-6m, MIN;
- THEN 4M = To Play;

For 2♠-(X)
- Pass = Preference, subsequence DBL suggest PEN;
- XX = got a single suit, F to bid 2NT;
- Else = system ON, subsequence DBL suggest PEN;

[10] HARDY CONVENTION for 2NT opening

(3♠ asking for relay to 3NT after 2NT opening, *can be either STOP BID or SLAM TRY in minor*)

After 2NT-3♠-3NT:

4♣ = ♦ suit, mild slam try;

4♦ = ♣ suit, mild slam try;

4♥ = at least 5-4 minors, shortness in ♥;

4♠ = at least 5-4 minors, shortness in ♠;

4NT/♣ = TXF to ♣/♦;

Subsequent Auctions:

After 2NT-3♠-3NT-4♣:

4♥/4♠ = Cue Bid, implies fit ♦ & max, slam interest (4♦ = mild slam try);

THEN 4NT = RKCB;

4NT = Stop Bid;

5♦ = Stop Bid;

After 2NT-3♠-3NT-4♦:

4♥/4♠ = Cue Bid, implies fit ♣ & max, slam interest;

THEN 4NT = RKCB;

4NT = Stop Bid;

5♣ = Stop Bid;

After 2NT-3♠-3NT-4♥/♠:

4NT = Stop Bid;

5♣/5♦ = Stop Bid;

6♣/6♦ = Stop Bid;

[11] MINOR ASKING for 2NT opening

(3NT over 2NT asking for minor suits)

After 2NT-3NT:

4♣ = 3♣-2♦;

4♦ = 3♦-2♣;

4♥ = 4+♣;

4♠ = 4+♦;

4NT = 3-3m;

5♣ = at least 4-4m;

[12] Defensive Bids

Over Opponent Multi-2♦

X = 13-15 BAL, OR STRONG HAND;

With a T/O DBL or a Major, PASS planning to DBL on next round;

2♥/♠ = NAT; Response in other Major = cue-bid;

2NT = NAT, 16-18 BAL, response as in 2NT opening;

3♣/♦ = NAT;

3♥/♠ = Strong, 15-18, 6+ cards; Response in other Major = cue-bid;

4♣/♦ = 5+♣/♦ & a 5+ Major; 4♦ over 4♣ = asking Major; 4♥ over 4♦ = P/C;

After (2♦)-pass-(2M): 2NT/4♣/♦ are the same meanings as above;

3M/4M = NAT;

After (2♦)-pass-(2♥)-X {T/O in ♥}-2S: X = PEN opposite to T/O in ♥;

3♥ = NAT assuming doubler is short in ♥;

(2♦)-pass-(2M/3M/4M)-X = T/O; All other bids = NAT, even (2♦)-pass-(2♠)-3♠ = NAT;

(2♦)-pass-(2M)-pass-(pass)-X = T/O;

(2♦)-pass-(2♥)-pass-(2♠)-X = T/O;

(2♦)-X-(2M)-pass-(pass)-X = High power, 18+;

Responses to these DBL are the same as after a double of a weak 2 bid, LEBENSHOL

Over Opponent Gambling 3NT Opening:

X = Penalty;

4♣/♦ = T/O in ♣/♦;

[13] UNUSUAL VS UNUSUAL

When 2 suits are specified:

X = PEN in at least one suit;

2NT / 3NT = NAT;

CUE in lower available suit = LR or better;

CUE in upper available suit = 4th Suit, INV or better;

RAISE / 4th Suit = COMP;

UNUSUAL VS UNUSUAL [CON'T]

When 1 suit is specified:

X = PEN in the specified suit;

2NT / 3NT = NAT;

CUE = LR or better;

2-Level New Suit = NF;

3-Level New Suit = F1;

RAISE = COMP;

[14] Development for 3NT opening

After 3NT-4♦ = asking bid

4♥/♠ = void in ♥/♠;

4NT = solid AKQ suit or semi-solid + very extra;

5♣/♦ = nothing to tell;

[15] KC Asking for pre-emptive opening;

3♣-4♦ = ASK;

Step 1 = 0-1 KC;

Step 2 = 1KC + Trump Q;

Step 3 = 2KC;

Step 4 = 2KC + Trump Q;

3♦/♥/♠-4♣ = ASK;

Step 1 = 0-1 KC;

Step 2 = 1KC + Trump Q;

Step 3 = 2KC;

Step 4 = 2KC + Trump Q;

[16] NAMYATS 4♣/4♦ (GOOD SUIT, OPENING HAND)

No 2+ instantaneous losers for each of 2 side suits, Void or XXXX of any one side suit ok

No forcing pass implications.

Responder's Bid:

+ 1 Step = Ask opener to bid TRUMP; New Suit afterwards = ASKING BID

New Suit = ASKING BID

ASKING BID:

Asking the opener to give information of the suit concerned

Responses:

Bid/Re-bid TRUMP at 5 level = NO control;

Lowest NT = 2nd round control;

Jump to 6-level New Suit = 1st round control + values in this suit;

Jump to 6-level TRUMP = 1st round control + no good side values;

After Interference:

4♣/4♦-(X)-PASS= No 1st/2nd round Control

4♣/4♦-(X)-XX= 1st/2nd round Control

[17] 2 WAY REVERSE DRURY

1M - 2♣ = 3 cards M support;

THEN 2♦ = relay;

THEN 2M = minimum;

2NT = bal, maximum;

Others = Value;

2M = sign off;

THEN new suit = 5 cards good suit;

2NT = 16-18HCP, 5332;

other = Help GT;

1M - 2♦ = 4 cards M support;

THEN 2M = sign off;

THEN new suit = shortness;

2oM = relay;

THEN 2NT = no shortness;

other = shortness;

2NT = 16-18HCP, 5332;

other = Help GT;

[18] 2 WAY CHECKBACK STAYMAN

(System ON over 1m-(X)-1M-1NT)

(System OFF over 1m-(P)-1M-1NT-(X))

1♣/♦-1♥-1NT (may have 4 cards ♠)

2♣ = puppet to 2♦;

THEN pass = TO PLAY;

2♥ = INV with 5 cards ♥;

2♠ = INV, 4♠-5♥;

2NT = INV, 4♠-4♥;

3♣ = INV, 5♥-4+♣;

3♦ = INV, 5♥-5♦;

3♥ = INV, 6+♥;

2♦ = GF;

THEN 2♥ = 3 cards in ♥;

2♠ = 4 cards in ♠;

2NT = 3235/3253, min;

3♣/♦ = 3235/3253, max;

3 other m = 3244/2254/2245;

2♥ = NF;

2♠ = INV, 4♠-6♥;

2NT = INV;

3♣ = INV, 4♥-5+♣/4♥-6+♣;

3♦ = INV, 4♥-6+♦/4♥-5+♦;

3♥ = NF, 6+♥;

[18] 2 WAY CHECKBACK STAYMAN [CON'T]

1♣/♦-1♠-1NT

2♣ = puppet to 2♦;

THEN pass = TO PLAY;

2♥ = INV 5♠-4♥;

2♠ = INV, 5♠;

2NT = INV, 6♠-4♥;

3♣ = INV, 5♠-4+♣;

3♦ = INV, 5♠-5♦;

3♥ = INV, 5♠-5♥;

3♠ = INV, 6+♠;

2♦ = GF;

THEN 2♥ = 4 cards in ♥;

2♠ = 3 cards in ♠;

2NT = 2335/2353, min;

3♣/♦ = 2335/2353, max;

3 other m = 2344/2254/2245;

2♥ = 5♠-4♥, NF;

2♠ = NF;

2NT = INV;

3♣ = INV, 4♠-5+♣/4♠-6+♣;

3♦ = INV, 4♠-6+♦/4♠-5+♦;

3♥ = INV, 6♠-5♥;

3♠ = 6+♠, NF;

4♥ = 5♠-6♥ exactly;