DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYLE				
1 level – 8 – 17 varies with vul/position		Lead		In Part	ner's Suit	CATEGORY: Camrose Trials 2022
2 Level – 10 – 17 varies with vul/position	Suit	2/4		2/4		NCBO:
•	NT	2/4		2/4		PLAYERS: Peter Pigot & Karel
	Subseq	2/4		2/4		
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
14-18 2 nd seat and 10-15 in 4th	Lead	Vs. Suit		Vs. NT		
System on over any 1NT (including protective)	Ace	Att (Ax, AK)		Att (A	x, AK)	GENERAL APPROACH AND STYLE
	King	Count (AK, k			(AK, KQ)	2/1, Aggressive
	Queen	Att (KQ or Q	J or AQJT)		Q or QJ or AQJT)	RKC 1430
	Jack	AJT, KJT, QJ		AJT, K	JT, QJT, JTx	1NT = 15 – 17, may contain a 5CM or rarely a 6 minor
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9x, T9x, T			T9x, Tx	
Jump overcalls – Weak	9	H98x, 98x, 92	K		98x, 9x	
Unusual 2NT – Lowest 2 suits (wide range)	Hi-X	Even		Even		
	Lo-X	Odd		Odd		
	SIGNALS	S IN ORDER OF	PRIORITY [Note 9]		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's Lea		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue = Michaels (1m, 2m = ♠ + ♥ wide range)[Note 23]		D=Enc/E=Dis	O=Enc/E=D		O=Enc/E=Dis	
1M, 2M = OM + minor (wide range)		Count (Hi/Lo=Even)			Count (Hi/Lo=Even)	2 = 4 + 4 + majors (<11 or big)
Jump cue – stopper ask – usually based on long suit		_avinthal/Suit pref	Lavinthal/Suit		Lavinthal/Suit pref	2 ♦ = art big hand (equivalent of Acol 2 ♣ opener)
	1 (D=Enc/ E = Dis	O=Enc/E=D	is	O=Enc/E=Dis	$2 \checkmark /2 ♠ = 5 + \text{weak (5-10)} [\text{Note 3}]$
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 C	Count (Hi/Lo=Even)	Count (Hi/Lo=	Even)	Count (Hi/Lo=Even)	2♣ = CBS always [Note 17]
Hello [Note 4]	3 I	_avinthal/Suit pref	Lavinthal/Suit	pref	Lavinthal/Suit pref	Lebenshol [note 18] SANS (also over reverse)
2♣ = ♦'s or M\m	Signals (inc	cluding Trumps):				Reverse Bergen
2 ♦ = ♥						Transfers over 1♣ [Note 15]
2♥ = Majors						
2 A = A			DOUBLES			
Dbl peno's (over weak) or ♣'s (over str)						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU'	Γ DOUBLES (Style	; Responses; R	eopenin	g)	
Neg dbl upto 4♥. Double 4♥ = points. Double 4♠ and over penos	Upto 4♦ (4	♥)				
[Note 5+6]						
TIG A POWER OF THE COMPANY OF THE CO	4					GRECIAL FORCING BAGG GROVENORG
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					77.077.0	SPECIAL FORCING PASS SEQUENCES
Natural bids		L, ARTIFICIAL &		TIVE D	BLS/RDLS	Over GF sequence Pass Forcing
	Support do	ubles / Redouble 2 le	evel only			
OVER OPPONENTS' TAKEOUT DOUBLE	┪┝───					IMPORTANT NOTES
1's and 2's forcing. 3 level tends to be fit bid.	1					
6 1 1.1. 1.1. 1.1. 1.1. 1.1. 1.1. 1.1.	1					
						PSYCHICS:

1.	
Walshe. 2M = weak, 3♣ 6-9. 2NT is relay to 3♣ Inverted minor [Note 8], 3♣ = 10/11 6♣ 2M = weak, 3♣ 6-9. 2NT is relay to 3♣ Bid stops up over inverted minor 2M = weak [3.4 = 10/11 6♣ 2M = weak [Note 7]	AND BIDDING
1	
1	
1	
INT bal 15-17 balanced Stayman, 4 way tx's [Note 1] Break Major transfer= super accept $3x = \text{slam try}$, $4 \neq \text{gerber}$ $2 \leftrightarrow 4 + /4 + 4 + 4 \leftrightarrow 4 + 4 \to 4 \to$	
[Note 14] Enquiry, 4m splinter Balanced 2	
tricks 2 ★ 5 5 5 + ★'s (weak 5-10) 2NT Feature enquiry. New suit forcing, 4m/3 ★ Splinter. 4NT = modified RKC [Note 3] 2 ★ 5 5 5 + ★'s (weak 5-10) 2NT Feature enquiry. New suit forcing, 4 ★ / 4m Splinter. 4NT = modified RKC [Note 3] 2NT bal 20+-22 Balanced 3 ★ = Puppet, 3 ★ / 3 ▼ = transfers, 3 ★ = ★'s (see notes for responses to 2NT) 3 ★ 6+(7+) 6+ ★'s 2-10 hcps 3x nat 1RF. 3NT to play. 4M ctrl ask. 4 ★ keycard. 4NT ctrl ask in diamonds 3 ★ 1 6+(7+) 6+ ★'s 2-10 hcps 3x nat 1RF. 3NT to play. 4 ★ Keycard. 4M ctrl ask.	
Splinter. $4NT = modified RKC [Note 3]$ 2 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 2 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 2 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 2 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 2 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 4 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 3 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 4 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 5 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 4 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 5 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 4 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 5 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 5 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 5 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [Note 3] \) 6 \(\text{ Splinter. } 4NT = modified RKC [
Splinter. $4NT = modified RKC [Note 3]$ 2NT bal $20+-22 \text{ Balanced}$ $3 + Puppet, 3 + 3 = 4 \text{ 's}$ (see notes for responses to 2NT) 3 + $6+(7+)$ $6+4 \text{ 's } 2-10 \text{ hcps}$ $3x \text{ nat } 1RF. 3NT \text{ to play. } 4M \text{ ctrl } ask. 4 + keycard. 4NT \text{ ctrl } ask \text{ in diamonds} 3 + 6+(7+) 6+4 \text{ 's } 2-10 \text{ hcps} 3x \text{ nat } 1RF. 3NT \text{ to play. } 44 \text{ Keycard. } 4M \text{ ctrl } ask.$	
$3NT = \bullet \text{ 's [Note 2]}$ $3 \bullet \qquad 6+(7+) \qquad 6+\bullet \text{ 's 2-10 hcps} \qquad 3x \text{ nat 1RF. 3NT to play. 4M ctrl ask. 4} \bullet \text{ keycard.}$ $4NT \text{ ctrl ask in diamonds}$ $3 \bullet \qquad 6+(7+) \qquad 6+\bullet \text{ 's 2-10 hcps} \qquad 3x \text{ nat 1RF. 3NT to play. 4} \bullet \text{ Keycard. 4M ctrl ask.}$	
4NT ctrl ask in diamonds 3♦ 6+(7+) 6+♦'s 2-10 hcps 3x nat 1RF. 3NT to play. 4♣ Keycard. 4M ctrl ask.	
1 1 1 1 1 1	
3 ★ nat 1RF. 3NT to play. 4m & 4 ★ ctrl ask. 4NT modified RKC	
3♠ 6+(7+) 6+♠'s 2-10 hcps 3NT to play. 4m ctrl ask. 4♥ to play. 4NT modified RKC	
3NT ✓ 7+ Long solid minor no outside stop Ask in M 4♣ pass or correct. 4♦ ask for singleton. 4M control Ask in M	
4♣/4♦ 7+(8+) 7+ suit, weak (5-10) 4♦/4♠	

Supplementary notes

Peter Pigot and Karel

Contents

Note 1.	Response to 1 NT Opening (15-17 hcp)	4
Note 2.	System over 2NT direct and via 2♦	5
Note 3.	Responses to partner's opening 2♥/2♠	5
Note 4.	Hello over 1NT	6
Note 5.	Defence to 2 level pre-empts	
Note 6.	Defence to 4 level suit openings	7
Note 7.	Responses to 1♥ or 1♠ opening	8
Note 8	Inverted Minors	8
Note 9	Signals + discards	
Note 10	Unusual versus unusual	
Note 11	Enquiry over a major raise	
Note 12.	Reverse Drury	
Note 13	Gazelli.	9
Note 14.	2♣ opener 4+♠\4+♥ and (<11 or "big")	10
Note 15	Transfer Walshe over 1. opening	11
Note 16	Modified RKC over a weak 2 or pre-empt	13
Note 17.	Check Back Stayman (CBS)	13
Note 18.	Lebenshol	14
Note 19.	Interference by opps	
Note 20	When the opps interfere over stayman / transfer	
Note 21	Good bad 2NT	
Note 22	Defence to 3 level pre-empt	
Note 23	Michaels	16
Other		16

Note 1. Response to 1 NT Opening (15-17 hcp)

```
2. Non-forcing stayman - does no guarantee Major unless game bid.
       2♦ No Major
              2 ∨/2 ∧ to play weak
              3m Natural 5+m/4M GF **
       2♥ 4 card heart suit
              2♠ 4+spades
              2NT no 4 card major invitational
              3m Natural GF **
       2♠ 4 card spade suit
              2NT invitational (may or may not have 4♥'s)
              3m Natural GF **
2♦ Transfer to Hearts
2♥ Transfer to Spades
2♠ Transfer to clubs. 2NT breaking the transfer like clubs
       3♣ weak with clubs
       3 ◆ 5+clubs 4+ diamonds GF
       3M Shortage **
       3NT to play
2NT Transfer to diamonds. 3. Breaking the transfer like diamonds
       Pass or 3 ♦ to play
       3M Shortage **
3 / / / / /  slam tries
3NT Natural
4♣ Gerber
4♦ Transfer
4♥ Transfer
4♠ Minors
4NT Quantative
Breaking a Transfer to a major shows 4+ support
Bid a suit is a super accept with a feature in that suit (by inference NO feature in a suit below)
2NT = Max with 4 card support and flat hand (4333 or 4432)
```

Lebenshol (SANS) and takeout doubles over interference

Note 2. System over 2NT direct and via 2♦

```
Over strong 2NT Opening or 2 \( \ \) followed by 2NT rebid 

3 \( \ \ \ = \) Puppet Stayman 

3 \( \ \ / 3 \) = Transfer 

3 \( \ \ * = \) clubs 

3NT* = Diamonds 

4 \( \ = \) Gerber 

4 \( \ / 4 \) = Transfer 

4 \( \ = \) minors 

4NT = Quantitve 

5m = to play 

Responses to 3 \( \ \ \) Puppet Stayman 

3 \( \ = \) 4 card \( \ \ \ \) suit 

3 \( \ = 4 \) card \( \ \ \ \) suit 

3NT = Natural
```

Doubles are takeout over interference.

 $3 \checkmark / \spadesuit = 5$ card suit 3NT = No 4 card Major

Note 3. Responses to partner's opening 2♥/2♠

```
2NT = enquiry (normally 12+)

3M = 5-7; poor hand

3OM/3m = Feature K or A or stop for NT

Any raise = 3 or 4 card support, tends to be pre-emptive
```

Over $2 \checkmark$, $2 \spadesuit$ is natural and forcing for one round Splinters (ie)

```
2 \checkmark - 4 \checkmark / 4 \checkmark / 3 \checkmark = \text{splinter}
2 \checkmark - 4 \checkmark / 4 \checkmark = \text{splinter}
```

All 3 level bids in a new suit are forcing for one round.

- If max show feature, if min, rebid major

4NT is modified RKC (see note 14)

Over any overcall double is penalties. Over a double a suit bid is lead directional + support. Rdbl good hand, subsequent doubles are penalties.

Note 4. Hello over 1NT

Dbl = If strong NT shows ♣ otherwise penalty

```
2 = 5 + or M/m
         2 \bullet = \text{relay}; pass or correct.
         2M = 5 + M NF
          2NT Enquiry
                    3 \clubsuit = \clubsuit + a \text{ major}
                              3 ◆ asks which major
                                        3 \checkmark / 3 \blacktriangle = nat
                    3 \blacklozenge = 5 + \blacklozenge
                    3♥ = ♥ + ♦
                    3♠ = ♠+ ♦
          3 4/3 = natural fair hand
          3 \checkmark /3 \spadesuit = 6 + \text{ suit invitational}
2 \bullet = 5 + \checkmark
         2 \checkmark = \text{to play}
         2 \blacktriangle = 5 + \blacktriangle NF
         2NT = Enquiry
                    3 4/3 4/3 = Feature
                    3 \checkmark = Min
          3 4/3 = \text{Nat NF}
          3 \vee = invitational
2♥ = 4+♥ & 4+♠
         Pass/2 = to play
          2NT = Enquiry
                    3♣ = Min
                    3 \bullet = \text{equal length} > \text{min}
                    3 \checkmark /3 \blacktriangle = Longer > min
          3 4/3 = Nat 6 + suit, NF
         3M = invitational
         4M = to play
2 = 5 + \text{'s}
          2NT = enquiry. Feature responses as over weak 2 opener
```

Applies in 4th position too. Applies even if passed hand.

2NT = 5 + /5 + in Minors

Note 5. Defence to 2 level pre-empts

Defence to Benjamin / Tartan Two / Weak nat. 2 •

- Double = takeout
- Suit = 5+ Nat opening bid NF
- 2NT = 15-18 balanced with relevant stoppers (System on)
- Cue bid = long running suit without stopper. (Partner bids 3NT with stopper or 4* for conversion)
- $4m = \text{leaping michaels } (5+m/5+OM \text{ NF}). \ 2 \bullet (4 \bullet) \text{ is both majors.}$

Defence to Multi 2 ◆ ******

- dble = a t/o double of either major or a big hand.
 - dble 2♥ dble = a take out of hearts 8+. If responder to the dble has hearts, partner will double again on the way out.
- 2M = 12+ pts, 5+ in bid major, ip short in the other major
- 2NT = 15-18 balanced with stoppers in both majors, system on
- 3 minor = To Play
- 3M = a good hand 6+ suit
- 3NT = to play
- 4m = nat NOT 5/5

Lebehsohl also used here in response to dbl

Note 6. Defence to 4 level suit openings

4♣/4 ◆ Opening:

Double = takeout

4x = Nat NF

4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)

4♥ Opening:

Double = "points" (do the right thing partner)

 $4 \blacktriangle = \text{to play}$

4NT = 5/5 in minors (partner bids better minor)

4♠ Opening:

Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

Note 7. Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing

Rev bergen raises $(3 \clubsuit = 10/11, 3 \spadesuit = 6-9)$

1NT=6-bad 11

2NT= relay to 3♣ and either

- 1) 3 card support 10/11
- 2) pre-empt in <u>not</u> openers suit
- 3) Other (void splinters)

1 **∨** - 3 **∧** =splinter

1 **♦** - 3 **♥** = 10-12 6 **♥**

1M - 3NT = 13-15 flat, to play. Does NOT promise support.

 $1 \spadesuit - 4 ♥ = Splinter$

1M - 4M = Natural

Note 8 Inverted Minors

1m-2m = 10+, denies 4-card Major, bid stops up the line

 $1\text{m-}3\text{m} = \text{constructive } 6 - 9 \text{ [normally } 5+\clubsuit \text{ if } 1\clubsuit \text{ opened]}, \text{ frequently unbalanced}$

1m - 1NT = 6-10 balanced

1m - 2NT = relay to $3 \clubsuit$ pre-emptive raise in some suit

**Inverted Minors do NOT continue after overcalls and doubles!!

** Inverted is still on even if you passed (eg) PP 1m P 2m

Note 9 Signals + discards

Odd is encouraging, Even is discouraging in that suit

Attitude is odd/even

Natural count, normal suit preference (odd/even does not apply when giving count)

If no appropriate card we play count

Note 10 Unusual versus unusual

Defence of 2-suited overcalls (e.g. 1 ♥ 2NT (minors))

Double Penalty in at least 1 of the suits

Lower cue Raise in partner's suit (nf) (eg 3 4)

Higher cue Shows 4th suit and is forcing (eg 3 4)

Opener's suit To Play

4th suit Natural, non forcing

Note 11 Enquiry over a major raise

2NT after raise of responder's major is an enquiry ****** e.g. $1 \blacklozenge - 1 \blacktriangledown - 2 \blacktriangledown - 2NT$

- Rebid trump suit at 3 level is 4 trumps weak range.
- Game in trump suit is moderate hand and 5-4-2-2
- 3NT is 5-4-2-2, 4-4-3-2 and good cards in the 2-2.
- A jump in Om or OM is a splinter. (includes 4441)
- 3 of a new suit is 1345 shape

Note 12. Reverse Drury

Responding after partner opens 1 ♥/♠ in 3rd position ONLY. Does NOT apply to 4th position

2. enquiry. Partner rebids the opening suit if min, other bids normal.

Note 13 Gazelli.

<mark>1♥/1♠ - 1X</mark> 2♣

2♣ is artificial to try and distinguish between various hands. 2♦ in response to 2♣ is a "constructive" relay 8+ forcing. Any other bid is natural.

Over 2♦ rebidding your original suit shows that major and clubs. Anything else is natural and a "good" hand (16+).

Not playing over 1♦

Note 14. 2♣ opener 4+♠\4+♥ and (<11 or "big")

2♣ shows

- $4+ \triangle /4+ \checkmark 2-10$, Not 4504 or 4414, decent vul and 2^{nd} seat
- 4+♠/4+♥ <=4 LTC

Responses:

- 2♦ ART either (1) No preference for either major
 - (2) Invitational 11-14 with one or both majors
 - (3) Invitational balanced 15-18 no tolerance for major
 - (4) ART any GF hand

Over 2

- 2**v** Equal length M's or longer H's < 11 points
- Longer spades < 11 points 2

Over 2M

- 3**.** ART GF
 - Partner relays with 3♦ and you set the suit GF
- **3**♦ 15-18 nat
- Raise 4\5M 11-14 invit
- **4**♠ invitational 2♠ over 2♥
- 2NT 15 to 18 no tolerance for major
- 3♣/3♦ Minor feature, big hand
 - 20-22 balanced with both majors 2NT
 - big hand $6+\4+$ 3M
 - 3NT 22+ balanced both majors
- $3 + \sqrt{3} + \text{ minor feature, big hand.}$ $2 \checkmark /2 \land$ to Play
 - Major raise blocking $(6+\4+)$.
 - 2♠ over 2♥, Nat NF 6\4.
 - 20-22 balanced with both majors

2NT ART 15-18 invitational

- 3*'s is a minimum (or 4/4) over which
 - **3**♦ $3\3$ in the majors
 - 3♥/3♠ Nat invitational 3+ suit
 - to play convertible
- 3 ◆ Equal length both majors (Not 4/4), positive
- 3♥/3♠ positive Nat
- 3♣/3♦/3♥/3♠ To Play
- to play Not convertible 3NT
- Fit bid, leadable suit + support for one major 4m
- **4**♥/**4**♠ to play

RHO bids over 24 opener

```
RHO dbls
```

Pass 5+(normally 6) clubs to play

Rdbl asks partner to bid 2 • over which you can pass with diamonds or any other bid is invitational.

2 ♦ bid longest major F

2M to play

3m to play

2NT – 15-18 enquiry

4m splinter

RHO bids 2x

Dbl = penos

2NT = enquiry

Any number of a major to play

3m nat NF

RHO bids 3x

** need to be careful here. ASK what 3x is. If pre-emptive bid accordingly (**dbl = TO). If strong bid naturally with care (Dbl = penos).

Note 15 Transfer Walshe over 1♣ opening

This only applies over a 1♣ opening.

1 - 4 = 4 + 1RF

Refuse transfer denies 3+ hearts

1♠ 4+ spades (does NOT promise 5+♦)

1NT denies a 4CM 11-14

- 2. denies a 4CM 5+. (normally 6)
- 2 ◆ no 4CM 5+/4+ reverse 1RF
- 2 4 hearts 11-14
- 2♠ 4+ spades reverse (does NOT promise 5+♦)
- 2NT 18-20 Nat NF (no 4CM)
- 3♣ 14-17 6+♣'s, NF
- 3 •/3 Splinter for hearts

1 **♥** = 4+ Spades 1RF

Similar to above

1 ♠ = 4+ Diamonds 1RF (denies a 4CM unless GF)

Similar to above

Nb over an opps double system on. System off over an overcall. If playing support dbls/redbls 1M is 3, 2M is 4, rdbl is good hand

NB 1 1x 1y 2 1x is art forcing. 1 1x 1y 2NT is a relay to 3 1x (see below)

Sequence 1 * 1x 1y 2*

2♣ is art forcing 11+.

Example

1♣ 1♦ 1♠ 2♣ ??

1 ★ has denied 3 ♥ and shows 4/5 ★ and must have 4+♣

- 2♦ All other bids that cannot be shown. Forcing.
- 2♥ Ax, Kx or Qx in hearts (11-12)
- 2**4** 5**4**/5+**4** (11-12)
- 2NT No Hx in hearts, D stop (11-12)
- 3♣ 5 good or 6+♣ (11-12)
- 3 ♦ Auto splinter for clubs (GF)
- 3♥ Ax or Kx or QX in hearts (13-20) GF
- 3♠ 5♠/5+♣ GF
- 3NT 18/20 balanced, no heart honor

Rebids at the 2 level from the 2. opener are invitational. All other bids are Nat GF. Always assume opener is min.

Sequence 1 1x 1y 2NT

1♣ 1♦ 1♠ 2**NT** ??

2NT is a relay to 3. Breaking the relay is nat and shows a big hand. Over 3. relay

- $3 \blacklozenge 4/5 \blacktriangledown + 5 + \blacklozenge (11-12)$
- **3♥ 5♥/5♣** (11-12)
- **3**♠ **4**♥**/4**♠**/4**+♣ (11-12)
- 3NT 16/17 nat

Note 16 Modified RKC over a weak 2 or pre-empt

As a weak two or pre-empt can never have 3 keycards we can modify the RKC response to be more precise.

4NT RKC

- 5♣ No keycard
- 5 ◆ 1 keycard
- 5♥ 1 Keycard + Q
- 5♠ 2 keycards
- 5NT 2 keycards +Q

Note 17. Check Back Stayman (CBS)

Check back stayman is similar to NMF except it is ALWAYS 2♣. (eg) 1x 1y; 1NT 2♣ is CBS

Responses

 $2 \blacklozenge = < 3$ card support for suit y and min

2y = 3 card support for y min

2M = 4M, < 3 card support for y, min

2NT = <3 card support for suit y and max

3y = 3 card support for y and max

3M = 4M, < 3 card support for y, max

As an aside 1x 1y; 1NT 2NT is a relay to 3. Responder will pass if they want to play in clubs. 3y over the relay shows 5+y and 4. invitational. 3z shows 5y/5z invitational. To invite in NT bid 2. then 2NT. 3NT over the relay should be quantitive stronger than 3NT direct. ********

^{**}CBS is off if the opponents interfere.

Note 18. Lebenshol

When the opponents overcall or 1NT (or in response to a double by pd of a weak 2 opening) -2NT is a puppet to 3 \clubsuit . This allows us to distinguish between signoff and GF hands. SANS (slow arrival no stop).

```
1NT (2♦) .. ?
```

```
Dbl - cards

2√/2♠ -weak to play

2NT - relay to 3♠

Over the 3♠ by pd

Pass is to play

3♠ is ♠ stop enquiry / 4CM enquiry

3M - 4/5M

3NT ♠ stop

3M is invitational 5/6 CM

3NT values for 3NT NO ♠ stop

3♠ - 5+♠ GF

3♠ = Cue GF staymanic

3♥/3♠ - 5/6+M GF

3NT to play ♠ stop

4M to play
```

Over a weak two opener by LHO, dbl by pd, pass RHO. 2NT is again a relay to 34 generally weak with the aim to sign off in a suit. A direct bid is nat and forcing. 2NT as natural is NOT available.

If the opps dbl 1NT penos or otherwise, system is on. Rdbl is a relay to 2♣ to escape to 2m

Note 19. Interference by opps

Over an overcall

1+2's forcing

2NT is a relay to 3♣ (eg) either a spade raise or a weak pre-empt hand or possibly a 6♥ invite in some circumstances Cue is forcing (may be) looking for a stop or a good raise

Over a double

New suit 1 and 2 level forcing nat
Jump new suit 3 level ip fit bid
Jump new 4 level frequently splinter.
2NT is a relay to 3♣

Note 20 When the opps interfere over stayman / transfer.

If opponents double transfer

Pass is no 3 card support

Rdbl by responder is a re transfer.

Any other bid natural as if double didn't happen

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there.

Bid = same as if no double

If opponents double stayman

Pass = no club stop

Rdbl by responder is a stayman ask again.

2M should be 5/4 weak

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there

Bid = club stop + normal meaning

Note 21 Good bad 2NT

We use the 2NT bid in competitive sequences to show hands which just want to compete to the 3 level. Direct bids are then better.

- The interference is at the 2 level
- LHO or RHO or both have bid.
- 2NT requests partner to bid 3♣

Pass or any suit bid over the 3♣ is to play. A direct bid is constructive and a "good" hand.

** note 2NT is used as a relay to 3♣ in a lot of situations

Note 22 Defence to 3 level pre-empt

3x (??)

4m = Nat nf

3M = Nat nf

3NT to play

 $\frac{3MT \text{ to play}}{4M = \text{nat nf}}$

Cue = 2 suiter depending on opening

4NT = 2 suiter (minors or weaker than cue)

Double = points/ hand that's wants to bid

Note 23 Michaels

1m (2m) shows the majors. 1M(2M) shows the OM and an unspecified minor

2NT over either is an enquiry. If the 2^{nd} suit is unknown it enquires which it is. If the two suits are known it asks how good the michaels is (ie) 5/4, points in the suits, range etc.

Other

In Principle, Help suit trials

1m 1M;

4m = 4 card support for major and 6 card minor (eg) AKQxxx or AKJTxx

lebenshol over a reverse (yes – agreed)

(1x) P (1y) 2y/2x is natural.

(1x) P (1y) 1NT is Nat 15-18 system on

(1x) P (1y) 2NT is other 2 suits

(2X) dbl P ??? 2NT leb, 3y constructive, 4m GF *****

DOPI = Double zero Pass 1

1♣ P 2M = weak 0-5 6 card suit.

1♣ P 2♦ = 6♦ 10/11.

1 ◆ P 3 ♣ = 6 ♣ 10/11

1NT (2x/3x) dbl is "points / TO" depending on the meaning of bid