

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS Notes 6 and 7	
Nat nf 1-level 7-17 hcp nv , 9-17 hcp vul ; up to 13hcp protective. 2- level opening strength and good 5-card suit or better ; 14-17 hcp protective.	
USC 10hcp+.	
Advancer: New suit F if responder passes , NF otherwise	
Ghestem direct, Michaels protective.	

1NT OVERCALL	
Direct 1nt 15-17 hcp ; X then lowest nt 18-19 hcp	
Protective 1nt 11-14hcp ; X then lowest nt 15-18hcp	
2nt 19-21hcp	
System on if responder (opener in case of protective) passes, otherwise continuations natural.	

JUMP OVERCALLS	
Direct: 5-9hcp, 6-card suit .Advancer's 2nt asks, o/c bids feature if upper range. Except : (1c)-2d= Ms ; (1c/1d/1h/1s)- 3c = Ghestem	
Protective: 2 level suit 14-17 hcp, 5+ card suit (with or w/o jump).	

DIRECT & JUMP CUE BIDS	
Direct:(1d/1h/1s) – cue = Ghestem ; (1c)-2c =nat	
Protective: cue = Michaels.	
Jump cue , except (1c)-3c, is nt stop ask.	

Against 1NT Note 8.	
X of weak nt by unpassed hand is penalty; otherwise X = 54ms.	
Multi-Landy.	

Against pre-empts. Note 9	
v. 2-level pre-empt: X t/o with Lebensohl, suit nat nf ,2nt 16-19hcp ,cue of 2M is nt stop ask, cue of weak 2d is Ms, 'cue' of multi 2d is nat, leaping Michaels.	
v.3-level pre-empt : X t/o, cue or 4m is Michaels, suit excl 4m nat nf	
v.4-level pre-empt: X t/o , 4nt 2-suited over 4s, minors over 4h.	
v. Texas 4m : X shows m bid and values, cue of M is t/o	

Against Opponent's interference over 1-suit opening.	
o/c. Neg X, cue GF ; new suit F; limit raise ; limit jump raise;	
1nt,2nt,3nt nat limit; Jump shift 0-5 hcp & 6-card suit.	
t/o X. With 10+hcp XX or, with support, 2nt. new suit nat nf;1nt nat nf; raise nat nf; jump raise 0-5 hcp 4-card support; jump shift, 0- 5 hcp & 6-card suit.	
Ghestem/Michaels. Raise at lowest level nat nf; cue inv raise, new suit nat F, nt nat nf.	

Against Opponents Strong Openings	
Suit nat nf; wjo ; X= Ms 54+ ; lowest NT= ms 55+	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2 nd /4 th , MUD	4 th , MUD
NT	4 th , ToN	4 th , ToN
May lead high through dummy's known or expected strength.		
Subseq leads based on remaining holding, occasionally suit preference.		

	Vs. Suit	Vs. NT
Lead		
Ace	denies K	denies K
King	AK KQ (+)	AKQ AKJ KQJ KQ10 (+)
Queen	QJ10 QJ9 (+)	QJ10 QJ9 AQJ (Q or A) (+)
Jack	J109 J108 KJ10 AJ10 (+)	J109 J108 AJ10 KJ10 (+)
10	1098 H109 (+) 10x	1098 10x A109 K109 Q109
9	98(+) 9x	98x 9x
Hi-X	X x H x	Xxx(+) H x
Lo-X	x X x (x)	

SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A? att wrt K	Trumps- occ SP	Odds and evens.
Suit 2	K? count	Count	Odd-like ; Even- dislike, and SP if feasible.
3	Occ SP		
1	A? att wrt KQ	Count	
NT 2	K/Q unblock J/10, or count	Occ SP	

Standard count, standard attitude.
All signals used with discretion wrt informing declarer, cards held.

DOUBLES	
Note 10	
Take-out Doubles to 4 spade level.	

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS	
Lead directing doubles against slam (Lightner) and 3nt.	
Maximal doubles	
Competitive doubles to 2S.	
Negative & Responsive doubles to 4d	
Balancing/re-opening doubles to 4d.	
1c-(p)-1d-(1s)-X= Hearts	
1c-(1d)- X = both Ms.	
X of transfer bid , of Stayman ,of Texas 4m= suit bid and values	

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GENERAL APPROACH AND STYLE	
5542 1-level suits openings nf	
Strong NT	
2c art strong F	
2d 2h 2s weak	

SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
KCB 14/30 . Gerber.	
New minor forcing.	
2/1 GF ; 1M-1nt up to 12 hcp	
Lebensohl FAST	
Smolen	
Jacoby / Bergen style 4-card support M raises.	
Fourth suit nat F at 1-level; art GF otherwise	
Stayman response to 1nt; Puppet Stayman response to 2nt	
Ghestem	
Splinters	
Leaping and non-leaping Michaels .	
Lead directing doubles against slams (Lightner) and against 3nt	
Inverted minor suit raises	

SPECIAL FORCING PASS SEQUENCES	
Suit opening (incl pre-empt)-(X)-XX	
Interference over our 2c or 2nt opening.	
Opps overcall our constructive game contract or GF sequence.	
Psychics Rare	

Note 1 . Responses to 1-level suit opening.

1c/d- ? 1m- 1 suit is nat f.
1m-1suit-new suit nat nf.
1m-1 suit-1nt (weak nt)- new minor is artificial, invitational values, asking about 3-card support or unbid 4-card M . Opener with upper range values must bid at 3-level.
1m-1 suit-3nt normally long strong m suit.
1m-1M-4 same m is very good m suit , 4-card M support, GF.
1m-1 suit- jump shift nat F.
1m-1suit -dbl jump shift Splinter.
1m-1d- 1M/1nt- 2M(reverse by responder)is natural 5d4M, 11+hcp,F
1c-1M : responder might be 4M5d if the hand is too weak to reverse.
1m-1nt is up to 10hcp, nat nf ,denies a M, might have 4-card support for m opened.
1m-1nt-2 same m 6-card, unsuited for nt.
1d-1nt- 2c nat nf.
1m-1nt-2M nat F.
1m-1nt-2nt nat inv.
1d-2c is natural GF , and responder may have a M as well as 5-card clubs.
1c-2c or 1d-2d is natural, F to 3-agreed m. Continuations of 2M or other m show nt stops, and may not be 4-card suits. Skipping a suit denies a nt stop in that suit.
1m-2M or 1d-3c is 0-5hcp , 6-card suit, nf. (with disc. Vul, and only with some values and shape).
*Exception:*1m- 2M by passed hand is 5-card M, tolerance for m opened, inv values,nf.
1m- 2nt is 11-12 hcp (or a good 10 hcp) nat nf, denies a M, might have 4-card support for m opened. New minor by opener is checkback. 1m-2nt-3 same m can be passed.
1m-3M , 1c-3d, 1d-4c is splinter, GF , denies M , and 1d-4c is probably slam interest as 3nt is being bypassed (could have raised to explore nt contract).
1m-3nt is 13-15 hcp, nat nf ,denies a M, might have 4-card support for m opened. 1m-3nt-4 same m is self-sufficient suit, slam interest.

1M -?
Without support: 0-5hcp pass; 6-12 hcp 1s or 1nt; 12+ hcp 1s or 2/1 or 3nt 13-15 hcp .

3-card support. 0-3 hcp pass; 4-6 hcp 1nt ; 7-9 hcp raise; 10-12 hcp 1nt; 12+ hcp strength 1s or splinter or 2/1 GF (1s-2c may be 3-card) then DGR.
Exception: Passed hand with 3-card support and 11/12 hcp responds 2C (Drury), not 1nt.
Exception: Passed hand new suit , incl 2/1 ,not GF, and may be Drury opposite 3rd hand opening.

4-card support . 0-5 hcp jump raise (with discretion vul) ; 6-8 hcp raise; 9-10 hcp 3d; 11-12 hcp 3c ; 12+ hcp splinter or 2nt Jacoby.

6-card OM . 0-5 hcp jump shift .

1M-4 OM Natural nf.

1M-1nt up to 12 hcp, may include 3-card support , 1H-1nt denies S suit.

1M-1nt-?	Pass	Minimum opening, game improbable even opposite 12 hcp (3 rd hand opening noting 1nt will not incl an inv raise).No second suit (except 4=5=2=2) .
	2m	longer minor, nf (c bid if equal length, so 2d always 3+). 1h-1nt-2c could be 4=5=2=2 ; 1s-1nt-2c could be 5=3=2=3 .
	1s-1nt-2h	4-card , nf.
	1h-1nt-2h /1s-1nt-2s	6-card, nf .
	1h-1nt-3h/ 1s-1nt-3s	6-card, 16+ hcp, inv .
	1M-1nt-2nt	18-19hcp.
	1h-1nt-2s / 1s-1nt-3h/ 1M -1nt-3m	nat 54+ ,F

Responder continues:

After opener's lower range continuations : pass , preference, new suit nat nf; 2nt or raise of either of opener's suits to 3-level nat inv. with 10-12hcp.

After opener's strong nf continuations (2nt, 3M rebid) : pass , convert 2nt to 3-opener's M (4-6hcp and 3-card support), nat nf. Other bids incl new suit are GF .

After opener's reverse (1h-1nt-2s) : 2nt /3h nat nf ; other bids nat GF.

After opener's jump shift: 3-opener's M (4-6hcp and 3-card support) nat nf; other bids nat GF .

1M-2nt -? Jump shift by opener is nat 55 ,and second suit is good quality ;
3-level new suit is shortage , but if second suit held it lacks length/quality for jump shift.
Semi-balanced, show hcp range: 3 of agreed M = 16+ hcp ; 3nt= 14/15 hcp ; 4 of agreed M = 11-13 hcp.

Opponents overcall.

No inverse raises, no 2/1GF , no 1nt F, no Jacoby, no Bergen, all jump shifts very weak with 6-card suit.

Splinters GF.

Negative doubles, Maximal doubles.

1c-(1d)- X shows both Ms ; 1c-(1d)-1M may be 4-card.

Raise, jump raise nat limit (note that after m suit opening jump raise usually unsuitable for nat 2nt)

1m-(o/c)- new suit F but 2/1 not GF ;

1m-(o/c)- cue is art GF , asking for further description of openers hand, with emphasis on nt.

1m-(o/c)- 1nt, 2nt, 3nt nat nf.

Jump shift 0-5hcp, 6-card suit , with caution in light of opponents t/o X .

Opponents double:

With support , raise nf (up to 9hcp) or bid 2nt F (10+ hcp) , or with suitable hand splinter.

Jump raise 0-5 hcp, 4-card support.(5-card in case of 1c opening).

Without support but with 10 + hcp XX . Creates forcing pass.

Without support and less than 10hcp pass/ bid suit nf/ bid 1nt nf .

Jump shift 0-5hcp, 6-card suit , with caution in light of opponents t/o X .

Opponents Ghestem/Michaels :

Raise competitive, lowest available cue inv. raise.

X is penalty if o/c suit is one of overcaller's suits, or initiates co-operation in penalty doubling/forcing pass if artificial.

new suit nat F .

nt at any level natural limit.

Note 3. Continuations after 1nt opening.

Stayman (non-prom), 4-suit transfers, 3c 55ms weak, 3d 55ms strong, 3M shortage (no 4-card M, no 55 m), Gerber, 4d/h transfers, 4nt/5nt quant.

Stayman 2c. Includes inv. (8/9 hcp) hands with no M; hands with one or both 4-card Ms and inv.+ hcp; weak hands with 54 Ms ; GF hands with 54 M ; weak hands with a long m and a 4-card M ; and weak 3-suited hands

with short clubs

1nt-2c- 2d- ? 2nt inv with/without M;
3nt nat with one or both 4-card Ms.
2M longer of 54 M, weak, nf ;
3M Smolen (4- card M, 5-card OM) GF ;
pass weak with long d + 4-card M, or 4=4=4=1/ 4=4=5=0 weak ;
3c weak with long c + 4-card M.

1nt- 2c- 2h-? 2nt inv ,no M ;
2s inv, 4-card s;
3m weak with long m and s nf ;
3nt nat with 4-card s suit.

1nt- 2d/2h -? M suit transfer . Can be weak, can be 54M inv, can be GF / slam inv.

Opener with max and support should break the transfer with 2nt (3-card support) or 3M (4-card support). After 1nt-trs-2nt, responder can re-transfer at 3-level then pass or raise to game.

1nt- 2d-2h- 6h 5-card h suit, choice of slam. (with 6-card M trs at 4-level)

1nt- 2h-2s-3h or 1nt-2d-2h-2s 54M inv. (Weaker or stronger would go through Stayman)
1nt-2h-2s-4s 6-card, mild slam interest but weaker than 4-level transfer and continuation.

1nt-2s/2nt -? Minor suit transfer(s for c, nt for d) , 6 +card suit. Initially weak , can also be GF +, and may have a 2nd suit .
Opener with Hxx and max should break the transfer (1nt-2s-2nt / 1nt-2nt-3c)
1nt-2s-3c-3M = 6c, 4M GF+ ; similarly with 6d/4M

1nt- 3c-? Pass/correct.

1nt- 3d-? 3nt to play.

3M 5-card M . Continuations : with 3-card support (355) raise to 4M nf or cue OM slam interest ; with 5521 or 553 (OM) responder bids 3nt (opener can pass, or bid 4 m or 5m(weaker).

4m preference, slam interest

5m preference, no slam interest.

1nt- 3M -? 3nt to play

3OM 5-card (5-3 fit guaranteed) . Responder: new suit cue, 4nt KCB, or raise to game nf.

4m min, nat, nf. 5m max, nat, nf.

1nt-4c-? Step responses 0,1,2,3,4 Aces , and DOPI or ROPI over interference . Responder can continue 5c asking for number of Ks held, or sign off (incl 4nt sign-off).

1nt -4d/h -? Opener must accept transfer. Responder with no slam interest passes, otherwise cues, or 4nt KCB, or 5nt GSF.

1nt- 4nt / 5nt -? Opener can pass 4nt , or if bidding on (must over 5nt) , can bid a 5-card suit en-route , offering a choice of slam .

Responder :

4-card M . 0-7hcp pass. 8-9 hcp Stayman then invite . 10+hcp Stayman then bid game / invite slam/bid slam .

5-card M. Transfer, then pass/ invite/ bid game/invite slam/ bid slam.

54 M or 55 M. 0-7 hcp Stayman, then bid better M over 2d . 8/9 hcp transfer to best M , then continue OM inv . GF hcp Stayman then Smolen (54), or transfer and then jump in OM(55).

6-card M. 0-6 hcp trs at 2-level then pass . 7/8 hcp trs at 2-level then self-raise to 3-level inv. GF trs at 4-level then pass or explore/ bid slam; or transfer at two level then self-raise to 4-level with slam interest.

6-card m. 0- 6hcp : pass , or transfer then pass. 7-8 hcp: transfer then if opener breaks the transfer or accept the inv if suitable (with semi-solid suit might bid 3nt directly) .With GF transfer to m then bid 4-card

M, or 3nt; or cue other m or raise to 4m (slam interest, **unable to cue other m**); or raise to 5m (no slam interest) ; or, instead of transferring use Gerber (remembering 5c not available as sign-off).

4M 6m. Weak . Stayman, then 3m if opener doesn't show your M ; Strong: transfer to m, then continue with 3M F.

55m. Weak 3c; GF 3d ; If inv have to take a view.

31M Weak pass. GF bid singleton M at 3-level. If inv have to take a view.

Note 4. Opps interfere over our 1nt.

X or XX shows at least inv values (8/9 hcp), and an interest in defending. Where opponents suit(s) are unidentified, invites co-operation in penalty doubling. X of opponents suit overcall shows values, and suggests defending rather than competing, but doesn't guarantee a good trump holding.

1nt-(X)-? XX = 8/9 +hcp, creates forcing pass. System on.

1nt- (art bid)-? X shows values and interest in penalty doubling; creates forcing pass .

1nt- (nat suit overcall) -? X shows values , and unsuited for Lebensohl. Can be left in.

FAST Lebensohl used with distributional hands, or where declaring seems better than defending (eg vul game v. X of non-vul opps)

FAST Lebensohl. 2-level suit is nat nf ; 3-level suit is nat GF .
 Direct cue of M overcall is 4-card OM with a stop
 Direct 3nt is natural with a stop.
 2nt is a relay for 3c, introducing nf lower suit or inv higher suit (one that could have been bid at the 2-level) , or cue bidding to show 4-card OM without a stop, or 3nt without a stop.

1nt-(2nt for ms) - ? 3c=stayman ,3d/3h= transfer.

Responder's pass of artificial bid then X is take-out, competitive (if interested in penalty would have doubled in first instance)
 1nt opener can reopen over interference with a take-out double, showing a max and shortage in the suit doubled.

Note 5. 2c opening . 23+ hcp semi-balanced, or Acol 2+.

2c- 2d. Relay . May have values, but not suitable for positive suit response.
 2c- suit (other than 2d) . Nat, good 5-card suit, 7+ hcp .
 2c- jump suit . Nat, semi-solid 5+card suit, little else. Opener picks a contract (including possibly 4nt after 4c/4d response).
 2c-2d -?
 2c-2d-2nt (23/24 hcp semi-balanced) NF. Continue as over 2nt opening.
 2c-2d-3nt (25/26 hcp) -? 4c Stayman ,4d/h transfers, 4s 5s minors slam interest .
 2c-2d-2M (6-card 17+ hcp, 8+ playing tricks) - ? 2nt 'double negative' , opener can sign off at 3 level.
 raise stronger than jump raise (which denies an A) .
 new suit nat GF.
 2c-2d-3m (9+ playing tricks) -? new suit natural, but lacking points or quality for immediate suit response;
 raise stronger than jump raise (which denies an A) .
 3nt nat nf.

Note 6. Overcalls .

1nt overcall , direct position . 15-17 hcp (55 in 2 lowest unbid suits by passed hand.) Continuations as after a 1nt opening if responder passes, natural otherwise.
 1nt overcall, protective position . 10-14 hcp. Continuations as after a 1nt opening if opener passes, natural otherwise.
 1-level suit overcall : 5+card, 7-17 hcp nv and 9-17 vul , not suitable for a WJO.
 2-level suit overcall : opening hand and good 5-card suit .
 Overcaller with a stronger hand will take-out double initially then bid a new suit or lowest NT.

After a simple overcall by us, if responder passes we may have game on so we use USC , new suit F and nt bids to explore. If responder makes a constructive bid we are normally looking for the best part score, and don't use strength-showing bids. In the same vein, our doubles up to 2s are always competitive rather than penalty.

(1x)-1y-(p)-? Raise nat nf . Cue bid shows support and 10+ hcp. No need / benefit to pre-empt. With weaker hand with support pass and can back in later subject to vulnerability.
 Without support but with values new suit is natural F, 1nt is 8-11 with stop, 2nt is 12-13 with good stop.

(1x)-1y- (non-p)-? Raise natural , new suit nat nf but can tolerate opener's suit, X take-out.
 Maximal doubles (see below).

2m overcall. With support and strength normally USC, but 2nt shows Hxx support , a stop, and is invitational to 3NT if overcaller has extra points or length .Overcaller can pass, revert to 3m or raise to 3NT .
 Raise, jump raise = support but < 10 hcp, possibly barrage.

(1s)-2h-(p)-? 2nt=inv raise ; raise= barrage NF

Protective overcalls . (1x)-p-(p)- ?

1-level suit 7-13 hcp ; 2-level suit (with or without jump) ; 14-17 hcp . With a stronger hand take-out double first, then introduce the suit.
 X is takeout but may be light , 1nt 10-14hcp, cue of m is Ms; cue of M is OM/m , 55 .

(1x)-p-(1nt)-X	t/o of 1x
(1x)-p-(1nt)- new suit	nat nf.
(1x)-p-(1y)-1nt	55 unbid suits,possibly 5M4m, insufficient high-card strength for t/o double

Note 7. 2-suited overcalls .

Against 1-level suit openings. Ghestem played in immediate overcall position (55 weak or intermediate strength) . Michaels played in protective position.

Ghestem: Cue = 2 extreme suits, 2nt=lower 2 suits , 3c = other 2 suits. Except: (1c)-2c natural, (1c)-2d= Ms, (1c)-2nt = d/h , (1c)-3c = d/s.

Advancer's bid of one of overcaller's suits is nat preference, nf ; cue = range enquiry and overcaller continues lower or higher of his suits to show range ; new suit NF ; NT=nat NF .

Michaels: Cue of m shows both Ms; Cue of M shows OM, unidentified m with 3c p/c for m.

(1x)- p-(1y)- 1nt = 55 in other two suits, possibly 5M4m, with insufficient hcp for a takeout double.

Passed hand : (1x)- 1nt replaces 2nt , for two lowest unbid suits.

Leaping Michaels against weak 2's and multi 2d. 2-suited hands , 55, very strong, GF.

(2M) - 4m	55 that m ,OM GF
(2M/ 2d multi) -4NT	55ms ;
(2d weak)- 4d	55Ms.
(2d multi)—4m	55 that m, OM . Advancer's 4h is pass/correct.

Non-leaping Michaels against 3-level pre-empts . 4m is always 55 GF

(3m)- cue	55 Ms
(3c)- 4d	55 d + unidentified M (4h p/c)
(3d)- 4c	55 c + unidentified M (4h p/c)
(3M)- 4c	55 c + OM
(3M)- 4d	55 d + OM
(3M)- 4nt	55 ms

Note 8. Defence to 1NT .

Overcalling 1NT. The overcalls apply in both second and fourth seats.

nv might have as few as 7 hcp ; vul a seven loser hand with a reasonable anchor suit is preferred.

X 54 minors, except X of weak nt by unpassed hand is 15+ hcp .	Advancer gives preference, may barrage, bids 2M to play, may 2nt inquire.
2c 54 Ms	Advancer bids 2d with no preference, gives preference , bids 3m to play, may 2nt inquire.
2d 6-card M	Advancer bids 2h relay, 2s/3h pass or correct invitational in other M, may 2nt inquire.
2h 5h/4m	Advancer passes,bids 3c scramble for m, bids other M natural to play, may 2nt inquire.
2s 5s/4m	As 2h.

2nt inquiry. Advancers bidding is normally aimed at finding the best part-score, but occasionally advancer might have game interest. 2nt by advancer shows a strong hand , and is a range/distribution inquiry . A nonvul overcaller treats an opening bid strength hand as strong, anything less as weak , while a vul overcaller treats a minimum opening hand as weak, a good opening as strong. When overcaller is responding to 2nt, a lower response shows a weaker hand. 2nt by advancer is an inquiry even if responder doubles overcaller, or bids a suit.

After advancer bids 2nt inquiry

(1nt)- X minors - (any)-2nt -(p)-?	3c /3d(longer/better) lower range,3 of corresponding M if upper range.
(1nt)- 2c majors -(any)-2nt -(p)-?	3 of corresponding longer m lower range, 3h/s longer suit upper range.
(1nt)- 2d major - (any)-2nt -(p)-?	3 of corresponding m lower range, 3M upper range.
(1nt)- 2h major/minor- (any)-2nt -(p)-?	3m (second suit), lower range, 3 of corresponding M upper range.

If Responder gets in the way by bidding a suit or 2nt or 3nt, advancer doubles to compete . Overcaller is asked to bid his unidentified suit, or the longer of his suits if holding two suits.

Suit bids are then natural, either supportive of overcaller if o/c has shown that suit, or stand-alone suits.

2nt strength inquiry normally doesn't arise.

Note 9. Opponents open a pre-empt .

We don't pre-empt over pre-empts, so overcalls / doubles are constructive. A passed hand has more latitude.

Against 2-level pre-empt .

- Overcalls nat nf .
- X t/o, with Lebensohl if responder passes.
- (2x)- X- (3x)- X = values , usually two places to play ; (2x)- X- (3 level new suit/nt)-X = penalty.
- 2nt 16-19hcp, system on if opponents pass.
- Cue cue of 2M is a nt stop ask; cue of weak 2d shows both M ; (multi-2d)- 3d is natural.
- M jump overcall nat nf (6-card, 16-18hcp)
- (2M)-4m 5-card suit and 5-card OM, GF .
- (2M)-4nt 55ms , Strong
- (2d)- 4d 55Ms, Strong
- (2d)- 4c 5-card suit and 5-card unidentified M , GF . 4h by advancer is pass/correct.

Against Multi-2d.

- Overcall nat nf (incl 3d)
- X t/o, with Lebensohl if responder passes.
- (2d)-X- (2M)- X t/o (consistent with dbls in competition generally t/o up to 2s)
- (2d)-X- (3m) - X penalty
- (2d)-X- (any)- cue GF
- (2d)- 3M nat nf (16-18 hcp, 6 card suit) ;
- (2d)- 4M nat
- (2d)- 4c or 4d 55 in that m + unidentified M GF. 4h continuation by advancer is pass/correct for M .

Against 3-level pre-empt.

- Overcall nat nf (except 4c or 4d Michaels).
- X t/o . (3x)-X-(4x)-X = penalty.
- 4m Michaels. If hand isn't strong enough, just overcall the M.
- (3m) - cue 55 Ms GF ;
- (3c) - 4d d + unidentified M 55 GF . 4h continuation by advancer is pass/correct ;
- (3d) - 4c c + unidentified M 55 GF . 4h continuation by advancer is pass/correct ;
- (3M)- 4m that m + OM 55 GF
- (3M)- 4nt ms

Against 4-level pre-empt. X = t/o with strength, readily convertible to penalty . Suit overcall natural and strong. 4nt over 4h = minors ; 4nt over 4 spades = 2-suited takeout.

Against Texas 4. X= strong with the suit bid ; cue=t/o ; suit strong natural .

Note 10. Doubles.

Take-out Double: Double of an opening suit bid , or of a suit or nt response to an opening suit bid, is take-out up to the 4s level if a) 2 or more suits are unbid, and b) partner hasn't made a positive bid.

Doubler normally holds the OM if a M has been opened, or tolerance for both M if a minor has been opened . A t/o double followed by a change of suit is strong.

Repeat X is still takeout provided partner still hasn't made a positive bid.

- (1x)-p- (1y)- Dbl is a full-valued take-out double
- (1x)- p-(1y)- 1nt is take-out with distributional strength but insufficient hcp to make a take-out double .
- (1x)- p-(1nt)- Dbl is a takeout double of 1x.

Responsive Double.

When partner makes a take-out double, and responder raises opener , double by advancer is responsive , up to the 4d level(same as negative Xs). If m opened, advancer has 44 Ms; if M opened, advancer has 44ms. Advancer requires strength of 6+ hcp at 2-level, 8+ hcp at 3-level, 10+ hcp at four level to make responsive double.

Re-opening/ balancing doubles: takeout to 4d level.

Negative double: We open, opponent's overcall, double by responder is negative (holds/can support other two suits, with emphasis on unbid M), up to 4d level.

1c-(1d)-X shows both Ms , and consequently 1c-(1d)- 1M may be a 4-card suit.
1x-(1h)- X-(p) -? 1s = 3-card support , while 2s= 4-card support.

Competitive doubles. Low level -up to 2s- doubles are to compete, rather than penalty . Willing to play in 2-places (might include support for partner, or nt), and hcp appropriate to the level (7+ at 2-level, 8+ at 3-level, 10+ at 4-level , knowing we probably have a fit somewhere).

(1x)- o/c- (1nt) – X is competitive. Values, and both other suits ,or one other and tolerance for overcalled suit.
1x-(p)-1nt-(o/c)-p-(p)-X is takeout/competitive.

Maximal double : Where we and the opponents have each bid and supported suits below the 3-level of our suit, a simple repeat bid of our suit is competitive (law of total tricks), while double of opponents shows extra values, corresponding to an invitational raise.

1H-(1s)- 2h-(2s)-? Dbl invites 4h, while 3h is simply competitive .

Lead directing Doubles.

Lightner against slam : double of a slam by hand not on lead calls for an unusual lead . Against a suit slam, will usually have a void, while against nt will have or be able to establish 2 tricks. Unusual lead means – not any suit bid by our side , not a trump . Against nt, dummies first bid suit? Declarer's ?

Against 3NT: Lead directing double is rare, as opponents may redouble, or change to a suit contract.

If 3nt is bid without any suits being mentioned (real or virtual as in 1nt-2c-2h- 3nt is virtual spades) , double suggests leading your shortest M.

If suits have been bid, double means, in order, a) lead the suit you bid b) failing that, lead the suit I bid c) failing that, lead the first suit bid (or implied) by dummy, d) lead declarer's first-bid suit.

Re-doubles

1x-(X)-XX shows 10+hcp and lack of support for suit opened, and creates a forcing pass.

Note 11. Misc.

New minor forcing. 1x-1y-1nt-new m = art F. Asks for unbid 4-card M, or 3-card M support, and shows invitational values +. NT bidder with max must jump to 3M or 3nt.

1m-1h - 2h 4-card support, or 3-card support & shortage . Responder with 4-card M suit and suitable values continues with 2nt or 3nt rather than 3M/4M.

1x- 1y- 3nt Long strong opening suit .

1c- 1M- 4c GF in M , with long strong c suit. (sim 1d-1M-4d).

1c -3nt- 4c slam interest, self-sufficient c suit. Same applies to 1d- 3nt-4d

1c-(1d)-X both Ms

1m-(1h)-X-(p)-? 1s is 3-card support , while 2s is 4-card support (not showing extra values).