

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: Green NCBO: Philippine Tournament Bridge Assn (PTBA) PLAYERS: Alberto R. Quiogue / Felipe R. Manalang EVENT: All 2013 Events
1 level: usually 5+ cards, occasionally 4; 8+HCP NV or 10+HCP V		Lead	In Partner's Suit	
2 level: usually 5+ cards, occasionally 4; 10+HCP NV, or 12+HCP V	Suit	Usually 4 th from H	Same	
HCP may be lower with good suit quality (for lead-directing purpose)	NT	4 th from H, MUD from nothing	Same	
Overcall suit raises by advancer are based on LTT, when competing	Subseq			
Cue-bid by advancer: game-try in overcall suit, or shows big GF hand	Other:			
Weak new-suit free bid by advancer; often shows misfit in overcall suit				
Jump new-suit by advancer is invitational, usually 10+ HCP	LEADS			
INT OVERCALL (2nd/4th Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
15-18HCP bal, may have 5 card major, with 1NT systems on	Ace	AK(+); Ax	AK(+); Ax	GENERAL APPROACH AND STYLE
Systems on after 1NT overcall	King	KQ(+); Kx	KQ(+); Kx	Standard American Yellow Card (SAYC), with many gadgets
1NT overcall in balancing seat promises 12-15 NV, 14-16 V	Queen	AQJ(+); QJ(+); Qx	AQJ(+); QJ(+); Qx	Aggressive openings/overcalls, especially with favourable vulnerability, or in 3/4 seat
2NT over 2M is 15-18 bal, may have 5 card M, with 1NT continuations	Jack	AJT(+); KJT(+); JT(+); Jx	AJT(+); KJT(+); JT(+); Jx	Open 12+HCP V or 11+HCP NV or using Rule of 20, may be light/short if in 3/4 seat
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	AT9(+); KT9(+); QT9(+); Tx	AT9(+); KT9(+); QT9(+); Tx	Disciplined pre-empts usually at 1/2 seat, may be aggressive at 3/4 seat
Weak jump suit overcalls, usually 6+ cards in suit	9	9x	9x	Better minor: 1♣ is 3+C, 1♦ usually is 4+D, unless 4=4=3=2
2NT over 1m/1M is Unusual, shows 5+/5+ in 2 lower suits	Hi-X	Sx; xSx; xSxx(+)	Sx; xSx; xSxx(+)	inverted minor raises
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Lo-X	HxxS(+); HxS	HxxS(+); HxS	5-card majors, with comprehensive system of raises
1♣-2♣ & 1♦-2♦ is Michaels, shows 5+/5+ in majors	SIGNALS IN ORDER OF PRIORITY			Jacoby 2NT GF: 4+ major fit w/ 13+HCP or 7- LTC
1M-2M is Michaels, shows 5+/5+ in other major + minor		Partner's Lead	Declarer's Lead	2 over 1 new suit is natural, 10-15HCP F1
Unassuming cue bid in competition is F1, often asking for NT stopper	1	CNT hi=even	CNT hi=even	1NT 15-17 HCP, may have 5M (may be off-shape in 3 rd /4 th seat)
VS. NT (vs. Strong/Weak; Reopening;PH)	Suit 2	ATT hi=encourage		Strong GF jump shifts (16+HCP)
Cappelletti defense to 1NT	3			New Minor Forcing (F1) / 4 th Suit Forcing (F1)
When we double 1NT, partner bids on as if responding to 1NT opener	1	CNT hi=even	CNT hi=even	2NT opening or continuation may be off=shape
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)	NT 2	ATT hi=encourage		SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Double=take-out up to 4H, penalty at 4S and above	3			
New Suit=natural & non-forcing; Cue-bid=forcing to game;	Signals (including Trumps):			
NT=to play at 3 level; asking for up-line new suits at 4-level	S/P signal when dummy is singleton or void			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	DOUBLES			
Immediate overcalls over strong 1♣ opening: shows suit above bid:	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES
1♦=H, 1♥=S, 1♠=C, 2♣=D	Take-out double usually with classic shape after 1M			
Cappelletti overcalls (above 2♣ level) over strong 1♣ opening:	Take out double may not have classic shape after 1m			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2♦=majors; 2♥=H+m; 2♠=S+m, 2NT=minors	Frequent re-opening doubles, in case partner passed with opening hand			We often bid games aggressively, w/ good fit and 50+% probability
Immediate overcalls over strong 2♣ opening: shows suit above bid				We often bid small slams aggressively, on 50+% probability
Cappelletti overcalls (above 3♣ level) over strong 2♣ opening				We also use Losing Trick Count for hand evaluation with a suit fit
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			We may occasionally make bids or carding inconsistent with the agreements listed here, unintentionally or for tactical reasons
1M-(x)-2M, 1M-(x)-3M, 1M-(x)-4M=weak raise, based on LTT	Standard negative doubles through 2♠			
1M-(x)-2NT=limit raise; 1M-(x)-xx=GF	Support doubles through 2♠			
AFTER OPPONENTS INTERVENTION OVER OUR 2♣	Frequent non-penalty doubles through 3♠			Psychics: Rare
Pass = GF, strong (at least one King), can be any shape				
Double = weak, balanced				
New Suit = natural, weak, NF				
Jump New Suit = 6+ cards with 2 TH (suit above bid), no other values				

BID	ARTI- FICIAL	MIN #	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	Better minor, 11-21HCP	w/ 4+ M: 1M=4+M 4+HCP F1; w/ 4+M and 5+D 12+HCP: 1D jump shifts=5+ suit 16+HCP or 5-LTC GF; w/ no 4+M & no 5+C: 1NT=6-10HCP, 2NT=10-12HCP F1, 3NT=13-15HCP 2♣=10+HCP / 8-LTC w/ no 4+M, 3♣=5-9HCP / 9+LTC w/ no 4+M	After 1♣-1♦-1NT or 1♣-1♦-2♣, any responder bid of M or rebid of C is GF After 1♣-1M-1NT, 1♣-1♥-1♠, or 1♣-1M-2♣, 3♦ is weak NF, with 6+D and 4M
1♦		3	Better minor, 11-21HCP	w/ 4+ M: 1M=4+M 4+HCP F1; jump shifts=5+ suit 16+HCP or 5-LTC GF; w/ no 4+M & no 4+D: 1NT=6-10HCP, 2NT=10-12HCP F1, 3NT=13-15HCP 2♦=10+HCP / 8-LTC w/ no 4+M, 3♦=5-9HCP / 9+LTC w/ no 4+M	
1♥		5	5+H, 11-21 HCP	fit: 2♥=4-9HCP or 9LTC; 3♥=9-11HCP or 8LTC; 4♥: pre-emptive/distributional raise 1♠=4+S 6+HCP F1; 2m=4+m 10+HCP F1; jump-shift=5+suit 16+HCP or 5-LTC GF 2NT: Jacoby GF, strong 4-card support; 3NT=bal raise, 12-15 HCP, 3 card support	After 1♥-2♥: new suit=help ask, 2NT/3♥=game try; jump new suit=cue bid After 1♥-3♥: new suit=cue bid; jump new suit=Exclusion KCB
1♠		5	5+S, 11-21 HCP	fit: 2♠=4-9HCP or 9LTC; 3♠=9-11HCP or 8LTC; 4♠: pre-emptive/ distributional raise 2♥=5+♥ 10+HCP F1; 2m=4+m 10+HCP F1; jump-shift=5+ suit 16+HCP or 5-LTC GF 2NT: Jacoby GF strong 4-card support; 3NT=bal raise, 12-15 HCP, 3 card support	After 1♠-2♠: new suit=help ask, 2NT/3♠=game try; jump new suit=cue bid After 1♠-3♠: new suit=cue bid; jump new suit=Exclusion KCB
1NT		NA	Bal 15-17HCP	2♣: Stayman (does not promise 4M); 2♦/2♥: Jacoby transfer; 4♦/4♥: Texas transfers 2♠/2NT: transfer to 3♣/3♦; 4♣=minor slam try; 4♠: choose minor game 3♣/3♦/3♥/3♠: super-transfer to ♦/♥/♠/♣, 6+ with 2 of 3 TH, GF and slam try	After 1NT-2♣-2♦: see Note 1; After 1NT-2♣-2M: see Note 4 After Major Xfer: see Note 5 After Minor Transfer: Transfer Break = good fit, GF and slam interest
2♣	Art	NA	Strong 22+ HCP or 4-LTC M or 3-LTC m	2♦=positive GF; 2♥=negative; 2♠=super-positive (opening hand +) GF & slam try 2NT/3♣/3♦/3♥= 6+ cards in suit above, w/ 2 of top 3 honors, no outside A or K	After 2♣-2♦: 2♥/2♠/3♣/3♦=natural suit, often 6+ After 2♣-2♦: 2NT=bal 22-24HCP; 3NT=bal 25-27; 4NT=bal 28-30 After 2♣-2♥: 2♠=artificial GF (bid natural long 5+ suit or 2NT if balanced) After 2♣-2♦: 3♥/3♠/4♣/4♦ shows 4-LTC in M or 3-LTC in m After 2♣-2♥: 4♣/4♦/4♥/4♠ shows 4-LTC in M or 3-LTC in m
2♦		5	weak (5)6+D, <10HCP	2NT=asking for shortage; 2♥/2♠/3♣: natural, NF; 3♥/3♠/4♣: natural, F1, D tolerance; 3♥/3♠/4♦/4♥=unconditional transfers to 4♣/4♦/4♥/4♠	After 2♦-2NT-3X: 4♣ show D fit, GF, asking for CB After 2♦-3♥/3♠/4♣: new suit shows fit and is CB
2♥		5	Weak (5)6+H, <10 HCP	2NT=asking for shortage; new suit: F1	
2♠		5	Weak (5)6+S, <10 HCP	2NT=asking for shortage; new suit: F1	
2NT		NA	Bal/SemiBal 20-21 HCP May have 5M or 6m	3♣ Puppet Stayman; 3♦/3♥= conditional transfers 3♥/3♠; 3♠=Minor Suit Stayman 3NT/3♣/4♦/4♥=unconditional transfers to 4♣/4♦/4♥/4♠	
3♣		6	Normal pre-empt		HIGH LEVEL BIDDING
3♦		6	Normal pre-empt		after explicit or implicit suit agreement, 4NT RKCB (1430 response)
3♥		6	Normal pre-empt		Special responses (beyond 4 th step) to RKCB:
3♠		6	Normal pre-empt		5NT: 2 Key Cards with unspecified void
3NT	Art	NA	Solid minor pre-empt	4♣=pass or correct	Jump in suit: 1 or 3 Key cards, void in that suit
4♣	Art	7	Namyats in H	4♦=asking for cheapest outside 1 st R control, slam interest; 4♥=to play;	After fit, double jump shift (or beyond-game suit bid): Exclusion RKCB (1430)
4♦	Art	7	Namyats in S	4♥= asking for cheapest outside 1 st R control, slam interest; 4♠=to play	Steps In case of intervention: Double/Redouble=1 st step; Pass=2 nd step
4♥		8	Normal pre-empt		
4♠		8	Normal pre-empt		
5♣		8	Normal pre-empt		
5♦		8	Normal pre-empt		
5♥		8	Normal pre-empt		
5♠		8	Normal pre-empt		

Note 1: Sequences after 1NT-2♣-2♦:

- 2♥/2♠: to play
- 2NT: inviting to 3NT
- 3♣: Delayed Minor Suit Stayman, GF (see Note 2)
- 3♦: asking, GF and minor slam try (see Note 3)
- 3♥: Smolen, GF, promises 5♠ and 4♥
- 3♠: Smolen, GF, promises 5♥ and 4♠
- 3NT: to play

Note 2: Sequences after 1NT-2♣-2♦-3♣ (Delayed Minor Suit Stayman):

- 3♦: with a 4-card minor suit; 3♥ continuation clarifies, after which:
 - 3♠: with 4-card club suit
 - 3NT: with 4-card diamond suit
- 3♥: with 5-card clubs
- 3♠: with 5-card diamonds
- 3NT: with 4-card clubs and diamonds

Note 3: Sequences after 1NT-2♣-2♦-3♦ (Asking Bid):

- 3♥: with 5-card minor, minimum
- 3♠: with 5-card minor, maximum
- 3NT: balanced hand (probably 4-3-3-3 or bad 4-4-3-2)

Note 4: Sequences after 1NT-2♣-2M:

- 2♠ (only after 1NT-2♣-2♥): inviting to spade game, promises 4 spades and 8-9HCP
 - 2NT: inviting to 3NT, promises 8-9HCP or equivalent
 - 3♣: no initial M fit, repeat Stayman
 - 3♦: with 4-card minor suit; 3♥ continuation clarifies, after which:
 - 3♠: with 4-card club suit
 - 3NT: with 4-card diamond suit
 - 3♥: 5-card M, minimum
 - 3♠: 5-card M, maximum
 - 3NT: balanced hand, probably 4-3-3-3 or 4-4-3-2
 - 3♦: with initial M fit, GF, slam try
 - 3♥: 5-card M, minimum
 - 3♠: 5-card M, maximum
 - 3NT: balanced hand, probably 4-3-3-3 or 4-4-3-2
 - 3M: inviting to M game
 - 3♠ (only after 1NT-2♣-2♥): with 4-card S, 14+ HCP, GF
 - 3NT: to play (implies 4 of other M)
 - 4M: to play
 - 4♣/4♦: agrees on M as trump suit, slam try, control-showing CB
- jump in new suit (above 4M game): agrees on M as trump suit, Exclusion Blackwood (excluding bid suit)

Note 5: Sequences after Jacoby Transfer 1NT-2♦-2♥ or 1NT-2♥-2♠:

- 2NT: 5-card major, inviting to 3NT or 4M
- 3♣: second suit in clubs, natural and GF
- 3♦: second suit in diamonds, natural and GF
- 3M: 6 card major, inviting to 4M
- 3NT: 5-card major, choose your game (3NT or 4M)
- 4♣ (only after Jacoby transfer to S): 5-5 in majors, GF and slam try
- 4♦ (only after Jacoby transfer to S): 5-5 in majors, weak and gambling, choose major game
- jump in new suit (but below 4M game): slam try, cue bid
- 4M: to play
- jump in new suit (above 4M game): Exclusion RKCB

Note 6: Super-Accepts of a Jacoby Major Suit Transfer (after 1NT Opening)

After a Jacoby major suit transfer (following a 1NT opening), opener may show 4+ support through super-accepts:

New suit: 4 cards in transfer suit, and significant doubleton (Ax or Kx) in new suit

Jump in accept suit: 4 cards in transfer suit, minimum (15-16HCP), no significant doubleton

Cheapest NT bid: 4 cards in transfer suit, maximum (16-17HCP), no significant doubleton

We do not have super-accepts for a Texas major suit transfer after 1NT

We do not have super-accepts for a minor suit transfer after 1NT

We do not have super-accepts for any 3-level super-transfers after 1NT

We do not have super-accepts for any transfer after a 2NT continuation.

Note 7: Handling GF 2-suited after a 1NT opening:

With any GF 6-4 or 6-5 with possible slam values and 2 TH in 6-card suit, do a 3-level super-transfer and show second suit.

6M & 4+m – super-transfer in major, and rebid minor

6M & 4+OM - super-transfer in major, and rebid other major

6m & 4M – super transfer in minor, and rebid major

6m & 4om – super transfer in minor, and rebid other minor

With any GF 6-4 or 6-5 with possible slam values, but unable to use super-transfer sequence.

6M & 4+m – transfer in major, and rebid minor

6M & 4+OM – transfer in major and rebid other major

6m & 4M – transfer in minor, and rebid major

6m & 4om – transfer in minor, and rebid other minor

With exactly 5-5 in majors:

Weak but gambling in 4M game: transfer to 2S, and bid 4D

Weak: use Stayman and sign off at two level

Inviting to 4M game: transfer to hearts, and then bid spades

GF: use Stayman, and bid Game (raise to 4M or use Nanyats if needed)

GF and Slam Try: transfer to 2S, and bid 4C

With 5 in a major and 4/5 in a minor

GF: Transfer to major, and bid minor

Note 8: Structure of Major Raises:

1M-2M: 3+ card support, 6-9HCP (or 9LTC)

1M-3M: 3+ card support, limit raise, 10-12HCP (or 8LTC) or equivalent

1M-4M: pre-emptive raise, or distributional raise usually based on LTC

1M-2♣/2♦-(any)-(raise to 3M): 3 card support, 16+HCP, balanced or unbalanced

1M-2♣/2♦-(any)-(jump to 4M): 3+ card support, 12-15HCP, probably unbalanced

1M-2NT: (Jacoby 2NT) 4 card support, 12+ HCP or 6-LTC; see Note 9

1M-3NT: 3+ card support, balanced or semi-balanced, 12-15HCP

1M-(double jump in new suit): splinter, 4-card support, 12-15HCP, short in bid suit

Note 9: Responses to a Jacoby 2NT sequence after a 1M opening

3M: maximum hand with no shortage (18-21+ HCP)

3NT: medium hand with no shortage (15-17 HCP)

4M: minimum hand with no shortage (11-14 HCP)

new suit: singleton in that suit (see Note 10)

jump new suit: good 5+ second suit (2 of 3 TH), not minimum, slam try

Note 10: Asking bid after showing a shortage in Jacoby 2NT sequence

When the opener shows a shortage in response to a Jacoby 2NT raise, bidding the cheapest available bid is an asking bid, asking opener to describe his HCP strength. Responses are in step format, as follows:

1st step: minimum HCP (11-14 HCP or usually 7 LTC)

2nd step: medium HCP (15-17 HCP, or usually 6 LTC)

3rd step: maximum HCP (18-21 HCP, or usually 5- LTC)

Note 11: 2NT Continuation Bids

After a 2NT opening or a 2NT continuation bidding sequence (such as in 2♣-2♦-3NT), the responses are:

- 3♣: Puppet Stayman
- 3♦: conditional transfer to hearts (opener with 2-card suit may reject transfer by bidding 3NT)
- 3♥: conditional transfer to spades (opener with 2-card suit may reject transfer by bidding 3NT)
- 3♠: Minor Suit Stayman
- 3NT: unconditional transfer to clubs
- 4♣: unconditional transfer to diamonds
- 4♦: unconditional transfer to hearts
- 4♥: unconditional transfer to spades

Puppet Stayman responses are standard:

after the sequence 2NT-3♣-3NT, the responses are:

- 4♣: Delayed Minor Suit Stayman (same response structure as in Note 2)
- 4♦: 5-card hearts and 3+-card spade; opener must bid 4♥ with heart fit, or 4NT without fit
- 4♥: 5-card spades and 3+-card hearts; opener must bid 4♠ with spade fit, or 4NT without fit
- 4♠: choose a minor game

after the sequence 2NT-3♣-3♦, the responses are:

- 3♥: 4-card spades, with no 4-card hearts
- 3♠: 4-card hearts with no 4-card spades
- 3NT: no 4-card major
- 4♣: both 4-card majors (can be 5-4); opener must set trump suit via 4♥/4♠
- 4♦: 5-card hearts and 3-card spades; opener must bid 4♥ with heart fit, or 4NT without fit
- 4♥: 5-card spades and 3-card hearts; opener must bid 4♠ with spade fit, or 4NT without fit
- 4♠: choose a minor game

after the sequence 2NT-3♣-3M, the responses are:

- 3NT: no major fit, to play
- 4♣: no major fit, asking for club support
- 4♦: no major fit, asking for diamond support
- 4M: to play
- 4NT: RKC in M

Jump new suit (beyond 4M game): Exclusion RKC in major, excluding bid suit

After a 3NT continuation bidding sequence (such as in 2♣-2♦-3NT), the responses to the 3NT continuation follow the same structure as after 2NT, except they are now one level higher.

Note 12: Kokish relay (2♣-2♦-2♥)

After the 2♣-2♦ sequence, 2♥ is the Kokish relay, which indicates that the 2♣ hand has a heart suit, or has a very strong balanced hand (24+ HCP). Responder must normally bid 2♠, after which opener will now show his the nature of his hand:

2NT: balanced 24-25 HCP (same continuations as after 2♣-2♦-2NT)

3♣: unbalanced hand, 5+ hearts and 4+ clubs

3♦: unbalanced hand, 5+ hearts and 4+ diamonds

3♥: 6+ hearts, semi-balanced

3♠: unbalanced hand, 5+ hearts and 4+spades

3NT: balanced 28-29 HCP (same continuations as after 2♣-2♦-3NT)

4NT: balanced 32-33 HCP (same continuations as after 2♣-2♦-4NT)

With the use of Kokish relay, balanced 2♣ openings therefore conform to this structure:

22-23HCP - 2♣ opening, directly followed by 2NT rebid

24-25HCP - 2♣ opening, followed by Kokish relay, and then followed by 2NT rebid

26-27HCP - 2♣ opening, directly followed by 3NT rebid

28-29HCP - 2♣ opening, followed by Kokish relay, and then followed by 3NT rebid

30-31HCP - 2♣ opening, directly followed by 4NT rebid

32-33HCP - 2♣ opening, followed by Kokish relay, and then followed by 4NT rebid

Note 13: Meckwell Escape Sequences after 1NT-X or 1NT-P-P-X-P-P

After 1NT-X, it is always responder's decision on whether to "escape", or whether 1NT-doubled is playable. This implies that systems are "off" after 1NT-X, replaced by the following escape sequences:

Pass:	A pass by the responder shows any of three possibilities: 5 (or a good 4) Clubs, 5 (or a good 4) Diamonds, or both Major suits (4-4). The 1NT opener is required to bid 2 Clubs. The NT opener can pass to show clubs, or bid 2D to show diamonds, or bid 2H to show both majors (which NT opener may further correct to 2S).
Redouble:	A redouble by the responder informs the opener that 1NT is make-able. A redouble is almost always passed by the 1NT opener, except possibly when his values are concentrated in a good 5-card minor, which can now be bid (where 3NT is theoretically possible as a better alternative to 1NT doubled).
2♣:	Promises at least a distribution of 4-4 in Clubs and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2D, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Diamonds, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit.
2♦:	Promises at least a distribution of 4-4 in Diamonds and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2H, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Hearts, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit, which in this case is surely Spades.
2♥:	This is a natural response promising at least a 5-card (or a good 4 card) Heart suit.
2♠:	This is a natural response promising at least a 5-card (or a good 4 card) Spade suit.

In short, any bid other than a redouble (including a pass) signifies responder's desire to escape from 1NT

After 1NT-P-P-X, the 1NT opener automatically passes: the "escape or play" decision again lies with the responder. The responses are the same as above, except that the meanings of Pass and Redouble are exchanged.

Redouble:	A redouble by the responder shows any of three possibilities: 5 (or a good 4) Clubs, 5 (or a good 4) Diamonds, or both Major suits (4-4). The 1NT opener is required to bid 2 Clubs. The NT partner can pass to show clubs, or bid 2D to show diamonds, or bid 2H to show both majors (which NT opener may further correct to 2S).
Pass:	A pass by the responder informs the opener that 1NT is make-able.
2♣:	Same as after 1NT-X
2♦:	
2♥/2♠:	

In short, any bid other than a pass (including a redouble) signifies responder's desire to escape from 1NT