

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Light 6-15 (10-17? occasionally light), 5-card suit (maybe 4 at 1 level?)
New suit=NF; 1NT=8-11HCP; 2NT=12-13HCP
Cue bid=12+ pts (new suit<overcall=F1; rebid=weak; NT=12+HCP, NAT&GF; new suit>overcall, GF; cue bid=ASK stop, GF
Jump Raise: INV after raise, 1 level, or pass; PRE otherwise
Double: RESP after raise; PEN after 1NT; ROSENKRANTZ (see D2)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18HCP (systems on)
Reopening: 8-12HCP (systems on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE
Cue=F1; new suit=F1, NAT; raises=PRE
2NT after 1M=m; 2NT after 1m=♥+other minor
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct: m=Both M, M=other M+m (PRE or Strong)
2NT=ask m
Jump: ASK stop
VS. NT (vs. Strong/ Weak; Reopening; PH)
ASTRO (see note D1); 3 level=PRE
After 2♥2♦: Relay=<3 cards in M; 2NT=ASK other suit
After double of 2♥2♦: Pass=5+cards; Relay=5+cards
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Over 2 level: X=TO 15+(direct)/12+(reopening)HCP Lebensol (Slow=STOP)
2NT=15-18HCP (systems on)
Cue (over M)=Both m;
4♥/4♦=5+other M & 5+m
Over 3 level: X=OPT; 3NT=18+HCP
Cue=TO, very strong
4NT (over 4♥)= any 2 suits, (over 4♥)=m
VS. ARTIFICIAL STRONG OPENINGS
See note D2
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1M-X: 2NT=JORDAN, Jump raise=PRE; Over 1♦-X: 2♦=7-10 5♦
New suit (1 level)=F1, (2 level)=NAT NF
XX=10+ HCP implies no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th best (with honor), 2nd high	If supported, same (see below)	
NT	4th best (with honor), 2nd high	If supported, same (see below)	
Subseq	low=interest; high=no interest	low=interest; high=no interest	
If we did not support partner's suit, low from 10xx, 4th best from xxxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax(x)	AKJ10(x), AKQ10(x), AK	
King	AK, KQx(x)	AKx(x), KQx(x)	
Queen	QJx(x)	AQJx(x), KQ10x(x), QJx(x)	
Jack	J10x(x), AJ10x(x), KJ10x(x)	J10x(x), AJ10x(x), KJ10x(x)	
10	Q109x(x), 109x	Q109x(x), 109x	
9			
Hi-x	Xx, xXx, xXxx(x)	Xx, xXx, xXxx(x)	
Lo-x	HxX, HxxX, HxxXx(x)	HxX, HxxX, HxxXx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 high=encourage	high=even	high=encourage
	2 high=even		LAVINTHAL
	3 LAVINTHAL		
NT	1 high=encourage	high=even	high=encourage
	2 high=even		LAVINTHAL
	3 LAVINTHAL		
hi-low in trumps applies ability to ruff			
In NT, lead A: play highest card or attitude; K: count			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Natural (X & bid new suit=Good 6+ card suit & 17+HCP, reopening=11+HCP)			
simple new suit=4+ cards & 0-8HCP; Free bid=4+ cards & 6-8 HCP			
1NT=7-10HCP w/stop; 2NT=11-12HCP w/stop; Jumps=5+ cards & 9-11HCP			
Cue-bid=9+HCP; RESP(after raise only)=7+HCP(2 level), 9+HCP(3 level)			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
MAXIMUM OVERCALL DOUBLE (after opening & overcalls)			
SUPPORT DOUBLE/REDOUBLE			
COMPETITIVE DOUBLE			

WBF Convention Card



Category: BLUE (PRECISION)

NCBO: Singapore

EVENT: _____

PLAYERS: _____

Steve Robinson - Jane Choo

Jane Choo - Steve Robinson

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ Precision: Mainly NAT, 17+HCP (may be lighter if distributional)

1NT: 14-16HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦: Weak 2 in ♥ or ♠

2♥: 5♥&5m; 2♠: 5♠&5o (may have 5♥)

Over Strong 1♠, 1♦, or 2♠: Two suited overcalls (see D3)

SPECIAL FORCING PASS SEQUENCES

None

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Jump or delayed cue=WESTERN ASKING

After two suits are bid, we bid (or double at 3-level) the suit we have stopped

PSYCHICS:

Very rare, no controls

OPINION	1-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20-21	22-23	24-25	26-27	28-29	30-31	32-33	34-35	36-37	38-39	40-41	42-43	44-45	46-47	48-49	50-51	52-53	54-55	56-57	58-59	60-61	62-63	64-65	66-67	68-69	70-71	72-73	74-75	76-77	78-79	80-81	82-83	84-85	86-87	88-89	90-91	92-93	94-95	96-97	98-99	100-101	102-103	104-105	106-107	108-109	110-111	112-113	114-115	116-117	118-119	120-121	122-123	124-125	126-127	128-129	130-131	132-133	134-135	136-137	138-139	140-141	142-143	144-145	146-147	148-149	150-151	152-153	154-155	156-157	158-159	160-161	162-163	164-165	166-167	168-169	170-171	172-173	174-175	176-177	178-179	180-181	182-183	184-185	186-187	188-189	190-191	192-193	194-195	196-197	198-199	200-201	202-203	204-205	206-207	208-209	210-211	212-213	214-215	216-217	218-219	220-221	222-223	224-225	226-227	228-229	230-231	232-233	234-235	236-237	238-239	240-241	242-243	244-245	246-247	248-249	250-251	252-253	254-255	256-257	258-259	260-261	262-263	264-265	266-267	268-269	270-271	272-273	274-275	276-277	278-279	280-281	282-283	284-285	286-287	288-289	290-291	292-293	294-295	296-297	298-299	300-301	302-303	304-305	306-307	308-309	310-311	312-313	314-315	316-317	318-319	320-321	322-323	324-325	326-327	328-329	330-331	332-333	334-335	336-337	338-339	340-341	342-343	344-345	346-347	348-349	350-351	352-353	354-355	356-357	358-359	360-361	362-363	364-365	366-367	368-369	370-371	372-373	374-375	376-377	378-379	380-381	382-383	384-385	386-387	388-389	390-391	392-393	394-395	396-397	398-399	400-401	402-403	404-405	406-407	408-409	410-411	412-413	414-415	416-417	418-419	420-421	422-423	424-425	426-427	428-429	430-431	432-433	434-435	436-437	438-439	440-441	442-443	444-445	446-447	448-449	450-451	452-453	454-455	456-457	458-459	460-461	462-463	464-465	466-467	468-469	470-471	472-473	474-475	476-477	478-479	480-481	482-483	484-485	486-487	488-489	490-491	492-493	494-495	496-497	498-499	500-501	502-503	504-505	506-507	508-509	510-511	512-513	514-515	516-517	518-519	520-521	522-523	524-525	526-527	528-529	530-531	532-533	534-535	536-537	538-539	540-541	542-543	544-545	546-547	548-549	550-551	552-553	554-555	556-557	558-559	560-561	562-563	564-565	566-567	568-569	570-571	572-573	574-575	576-577	578-579	580-581	582-583	584-585	586-587	588-589	590-591	592-593	594-595	596-597	598-599	600-601	602-603	604-605	606-607	608-609	610-611	612-613	614-615	616-617	618-619	620-621	622-623	624-625	626-627	628-629	630-631	632-633	634-635	636-637	638-639	640-641	642-643	644-645	646-647	648-649	650-651	652-653	654-655	656-657	658-659	660-661	662-663	664-665	666-667	668-669	670-671	672-673	674-675	676-677	678-679	680-681	682-683	684-685	686-687	688-689	690-691	692-693	694-695	696-697	698-699	700-701	702-703	704-705	706-707	708-709	710-711	712-713	714-715	716-717	718-719	720-721	722-723	724-725	726-727	728-729	730-731	732-733	734-735	736-737	738-739	740-741	742-743	744-745	746-747	748-749	750-751	752-753	754-755	756-757	758-759	760-761	762-763	764-765	766-767	768-769	770-771	772-773	774-775	776-777	778-779	780-781	782-783	784-785	786-787	788-789	790-791	792-793	794-795	796-797	798-799	800-801	802-803	804-805	806-807	808-809	810-811	812-813	814-815	816-817	818-819	820-821	822-823	824-825	826-827	828-829	830-831	832-833	834-835	836-837	838-839	840-841	842-843	844-845	846-847	848-849	850-851	852-853	854-855	856-857	858-859	860-861	862-863	864-865	866-867	868-869	870-871	872-873	874-875	876-877	878-879	880-881	882-883	884-885	886-887	888-889	890-891	892-893	894-895	896-897	898-899	900-901	902-903	904-905	906-907	908-909	910-911	912-913	914-915	916-917	918-919	920-921	922-923	924-925	926-927	928-929	930-931	932-933	934-935	936-937	938-939	940-941	942-943	944-945	946-947	948-949	950-951	952-953	954-955	956-957	958-959	960-961	962-963	964-965	966-967	968-969	970-971	972-973	974-975	976-977	978-979	980-981	982-983	984-985	986-987	988-989	990-991	992-993	994-995	996-997	998-999
1♠	✓	0	4♦	17+HCP (maybe less if distributional)	1♦: 0-7HCP	1♥/1♠: 4+ card suit F1 (note O5); 1NT: 17-19 & 2NT=23+ (systems on); Jump suit: F1	X: 5+9 (no 5-card suit) or strong																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					New Suit: 8+HCP & 5+card suit	New Suit: 5+cards ASK (note O1); Raise: ASK (note O2); No Trump: (note O7)	Cue: 9+ (no 5-card suit)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					1NT: 8-13HCP; 2NT: 14+HCP	1NT-2♠: ASK (note O6); New suit: 5+cards ASK (note O1); 3♠: BARON	New suit: 5-9 & 5+ cards																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					Jump suit: 8+HCP, 4-4-4-1 (singleton in suit bid)	Suit: ASK (note O3); No Trump: NAT	Jump suit: 10+ & 6+ cards																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
1♦	✓	1	4♦	11-16 HCP (usually no 5-card M)	New suit: F1; 2♠: 4+♠ & 11+HCP	After 1♦-1M-1NT, New minor forcing; After 2♠, show stopper (2♦=none, 2NT=both)	X: 5+-11 (no 5-card suit) or +++																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					INVERTED MINOR SUIT RAISES	Show stoppers (2NT=both, 3♠=none); 3♦=NAT; HELP SUIT GAME TRY	New suit: 5+ cards																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					1NT: 8-10HCP; 2NT: 11-12HCP (no 4-card M)	Passed Hand 2/1 NF	1L=5+-12; 2L=8-12; 3L=9+-12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
1♥/1♠		5	4♦	11-16 HCP	1♠ after 1♥: 4+cards F1; 1NT: F1	HELP SUIT GAME TRY; Passed Had 2/1 NF	Jump new suit: 5+ GF																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					2X: 4+ cards F to 2M; 3MT=14-15HCP & 3-card support	New suit <2M: 4+cards F1; 2M: MIN (may be only 5 cards); others: MAX GF	(same as 1♦)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					Jump raise: PRE; JACOBY 2NT: GF ASK; BERGEN	New suit: singleton; 3M: 6+cards; 3NT: 5-card, MAX; 4M: 5-card MIN; Jump suit: 5-5 MAX																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
1NT			4♦	14-16 HCP (may have 5-card M)	2♠: STAYMAN; 3♠♦: INV; 3♥/♠: singleton; 4♦/♥: TEXAS	After 2♠: (note O11); After 3♥/♠: (note O16)	LEBENSOL (SASS)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					2♦: WALSH RELAY (note O12); 2♥: TRANSFER	After 2♦: (note 12); After 2♥-2♠/3♠: 3♥/4♥: 5♠&5♥	1NT-X-XX: Transfer to ♠																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
					2♠: MSS (note O13); 2NT: TRANSFER (note O14)	After 2♠: (note O13); After 2NT: (Note O14)	X over: ART PEN 4+, NAT TO 7+																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
2♠		5	4♦	11-16 HCP (may have 4-card M)	2♦: ASK; 2♥/♠: NAT, to play; 2NT: 9-11 HCP	After 2♦: 2♥/♠: 4M & MIN; 2NT: No 4M & MAX; 3♠: No 4M & MIN; 3♥/♥/♠/4♠: NAT & MAX	same as after 1♦																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
						After 2♦-2NT/3♠: 3♦: ASK stop (3♥=♥; 3♠=♠ NOT ♥; 3NT=No M stop)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
						After 2♦-2NT: 3♠: 2 top ♥; 3♦: 2 top ♠; 3♥/♠: NAT deny 2 top; 3NT: AKQ																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
2♦		0	No	5-10, 5 or 6+ ♥ or ♠	2NT: ASK; 2♥: Pass/Correct; 2♠/3♥: Pass/INV	After 2♦-2NT: 3♠: 2 top ♥; 3♦: 2 top ♠; 3♥/♠: NAT deny 2 top; 3NT: AKQ																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
2♥		5	No	5-10, 5♥&5m. 4th: 6♥ 11-13	2♠: ASK for other, F1; 3♠: Pass/Correct; 2♠: F1 NAT		3♠: P/C; suit: NAT to play; X: PEN																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
2♠		5	No	5-10, 5♠&5o; 4th: 6♠ 11-13	2NT: ASK for other, F1; 3♠: Pass/Correct		same as 2♥																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
2NT			No	20-22 HCP (may have 5M)	3♠: STAYMEN; 3♦/♥: TRANSFER																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														
3 bids		7	No	6-10HCP (0-1 outside A/K) rule 2/3	New suit: ASK Support	New suit: 2+ cards, singleton; Raise: 2+ cards; Rebid: otherwise																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
					Single raise: Ogust	???????																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
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4♠/♦		7	No	NAMYATS (good ♥/♠)	Relay suit: ASK (singleton); 4NT: RKCB																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														
					8+-9 playing tricks, 0-1 outside A/K																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														
4♥/♠		7	No	5-11 HCP (0-1 outside A/K)	4NT: RKCB																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														
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HIGH LEVEL BIDDING																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
After 1NT or 2NT: 4♠: GERBER (4♦: 0/4 Aces, 4♥: 1 Ace, 4♠: 2 Aces, 4NT: 3 Aces); 4NT: Quantitative																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
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4NT (& MINORWOOD)=RKCB (agreed suit or last bid suit): 1430 responses																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
After 1st/2nd step: next suit ASKS for Queen (No Queen: cheapest bid; with Queen: show K, NT: 2 K)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
5NT over 4NT: Guarantee all key cards (6♠=0, 6♦=1, 6♥=2); Interference: DOPE/ROPE (if 4 steps available, else DEPO)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
Frequent SPLINTERS (opener & Responder); 4th suit: GF (unless rebid 4th suit then it shows two long weak suits)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			

CONSTRUCTIVE SEQUENCES

AFTER PRECISION

O1. Support Asking (After 1C-1H/1S/NT/2C/2D)

New Suit asks for support:

- 1st Step = No support (Support = Hxx or xxxx), MIN (MIN = < 4 controls)
- 2nd Step = No support, MAX
- 3rd Step = Support, MIN
- 4th Step = Support, MAX
- 5th Step = Support w/ 2 top honors, MAX

O2. Trump Asking (After 1C-1H/1S/2C/2D)

Raise asks for suit quality & sets trumps:

- 1st Step = 5+ cards, no top honor
- 2nd Step = 5-cards, 1 top honor
- 3rd Step = 5-cards, 2 top honor
- 4th Step = 6+-cards, 1 top honor
- 5th Step = 6+-cards, 2 top honor
- 6th Step = 5+-cards, AKQ

O3. Trump Asking (After 1C-2H/2S/3C/3D[4-4-4-1])

Suit bid agrees trumps and asks for suit quality

- 1st Step = no top honor
- 2nd Step = 1 top honor
- 3rd Step = 2 top honor
- 4th Step = AKQ

O4. Side Suit Asking (After 1C and Trump Agreement-2H/2S/3C/3D) Epsilon

Side suit after suit agreement asks for control:

- 1st Step = no control (xxx)
- 2nd Step = 3rd control (xx or Qxx)
- 3rd Step = 2nd round control (x or Kx)
- 4th Step = 1st round control (void or A)
 - After the above bids, next step asks whether distributional or honor
 - 1st Step = Distribution control
 - 2nd Step = Honor
- 5th Step = AK

O5. Major Suit Exploration (After 1C-1D)

1H/1S = 4+ cards & distributional hand (may have longer minor). Responder replies as follows:

With 4-Card Support

Raise = 0-4 HCP

Jump Raise = 5-6 HCP, no singleton

2NT = 7 HCP, no singleton

Mini-Splinter = 4-5 HCP, singleton in suit bid

Splinter = 6-7 HCP, singleton in suit bid

After partner shows support new suit bids are disciplined cue bids

Without 4-Card Support (after 1C- 1D – 1H)

1S = 0-5 HCP, <4 Spades

1NT = 0-7 HCP, 4+ Spades

2C = 6-7 HCP, <4 Spades, <5 Diamonds

2C = 6-7 HCP, 5+ Diamonds, <4 Spades

Without 4-Card Support (after 1C- 1D – 1H)

1NT = 0-5 HCP

2C = 6-7 HCP, <5 Diamonds, <5 Hearts

2D = 6-7 HCP, 5+ Diamonds, <5 Hearts

2H = 6-7 HCP, 5+ Hearts

After partner denies support:

Minor = may be longer than the major

Major = 6+ cards

NOTE: If responder showed 6-7 HCP, they must bid again

O6. Asking after 1C – 1NT (8-13) – 2C

2D = No 4-card major, 8-10 HCP

2H = 4 Hearts, 8-10 HCP

2S = 4 Spades, <4 Hearts, 8-10 HCP

2NT = 11-13 HCP

3C requests to bid 4-card suits up the line

O7. Responses After 1C-1M-1NT

A No Trump rebid by the Club opener is Distribution Asking. Our responses are:

New Suit = 4+ card in suit bid
Rebid Suit = 6+ card suit
2NT = 8-10 HCCP, 5-3-3-2
Jump Suit = 5+ cards in the bid suit, MAX
Jump Rebid = 6+ card suit, MAX
Jump NT = 11-13 HCP, 5-3-3-2
4C = GERBER

MAX = 11+ HCP and 4+ controls, (passed hand = 10+ HCP and 3+ controls)

AFTER 1NT

O11. Modified Stayman (1NT – 2C)

Two Hand Types:

- 1) Asks for 4-card Major
- 2) Any balanced invitational hand

2D = No 4-card major

2H = 5+ Hearts, 4 Spades, invitational

2S = 5+ Spades, 4 Hearts, invitational

2NT = Invitational, may have 4-card major

3C/3D: 5+ cards, game forcing, slam invitation (any 4-card major)

3H = SMOLEN: 5+ Spades, 4 Hearts, forcing

3S = SMOLEN: 5+ Hearts, 4 Spades, forcing

2H = 4 Hearts

2S = 4 Spades, invitational

2NT = Invitational, no 4-card major

3C/3D: 5+ cards, game forcing, slam invitation (any 4-card major)

2S = 4 Spades, <4 Hearts

2NT = Invitational, may have 4 Hearts

3C/3D: 5+ cards, game forcing, slam invitation (any 4-card major)

O12. Walsh Relay (After 1NT-2D)

Two Hand Types:

- 1) Transfer to Hearts
- 2) Strong (Game forcing & slam invitation) 6+ card minor

1NT-2D-2H (normal transfer accept)

2S = Cancels Heart transfer, GF & slam invitation (hand type 2)

2NT = Forced

3C = 6+C, 1 of top 3 honors

3D = 6+D, 1 of top 3 honors

3H = 6+C, 2 of top 3 honors

3S = 6+D, 2 of top 3 honors

3NT = sign-off, others are queue bid

3NT = Solid minor, 7 tricks

4C = Solid minor, GERBER

These bids all show normal transfer (hand type #1)

2NT = INV

3C/D = 5H & 4m, GF+

3H = INV, 6+H (usually not suited to NT)

1NT-2D-2S (super accept)

2N=Confirms transfer (hand type #1)

3H=Forced

Otherwise, all below bids are GF & slam invitation (hand type #2)

3C = 6+C, 1 of top 3 honors

3D = 6+D, 1 of top 3 honors

3H = 6+C, 2 of top 3 honors

3S = 6+D, 2 of top 3 honors

3NT = sign-off, others are queue bid

3NT = Solid minor, 7 tricks

4C = Solid minor, GERBER

4D=Solid minor, 9 tricks

O13. Minor Suit Stayman (After 1NT-2S)

Three Hand Types:

- 1) Strong minor two suiter (5+ - 4+), Game forcing & slam invitation
- 2) Weak minor two suiter (5+ - 4+)
- 3) Weak Diamonds, 6+ cards

1NT-2S-2NT (no 4-card minor)

3C = weak minor 2-suiter (hand type #2)

Pass or correct

3D = weak 6+ Diamonds (hand type #3)

Must pass

3H/3S = Singleton in suit bid (hand type #1)

3NT = Wasted values

1NT-2S-3C (4+ Clubs)

Pass = weak minor 2-suiter (hand type #2)

3D = weak 6+ Diamonds (hand type #3)

Must pass

3H/3S = Singleton in suit bid (hand type #1)

3NT = Wasted values

1NT-2S-3D (4+ Diamonds, <4 Clubs)

Pass = weak minor 2-suiter (hand type #2) OR weak 6+ Diamonds (hand type #3)

3H/3S = Singleton in suit bid (hand type #1)

3NT = Wasted values

O14. Transfer to 3 Clubs (After 1NT-2N)

Two Hand Types:

- 1) 4-4-4-1, Game Forcing & Slam Invitation
- 2) Weak 6 card Clubs

1NT-2NT-3C (forced)

Pass = weak 6+ card Clubs (hand type #2)

3D/3H/3S = Singleton in bid suit (hand type #1)

3NT = Wasted values

Otherwise = set trumps

3NT = Singleton Club (hand type #1)

4C = Singleton Club, too strong to play only 3NT even opposite wasted values (hand type #1)

Pass (over 3NT) = wasted values

New suit = set trumps

4NT (over 4C) = wasted values

O15. 3C/3D Invitational

6+ card minor (2 of top 3 honors???)

O16. 3H/3S Singleton

6+ card minor, game values, singleton in suit bid

3NT = Stopper(s) in suit bid

4C = No stopper (or Axx), good fit & maximum

Cue-bid = extra values

5m = no extra values

5C = No stopper (or Axx), average values

Pass or correct

DEFENSIVE

D1. ASTRO (over 1NT, strong or weak)

Strength= 9-14 HCP

2C=H+m (5+-4+ either way)

2D = Pass or correct

2H = To play

3H = PRE

2NT = ASK minor OR INV in major

3C/3D = minor

3H = INV

3C/3D = 5+ cards, NAT

2D=S+O (5+-4+ either way)

2H = Pass or correct to minor

2S = To play

3S = PRE

2NT = Ask 2nd suit OR INV in major

3C/3D = 5+ cards, NAT

3S = INV

3C/3D=5+ NAT

2M=6+ card suit, NAT

2NT=m (5+-4+)

D2. ROSENKRANTZ (after overcalls)

Open	Partner	Responder	Bidder
1D	1H	1S/2C/2D	X (A,K, or Q Hearts, 2+ card support) 2H (no top honor, 3+ card support)
1D	1H	X	XX (A, K, or Q Hearts, 2+ card support) 2H (no top honor, 3+ card support)

Rules: Partner overcalls at one-level;
Responder bids below 2 of partner's suit

D3. Over Strong Openings

Two suited overcalls (minimum 5+ - 4+, better vulnerable)

Vs Precision 1C

X=S+D
1D=M
1H=H&C
1S=S&C
1NT=m
2C=H&D

Vs Precision 1C-1D

X=M
1H=H&C
1S=S&C
1NT=m
2C=H&D
2D=S&D

Vs Strong 1D

X=M
1H=H&C
1S=S&C
1NT=m
2C=H&D
2D=S&D

Vs Strong 2C (5+-5+)

X=S+D
2D=M
2H=H&C
2S=S&C
2NT=m
3C=H&D

Vs Strong 2C-2D (5+-5+)

X=M
2H=H&C
2S=S&C
2NT=m
3C=H&D
3D=S&D

Higher overcalls, 6+ card suit, pre-emptive