




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo & Coloured Sticker:</div> <div></div> <div></div>			
Ruben Advance			Lead	In Partner's Suit				
	Suit	4th, MUD, natural	3rd / 5th, natural					
Jump raise = PRE	NT	2nd, 4th, Sxx, natural	3rd / 5th, natural					
Jump shift = fit raise	Subseq	Remaining CT / ATT	Remaining CT / ATT					
	Other: vs 5/6, K = ask for CT, A = cashing			CATEGORY: GREEN				
				NCBO: Hong Kong		EVENTS: ALL		
				PLAYERS: All players				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
At 2 nd seat: usually 15 -18, BAL	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE			
At 4 th seat, over 1m, usually 12~15, BAL, For 1M, usually 12~16	Ace	AK (ATT/CT), Ax (2nd SP)		AK+ (ATT)	5-cards+ M, 2/1 Game Forcing, Strong 1NT, Convenient minors			
	King	KQ (ATT), AK–stiff		KQTx+(CT)(ATT), AKJX	Forcing 1NT after 1M			
Responses: Same as 1NT opening	Queen	QJ+, AKQx+		QJTx+/KQT9+/AQT9+/AKQx+	Strong 2♣, Multi 2♦			
Responses after interference: same as 1NT being interfered	Jack	JT+, Jx		JT9+, AQJx+, Jx				
JUMP OVERCALLS (Style; Responses; Reopen)	10	KJTx+, T9x+, Tx		AJTx+, KJTx+, T98x+				
1-Suit: weak, 5+ cards suit, Wild style	9	KT9x+, QT9x+, 9x		AT9x+, KT9x+, QT9x+				
2-Suit: unusual 2NT for 2 lower unbid	Hi-x	xSx (MUD), Sxxx		Sxx, Sxxx, xSxx				
	Lo-x	xxxS(x)		Natural				
	SIGNALS IN ORDER OF PRIORITY				1NT Opening: usually 15-17 (may 5-card Major, or 5422, or 6-card minor)			
Reopen: opening hand					2 OVER 1 Response: Always FG by an un-pass hand			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Michaels Cuebid	Suit	1	ATT	CT	ATT	2♣ = 22+ HCP, or 9+ tricks		
jump cue-bid = ask stopper		2			CT	2♦ = multi: Weak 2♥ or weak 2♠(weaker than 2M opening)		
		3				2♥ = weak 2♥		
	NT	1	ATT	Pd to Duck: CT	ATT	2♠ = weak 2♠		
VS. NT (vs. Strong / Weak; Reopening; PH)		2	CT(K/Q & 3cd+ seen)		CT	3NT = Gambling		
Reverse Cappelletti		3				Negative free bids at 2-level		
X = takeout, 2♣ = Both majors, 2♦ = Either major	Signals: natural, High-Low Welcome, Even				Cuebid after opp's overcall = limited+ raise or any GF hand			
2♥ = ♥+minor, 2♠ = ♠+minor					Michaels Cuebid, Unusual 2NT, Unusual Vs Unusual (Q lower = LR+)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)								
vs weak 2: cue=ask stopper,	Doubles				Lebensohl			
vs high-level, 4NT / cue = 2-suiter takeout					Sandwich 1NT			
	TAKEOUT DOUBLES (Style; Responses; Reopening)				Good-Bad 2NTafter opponent's M fit. or preempted at 2 level			
	Takeout Double: 4♥				Often raise partner's 1 major response with 3 cards ONLY			
					Transfer response to 1 or 2 level overcall			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES		
Against Strong 1♣ or multi-1♣, Suction	Negative Double: 4♥				After 2/1 respond by an un-pass hand			
	Supportive Double & Redouble: 2♥							
	Responsive Double: 4♥							
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
XX =10+, F to 2NT, new suit at 2-level = NF	Defense against Negative Double: XX = with an honor in the bid suit				Only direct 4/5NT raise: quantitative, most cases: RKC			
					Vs overcall, 1NT =8 -10, do not promise stopper			
					PSYCHICS: Seldom			

Opening Bids

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1♣	:	11 - 21 HCP, 3 cards +♣ (3-3 minors open 1♣)
1♦	:	11 - 21 HCP, 3 cards +♦ (3 cards if 4-4-3-2)
1♥	:	11 - 21 HCP, 5 cards +♥
1♠	:	11 - 21 HCP, 5 cards +♠
1NT	:	15 - 17, else Balance hand, may have 5 cards major or 6 cards minor
2♣	:	1) Strong Hand, 8.5 + playing tricks 2) 22+ HCP, balance hand
2♦	:	0 - 8 HCP, 5 cards +♥ or 5 cards +♠
2♥	:	6 - bad 11 HCP, 6 cards +♥
2♠	:	6 - bad 11 HCP, 6 cards +♠
2NT	:	20 - 21, balance hand, may have 5 cards major or 6 cards minor
3♣	:	Pre-emptive, 5 cards +♣
3♦	:	Pre-emptive, 5 cards +♦
3♥	:	Pre-emptive, 6 cards +♥
3♠	:	Pre-emptive, 6 cards +♠
3NT	:	to play with long minor
4♣	:	Pre-emptive, 7 cards +♣
4♦	:	Pre-emptive, 7 cards +♦
4♥	:	Pre-emptive, 7 cards +♥
4♠	:	Pre-emptive, 7 cards +♠

Responses

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1♣	:	
1♦	:	6+ HCP, 2 cards +
1♥/♠	:	6+ HCP, 4 cards +
1NT	:	8 - 10 HCP
2♣	:	<i>Inverted Minor</i> , 10+ HCP, 5 cards +, forcing 1 round
2♦	:	4-7 HCP, 6 cards +
2♥/♠	:	0-5 HCP, preempt
2NT	:	Invite to 3NT
3♣	:	0-5 HCP, 5♣+
3♦	:	9 - bad 12 HCP, 6 cards +
3♥/♠	:	0-5 HCP, 7 cards +
1♦	:	
1♥/♠	:	6+ HCP, 4 cards +
1NT	:	6 - 10 HCP
2♣	:	12HCP, 3 cards +,
2♦	:	<i>Inverted Minor</i> , 10+ HCP, 4 cards +, forcing 1 round
2♥/♠	:	0-5 HCP, 6 cards +
2NT	:	Invite to 3NT
3♣	:	9 - bad 12 HCP, 6 cards +
3♦	:	0-5 HCP, 5♦+
3♥/♠	:	0-5 HCP, 7 cards +

1♥

- 1♠ : 6+ HCP, 4 cards +
 1NT : 1) *Forcing* 1NT
 2) Semi-forcing if passed hand
 2♣/♦ : 1) 4 cards +, *GF*
 2) *2-way Reverse Drury* if passed hand
 2♥ : *Non-Constructive Raise (6-9 HCP)*

Remarks: *Development over 2♥, refer to the part Major Raises*

1♠

- 1NT : 1) *Forcing* 1NT
 2) Semi-forcing if passed hand
 2♣/♦ : 1) 4 cards +, *GF*
 2) *2-way Reverse Drury* if passed hand
 2♥ : 1) 5 cards +, *GF*
 2) 5 cards +, maximum if passed hand
 2♠ : *Non-Constructive Raise (6-9 HCP)*

Remarks: *Development over 2♠, refer to the part Major Raises*

1NT

Remarks: *Refer to Other developments:*
 A) *1NT Opening Developments*

2♣

- 2♦ : 0-3 or 8+HCP
 2♥/♠ : 4-7 HCP suit
 3♣/♦ : 4-7 HCP suit with at least a Q in the suit
 2NT : 4-7 HCP catch all
 3♥/♠ : 6 cards with at least 2 of AKQ
 3NT : Any 6 cards + solid suit

If interfered,

- X : 5+ HCP
 Pass : 0-4 HCP
 Bid suit : 5+ HCP suit

2♦

- 2NT : asking
 2♥/♠/3♥/♠ Pass or Correct
 3♣/3♦ : Natural , NF
 3NT: To play
 4♣: Transfer to your major
 4♦: pick a major
 4♥/♠: to play

2♥

- 2NT : *Ogust* asking
 2♠/3♣/♦ : Forcing 1 round

2♠

- 2NT : *Ogust* asking
 3♣/♦/♥: Forcing 1 round

2NT

- 3♣ : *Romex Stayman*
 3♦/♥ : Transfer to ♥/♠
 3♠ : *Puppet to 3NT*
 3NT : 6 cards +♣/♦, weak
 4♣ : Gerber
 4♦/♥ : *Texas* Transfer to ♥/♠
 4♠ : Artificial forcing, balanced hand
 4NT : Invitation

3♣

- 3♦ : Ask 3 card major

3♦/3♥/3♠

- New suit: Forcing 1 round

3NT

- 4/5♣ : Pass or Correct
 4♦ : ask short suit
 4♥/4♠ : To Play

4♥/♠

- 4NT : *RKCB*
 5X : General *Slam try*

Other Developments

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1) 1NT Opening Developments

- 2♣ : *Stayman*, followed by *Smolen*
 2♦ : Transfer to ♥, or 1 suit minor *Slam try*
 2♥ : Transfer to ♠
 2♠ : *Minor Stayman GF*, or 5 - 5 minors *NF*, or 6 cards +♦ *NF*
 2NT : 6 cards +♣ *NF*, or any 4441 *GF*
 3♣/♦ : 6 cards + with any 2 top honors, invite to 3NT
 3♥/♠ : 31(54)/13(54), *GF*
 4♣ : *Roman Gerber*
 4♦/♥ : *Texas* Transfer
 4♠ : Artificial forcing, balanced hand
 4NT : Invitation

After 1NT - (X)/(1X) - 1NT - (X) :

- Pass : To play
 XX : Suggest to play
 2♣ : ♣ or ♦+ a major
 2♦ : ♦ or both major
 2♥ : To play
 2♠ : To play

Stayman and Smolen

After 1NT - 2♣ :

- 2♦ : No 4 cards major
 2♥ : 4 cards ♥, may have 4 cards ♠
 2♠ : 4 cards ♠, no 4 cards ♥
 3♥/♠ : 5cards ♥/♠, maximum
 2NT : 5cards ♥/♠, minimum

After 1NT - 2♣ - (X) :

Pass : 1 stopper
 XX : 4 cards +♣
 2♦ : no stopper and no 4 cards major
 2♥/♠ : 4 cards +

After 1NT - 2♣ - 2♦ :

2♥ : At least 5♥ - 4♠, invitation
 2♠ : At least 5♠ - 4♥, invitation
 2NT : Invite to 3NT, may have no 4 cards major, may have 5 - 4 majors
 3♣/♦ : 5 cards + minor with or without 4 cards major, *Slam try*
 3♥ : 4 cards ♥ and 5 cards +♠, *GF*
 3♠ : 4 cards ♠ and 5 cards +♥, *GF*
 4♦ : 6 cards ♥ and 4 cards ♠, no slam interest
 4♥ : 6 cards ♠ and 4 cards ♥, no slam interest

After 1NT - 2♣ - 2♥ :

2♠ : Invite to 3NT without 4 cards ♠, or *Slam try* in ♥
 2NT : 4 cards ♠, Invite to 3NT/4♠
 3♣/♦ : 5 cards + minor, *Slam try*, does not promise 4 cards ♠
 3♠/4♣/4♦ : *Splinter*

After 1NT - 2♣ - 2♠ :

2NT : Invite to 3NT, may have no 4 cards major
 3♣/♦ : 5 cards + minor, *Slam try*, does not promise 4 cards ♥
 3♥ : *Slam try* in ♠
 4♣/♦/♥ : *RKCB* in ♠

Jacoby Transfer and Walsh Relay

After 1NT - 2♦ :

2♥ : Normal accept
 2♠ : Super accept, 4 cards +♥

After 1NT - 2♦ - 2♥ :

2♠ : *Walsh Relay*, opener have to bid 2NT
 2NT : Invite to 3NT/4♥

Then Opener bid:

3♣/♦ : 3 cards ♥, good suit *game try*
 3♥ : 3 cards ♥, minimum
 3♣/♦ : 2nd suit, *GF*
 3♥ : 6 card ♥ invitation
 3♠/4♣/4♦ : *Splinter*
 4♥ : *Mild Slam try* in ♥

After 1NT - 2♦ - 2♥ - 2♠ - 2NT :

3♣/♦ : 6 cards + broken suit, *Slam try*
 3♥ : 6 cards + semi-solid in ♣, *Slam try*
 3♠ : 6 cards + solid/semi-solid in ♦, *Slam try*
 3NT : 6 cards + solid in a minor, *Slam try*

After 1NT - 2♦ - 2♠ :

2NT : ♥ suit, forcing to 3♥

After 1NT - 2♥ :

2♠ : Normal accept
 2NT : 4 cards +♠, no weak doubleton, maximum
 3♣/♦/♥ : 4 cards +♠, weak doubleton, maximum
 Responder then ♥ = re-transfer
 3♠ : Super accept, 4 cards +♠

After 1NT - 2♥ - 2♠ :

3♥ : 55 Major +, *GF*

After 1NT - 2♦/♥ - (X) :

Pass : No 3 cards ♥/♠

Responder then bid:

- XX : STR, subsequence X suggest Penalty, *NF*
2♥/♠ : *NF*
XX : 5 cards +♦/♥
2♥/♠ : 3 cards ♥/♠

Minor Stayman

After 1NT - 2♠ :

- 2NT : No 4 cards + minor
3♣ : 4 cards +♣, may have 4 cards ♦
3♦ : 4 cards +♦

After 1NT - 2♠ - 2NT :

- 3♣ : at least 5 - 5 minors, *NF*
3♦ : 6 cards +, *NF*
3♥/♠ : Any 5 - 4+ minors, shortness
3NT : 5 - 4 - 2 - 2, *Mild Slam try*
4♣ : 4 cards ♣ and 6 cards ♦, *Slam try*
4♦ : 4 cards ♦ and 6 cards ♣, *Slam try*
4NT : 5 - 4 - 2 - 2, *Slam try*

After 1NT - 2♠ - 3♣ :

- Pass : at least 5 - 5 minors
3♦ : 6 cards +, *NF*
3♥/♠ : Cue-bid, *Slam try*
4♣ : Invite with at least 5 - 5 minors
4♥/♠ : *Splinter*

After 1NT - 2♠ - 3♦ :

- Pass : 6 cards +♦

- 3♥/♠ : Cue-bid, *Slam try*

- 4♣ : Invite with at least 5 - 5 minors
4♦ : Invite with 6 cards +♦
4♥/♠ : *Splinter*

After 1NT - 2NT - 3♣ :

- Pass : 6 cards +♣
3♦/♥/♠ : Shortness, *GF*
3NT/4♣ : Shortness in ♣, *Mild Slam try/Serious Slam try*
After 1NT - 3♥, then any bid is *Stop Bid!*

After 1NT - 3♠ :

- 3NT : To Play
4♣/♦ : *Slam try* in ♥/♠
4♥/♠ : To play
4NT : *6 cards RKCB*

Responder then bid:

- 5♣ : 1/4 *KC*
5♦ : 0/3 *KC*
5♥ : 2 *KC*
5♠ : 2 *KC* with 1 *Q*
5NT : 2 *KC* with 2 *Q*

Roman Gerber

After 1NT - 4♣ :

- 4♦ : 1/4 *A*
4♥ : 0/3 *A*
4♠ : 2 *A*, minimum
4NT : 2 *A*, maximum

Texas Transfer

After 1NT - 4♦/♥ - 4♥/♠ :

4NT : *RKCB*

New suit: *Exclusive RKCB*

1) Major Raise

Jacoby 2NT

After 1M - 2NT :

3X : Singleton or void

3M : 17+, balance hand

3NT : 14-16, balance hand

4X : 5 cards + good suit

4M : Minimum, balance hand

2-way Reverse Drury

After p - 1M :

2♣ : Maximum, 3 cards M or 4 cards 9-10 HCP

2♦ : Maximum, 4 cards +M

3♣/♦ : *Fit Jump Shift*

After p - 1M - (X) :

XX : Maximum, may have 3 cards M

2♣/♦ : *NF*

2NT : Maximum, 4 cards +M

3♣/♦ : *Fit Jump Shift*

After p - 1M - 2♣ :

2♦ : normal opening hand

2M : Minimum

2NT : Balance hand, *game try*

After p - 1M - 2♦ :

2M : Minimum

2♥ : normal opening hand

2NT : Balance hand, *game try*

Others : Suit, Slam try

3) Forcing 1NT

After 1♥ - 1NT :

2♣ : 3 cards +

2♦ : 3 cards +

2♥ : 6 cards +

2♠ : Normally 4 cards +, *Reverse*

2NT : Artificial GF

3♣/♦ : 5 cards +, *GF*

3♥ : Invite

3♠ : 18+ HCP, short in ♠

3NT : 16+ HCP, 6 cards + solid suit

4♣/♦ : 5 cards +♥ and 6 cards ♣/♦

4♥ : To Play

After 1♠ - 1NT :

2♣ : 3 cards +

2♦ : 3 cards +

2♥ : 4 cards +

2♠ : 6 cards +

2NT : Artificial GF

3♣ : 4 cards +, *GF*

3♦/♥ : 5 cards +, *GF*
 3♠ : Invite
 3NT : 16+ HCP, 6 cards + solid suit
 4♣/♦ : 5 cards +♠ and 6 cards ♣/♦/♥
 4♠ : To Play

After 1♥ - 1NT - 2♣ :

2♠ : Invite with 4 cards +♣, forcing 1 round
 2NT : Invite to 3NT
 3♣ : Invite with 5 cards +
 3♦ : Invite with 6 cards +, good 9 - 11 HCP

After 1♥ - 1NT - 2♦ :

2♠ : Invite with 4 cards +♦, forcing 1 round
 2NT : Invite to 3NT
 3♣ : 6 cards +, *NF*
 3♦ : Invite with 5 cards +

After 1♥ - 1NT - 2♠ :

2NT : *Lebensohl*
 3♣/♦ : 5 cards +, *Slam try*
 3♥/♠ : *Slam try*

After 1M - 1NT - 2NT :

3X : 5 cards +, *Slam try*
 3M : *To play*

After 1♥ - 1NT - 2♣ - 2♥ :

2♠ : Invite to 3NT, 4 cards ♠
 2NT : Invite to 3NT, balance/semi-balance
 3♣ : Invite with 5♥ - 5+♣
 3♦ : Invite with 5♥ - 4+♣ - 3♦

3♥ : Invite with 6♥ - 4♣

After 1♥ - 1NT - 2♦ - 2♥ :

2♠ : Invite to 3NT, 4 cards ♠
 2NT : Invite to 3NT, balance/semi-balance
 3♣ : Invite with 5♥ - 4♦ - 4♣
 3♦ : Invite with 5♥ - 5+♦
 3♥ : Invite with 6♥ - 4♦

After 1♥ - 1NT - 2♣ - 2♠ :

2NT : no 4 cards ♣, minimum,
 3♣ : 4 cards +, minimum,
 3♦ : Cue-bid, *GF*
 3♥ : 6♥ - 4♣, *GF*

After 1♥ - 1NT - 2♣ - 2NT :

3♣ : 5♥ - 5♣, *GF*
 3♦ : 5♥ - 4+♣ - 3♦, *GF*
 3♥ : 6♥ - 4♣, *GF*

After 1♠ - 1NT - 2♣ - 2♥ :

2♠ : Invite with 6♠ - 4♣
 2NT : Invite to 3NT, balance/semi-balance
 3♣ : Invite with 5♠ - 5+♣
 3♥ : Invite to 4♥

After 1♠ - 1NT - 2♥ - 2♠ :

3♣/♦ : Invite with 5♠ - 4♥ - 3+♣/♦
 3♥ : Invite with 5♠ - 5♥
 3♠ : Invite with 6♠ - 4♥

After 1♠ - 1NT - 2♣ - 2NT :

3♥ : 3 cards ♥, *GF*

3♠ : 6♠ - 4♣, *GF*

After 1♠ - 1NT - 2♥ - 2NT :

3♣/♦ : 5♠ - 4♥ - 3+♣/♦, *GF*

3♥ : 5♠ - 5♥, *GF*

3♠ : 6♠ - 4♥, *GF*

After 1M - 1NT - 2M - 2NT :

3X : 6M - 4X, minimum

3M : 6 cards +, minimum

4) Inverted Minor

After 1♣ - 2♣ :

2♦/♥/♠ : Value showing, *GF*

2NT : Minimum, balance hand

3♣ : Minimum, un-balance hand

3♦/♥/♠ : *Splinter*

3NT : 18 - 19 HCP, balance hand

4♣ : *RKCB*

4♦/♥/♠ : *Exclusive RKCB*

After 1♦ - 2♦ :

3♣ : 2nd suit, *GF*

4♣/♥/♠ : *Exclusive RKCB*

After 1♣ - 2♣ - 2NT :

3♣ : *NF*

3♦/♥/♠ : Cue-bid, *GF*

4♣ : *RKCB*

4♦/♥/♠ : *Exclusive RKCB*

After 1♦ - 2♦ - 2NT :

4♣/♥/♠ : *Exclusive RKCB*

After 1♣ - 2♣ - 3♣ :

3♦/♥/♠ : Cue-bid, *GF*

4♣ : *RKCB*

4♦/♥/♠ : *Exclusive RKCB*

After 1♦ - 2♦ - 3♦ :

4♣/♥/♠ : *Exclusive RKCB*

5) Developments after Opener re-bid 1NT

After 1♣ - 1♦ - 1NT :

2♣ : To play

2♦ : *8-11 HCP, 6cd+*

2♥/♠ : 5+♦ - 4♥/♠, *GF*

3♣ : Invite with 5♦ - 5♣

3♦ : 6 cards +♦, *Mild Slam try*

3♥/♠ : 6 cards +♦, *Splinter*

After 1X- 1M- 1NT:

2 way checkback

Jump to 3 new suit after rebidding 1NT show 5-5 *GF*

6) Developments after Opener Re-bid 2NT

After 1♣ - 1♦ - 2NT :

- 3♣ : 5♦ - 4♣, *Slam try*
- 3♦ : 6 cards +♦, *Mild Slam try*
- 3♥/♠ : 5♦ - 4♥/♠, *Slam try*

After 1♣/1♦ - 1♥ - 2NT :

- 3♦/♣ : *Checkback Stayman*, promise 5 cards +♥
- 3♣/♦ : *Slam try* in ♣/♦
- 3♥ : 6 cards +♥, *Slam try*
- 3♠ : 4 - 4 majors, *GF*

After 1♣/1♦ - 1♠ - 2NT :

- 3♦/♣ : *Checkback Stayman*, promise 5 cards +♠
- 3♣/♦ : *Slam try* in ♣/♦
- 3♥ : 5+♠ - 5+♥, *Slam try*
- 3♠ : 6 cards +♠, *Slam try*
- 4♥ : 5+♠ - 5+♥, no slam interest

7) Developments after 20+ HCP NT Opening/Re-bid

Romex stayman

8) Some GF/Invite Sequence

After 1♣ - 1♦ - 1♥ :

- 1♠ : 4th suit *GF*

Then Opener bid:

- 2♣ : 5 cards +♣
- 2♦ : 3 cards ♦

- 2♥ : catch all

- 2♥ : 5+♦ - 4♥, *GF*
- 2♠ : 5+♦ - 4♠, *GF*
- 3♣ : Invite with 4+♦ - 3+♣
- 3♦ : 6 cards +♦, *Mild Slam try*
- 3♥/♠ : 6 cards +♦, *Splinter*

After 1♣ - 1♦ - 2♣ :

- 2♥/♠ : Value showing, *GF*
- 3♦ : 6 cards +♦, *Mild Slam try*
- 3♥/♠ : *GF* in ♣, *Splinter*

After 1♣ - 1♥ - 2♣ :

- 2♦ : *New Minor Checkback*, forcing 1 round
- 2♥ : *NF*
- 2♠ : Value showing, *GF*
- 3♦ : Invite with 6+♦ - 4♥
- 3♠ : *GF* in ♣, *Splinter*

After 1♣ - 1♠ - 2♣ :

- 2♦ : *New Minor Checkback*, forcing 1 round
- 2♥/♠ : *NF*
- 3♦ : Invite with 6+♦ - 4♠
- 3♥ : Invite with 5♠ - 5♥

After 1♦ - 1♥ - 2♦ :

- 2♠ : *New suit Checkback*, forcing 1 round
- 3♣ : Invite with 6+♣ - 4♥
- 3♠ : *GF* in ♦, *Splinter*

After 1♦ - 1♠ - 2♦ :

- 2♥ : *New suit Checkback*, forcing 1 round
3♣ : Invite with 6+♣ - 4♠
3♥ : Invite with 5♠ - 5♥

After 1♥ - 1♠ - 2♥ :

- 2NT : Invite, then opener have to bid 3♠ if 3 cards ♠ and maximum
3♣ : *New suit Checkback*, GF
3♦ : Forcing with ♦ suit

4th Suit GF

1X-1Y-1Z-2♦ is GF

After 1♦ - 1♠ - 2♣ :

2♥ : 4th suit *GF*

Then Opener bid:

- 2♠ : 3 cards ♠
3♣ : 5 cards ♣
3♦ : Catch all
3♥ : Invite with 5♠ - 5♥

After 1♥ - 1♠ - 2♣ :

2♦ : 4th suit *GF*

Then Opener bid:

- 2♥ : Catch all
2♠ : 3 cards ♠
3♣ : 5 cards +♣
3♦ : Invite with 6+♦ - 4♠

2/1 GF

After 1♦ - 2♣ :

- 2♦ : 5 cards +♦, any hand
2♥/♠ : 4♥/♠ - 5♦, 16HCP+
2NT : 12-14 or 18-19 HCP balanced
3♣ : 4cd♣ support
3♥/♠ : *Splinter*
3NT : 15- 17 balance hand

After 1♥ - 2♣ :

- 2♥ : Catch all
2♠ : 4 cards, 16+HCP
2NT : 12-14 or 18-19 HCP
3♦/♠ : *Splinter*
3♥ : Set trump, *Slam try*
3NT : 15- 17 balance hand

After 1♠ - 2♥ :

- 2♠ : Catch all
2NT : 12-14 or 18-19 HCP
3♣/♦ : 4 cards + with extra
3♥ : 3 cards +♥
3♠ : Set trump, *Slam try*
3NT : 15 - 17 balance hand
4♣/♦ : *Splinter*

After 1♠ - 2♥ - 2♠ :

- 2NT : Relay bid, mostly ask for 2nd suit / 6 cards ♠ / Hx in ♥
3♣/♦ : 5 cards or 4 cards with extra
4♣/♦ : *Splinter*

After 1♠ - 2♣ - 2♦ :

2♥ : 4th suit *F*

Then Opener bid:

2♠ : Catch all

3♣ : 3 cards ♣

3♦ : 5 cards +♦

2♠ : 3 cards +♠

3♥/♠ : *Splinter*

After 1♠ - 2♦ - 2♥ - 2NT :

3♣ : suit

3♥ : 5 cards ♥

3♠ : 6+♠ - 4♥

9) RKCB

After trump setting, 4NT is *Roman Key Card Blackwood*, then:

5♣ : 1/4 *KC*

5♦ : 0/3 *KC*

5♥ : 2 *KC*

5♠ : 2 *KC* with trump *Q*

5NT/6♣ : even/odd # of *KC* with working void

After 5♣/♦ response:

+1 Rank : Trump *Q* asking, then:

Trump : No trump *Q*

5NT : have trump *Q*, no side *K*

Side suit : have trump *Q*, lowest side *K(Q)*

After 5X response:

5NT : Lowest *K* asking, or *Grand Slam try*, promise having all key cards

6X : General *Grand Slam try*

10) DOP1/DEPO

If 4NT *RKCB* is interfered by bid lower than 5 of the agreed trump then:

XX/X : 0/3 *KC*

Pass : 1/4 *KC*

One step higher: 2 *KC*

Two steps higher : 2 *KC* with trump *Q*

If 4NT *RKCB* is interfered by 5 of the trump or higher, then:

X : 0 *KC* or even number

Pass : 1 *KC* or odd number

Defensive Bids

=====

1) Against Opponent 1NT Opening

Modified Cappeletti

If non-passed hand and opponent opened **WEAK** 1NT, then:

X : 15+ any hand

If non-passed hand and opponent opened **STRONG** 1NT, then:

X : Opening hand with a suit, with 5 card suit needs 15+HCP

If passed hand and opponent opened 1NT, then:

X : Any 6 cards + minor suit

After (1NT) :

2♣ : both majors, usually 5-4+

2♦ : Any 6 cards + major suit

2M : 5 cards +M and 4 cards +♣/♦, then
 2NT : At least 5 - 5 minors

After (1NT) - 2♣ :

2♦ : Same length in majors, or invite without good majors support
 2♥/♠ : ♥/♠ is longer
 2NT : Invite+ asking, same as 2♥ - 2NT response
 3♥/♠ : Pre-emptive

After (1NT) - 2♣ - 2♥ :

2♠ : ♠ is longer, *game try*
 3♣/♦ : Invite, shortness
 3♥ : ♥ is longer, *game try*

After (1NT) - 2♣ - 2♠ :

3♣/♦ : Invite, shortness
 3♥/♠ : ♥/♠ is longer, *game try*

After (1NT) - 2♦ :

Any suit : Pass or Correct
 2NT : Invite+

After (1NT) - 2♦ - 2♥ - 2♠ :

New suit: *Constructive, NF*

After (1NT) - 2♦ - 2♥/♠ - 3♣/♦ :

3X : Stopper, invite to 3NT
 4♣/♦ : Invite to 5♣/♦

After (1NT) - 2M :

2NT : Invite+ asking, then
 3♣/♦ : 4 cards +♣/♦, minimum
 3♥/♠ : 4 cards +♥/♠, maximum

3♣/♦ : Pass or Correct

2) Against Opponent STR ♣/♦ Opening

Suction

If opponent open 1♣/2♣/1♦/2♦ or negative/waiting response, then:

X(1C)/♣ : ♦ or ♥ + ♠

X(1D)/♦ : ♥ or ♠ + ♣

♥ : ♠ or ♣ + ♦

♠ : ♣ or ♦ + ♥

NT : ♣ + ♥ or ♦ + ♠

Remarks : *Any bid is Pass or Correct*

If opponent open 1♦/2♦ or negative/waiting response, then:

X : ♥ or ♠ + ♣

Others : Same as those against strong 1♣/2♣ opening

3) Against Opponent Takeout Double/Overcall

If partner open 1♣ and opponent X, then:

XX : 1) 10+ HCP, subsequence X suggest Penalty

2) Forcing pass through 2NT

1X : Forcing 1 round

1NT : 8-10 HCP, no 4 card ♥/♠

2♣ : 6-9 HCP support in ♣

2♦/♥/♠ : *Weak Jump Shift*

2NT : 5 cards +♣, invite or better

If partner open 1♦ and opponent X, then:

- XX : 1) 10+ HCP, subsequence X suggest Penalty
2) Forcing pass through 2NT
- 1X : Forcing 1 round
- 1NT : 5 cards +♣
- 2♣/♦ : Good/Weak support in ♦
- 2♥/♠ : *Weak Jump Shift*
- 2NT : 5 cards +♦, invite or better
- 3♣ : Fit Jump Shift

If partner open 1♥ and opponent X, then:

- XX : 1) 10+ HCP, subsequence X suggest Penalty
2) Forcing pass through 2♥
- 1♠ : 4 cards +♠, Forcing 1 round
- 1NT : 5 cards +♣
- 2♣ : 5 cards +♦
- 2♦/♥ : Good/Weak support
- 2♠ : weak jump shift
- 2NT : Jordan, 4 cards +♥, invite or better
- 3♣/♦ : *Fit Jump Shift*
- 3♥ : Pre-emptive

If partner open 1♠ and opponent X, then:

- XX : 1) 10+ HCP, subsequence X suggest Penalty
2) Forcing pass through 2♥
- 1NT : 5 cards +♣
- 2♣ : 5 cards +♦
- 2♦ : 5 cards +♥
- 2♥/♠ : Good/Weak support
- 2♠ : weak jump shift
- 2NT : Jordan, 4 cards +♥, invite or better
- 3♣/♦ : *Fit Jump Shift*

- 3♥ : 4 cards +♠, good 6 - bad 9 HCP
- 3♠ : Pre-emptive

After opponent overcall, then:

- X : Negative Double
- 1 level : Forcing 1 round
- 2 level : *NF*
- 3 level : *GF*
- Cue-bid : Invite or better in partner suit, forcing 1 round

4) Lebensohl

After 1NT - (2X) :

- X : 1) Takeout Double if 2X is real suit
2) STR, subsequence X suggest Penalty if 2X is Convention
- 2 level : *NF*
- 3 level : *GF*
- 3X : 1) *Stayman* without stopper in X if 2X is real suit
2) *GF* with 5 cards + if 2X is Convention
- 2NT : *Lebensohl*, Forcing to 3♣, then:
- Pass : ♣ suit sign off
- 3♦ : ♦ suit sign off
- 3♥/♠ : Invite
- 3X : 1) *Stayman* with stopper in X if 2X is real suit
2) sign off/invite with 5 cards + if 2X is Convention
- 3NT : No 4 cards major, promise stopper in X
- 3NT : No 4 cards major, no stopper in X
- 4♦/♥ : *Texas Transfer*

After 1NT - (3X) :

X : Takeout

New suit: *GF*

4X : *Stayman*

Remarks: *Texas* Transfer is up to 3♣ overcall

After (2X) - X/(2X) - p - (p) - X :

2 level : *NF*

3 level : Invite

3X : *Stayman*

2NT : *Lebensohl*

3NT : No 4 cards major, not promise stopper in X

After *Reverse* by Opener:

4th suit : *GF*

2 level : *NF*

3 level : *GF*

2NT : *Lebensohl*

3NT : To Play, no good support in partner's suits

After (1M) - p - (2M) - X :

2NT : *Lebensohl*

After (1M) - X - (2M) :

2NT : 55 minor+

After (1M) - X - (2M) - X :

2NT : Natural

After (1M) - X - (2M) - p - (p) - X:

2NT : Minors

After (1M) - p - (2M) - p - (p) - X :

2NT : Any 2 suits

5) Doubles

Takeout X emphasize major(s), minor(s) unclear, up to 4♥

Negative X up to 4♥

Response X up to 4♥

Supportive X/XX

2♥ or lower : Not promise extra

2♠ or higher : Promise extra or good shape

Game try X/XX

6) Against Opponent Special 2 level Openings

VS Multi - 2♦

X : 1) 12 - 15 HCP, at least 3 - 3 majors

2) Very strong hand

Others : Natural

VS Flannery 2♦

X : Takeout

2♥ : both minors

Others : Natural

VS 2♦ = weak ♥ or STR balance hand

X : Takeout in ♥

2♥ : Michael cue bid, ♠ and a minor

Others : Natural

VS 2♥ = weak both majors

X : Balance takeout

Others : Natural

7) Michael Cue-bids/Unusual NT

- i) (1m) - 2m Both majors, at least 5 - 5
- ii) (1M) - 2M Another major and one of minor, at least 5 - 5
- iii) (1X) - 2NT 2 lowest un-bid suits, at least 5 - 5
- iv) (1X) - p - (2X) - 2NT Strong NT
- v) (1M) - p - (2M) - p - (p) - 2NT Minors, at least 5 - 4
- vi) p - (1X) - p - (1Y) - 1NT/2NT 2 un-bid suits, at least 5 - 4/5 - 5

For case i) - iii), the strength is either weak or strong, and also depends on Vul

After 2-suiter showing, jump shift is pre-emptive, cue-bid is forcing 1 round

8) Unusual VS Unusual

When 2 suits are specified, then:

X : Penalty in at least one suit

Cue-low : Invite or better partner's suit

Cue-high: GF in 4th suit

Others : Compete

When only 1 suit are specified, then:

X : Penalty in the specified suit

Cue-bid : Invite or better in partner's suit

New suit: Forcing 1 round

Others : Compete

9) 2-way Checkback

After 1♣/♦ - 1♥ - 1NT :

2♣ : Puppet to 2♦

2♦ : Any GF hand

2♥ : NF

2♠ : 4-card ♥ + 4-card ♠, Invite

2NT : Puppet to 3♣

3♣/♦ : 5-5+, GF

3♥ : invite with 6 card+ ♥ shape hand 9-10 HCP

After 1♣/♦ - 1♠ - 1NT :

2♣ : Puppet to 2♦

2♦ : Any GF hand

2♥/♠ : NF

2NT : Puppet to 3♣

3♣/♦/♥ : 5-5+, Slam try

3♠ : 6 card ♠ invitation with shape hand

After 1♣/♦ - 1♥/♠ - 1NT - 2♣ - 2♦ :

Pass : To play

2♥/♠ : Invite with 5 cards+ ♥/♠

2♠/♥ : Invite with 5 cards+ ♥/♠ and 4 cards + ♠/♥
 2NT : Invite to 3NT
 3♣/♦ : Invite with 6 cards+ ♣/♦ suit and 4 cards ♠/♥
 3♥/♠ : invite with 6 cards+ good suit in ♥/♠,

After 1♣/♦ - 1♥ - 1NT - 2♦:

2♥ : 3 cards ♥
 2♠ : 4 cards ♠, no 3 cards ♥
 2NT : Catchall
 3♣/♦ : 5 cards+ ♣/♦
 3♦/♣ : 4 cards ♦/♣

After 1♣/♦ - 1♠ - 1NT - 2♦:

2♥ : 4 cards ♥, no 3 cards ♠
 2♠ : 3 cards ♠
 2NT : Catchall
 3♣/♦ : 5 cards+ ♣/♦
 3♦/♣ : 4 cards ♦/♣

After 1♣/♦ - 1♥/♠ - 1NT - 2NT - 3♣:

Pass : To play
 3♦/♥/♠ : 4441 with bid suit singleton, Slam try
 3NT/4♣ : 4 - 4 - 4 - 1, mild/serious slam try

10) 2NT Development

3♣ : *Romex Stayman*
 3♦/♥ : Transfer to ♥/♠
 3♠ : *Puppet to 3NT*
 3NT : 6 cards + ♣/♦ weak hand
 4♣ : Gerber
 4♦/♥ : *Texas* Transfer to ♥/♠

4♠ : Artificial forcing
 4NT : Invite to 6NT without 5 cards minor

Romex Stayman

After 2NT - 3♣ :

3♦ : no 4 cards ♥ and no 5 cards ♠
 3♥ : 4 cards+ ♥
 3♠ : 5 cards ♠
 3NT : 4 cards ♥ and 4 cards ♠

After 2NT - 3♣ - 3♦ :

3♥ : ask ♠
 3♠ : 3 cards ♠
 3NT : 2 cards ♠
 4♣/♦/♥ : 4 cards ♠, cue-bid
 4♠ : 4 cards ♠, no slam interest
 3♠ : Smolen
 4♣ : ♣ suit and a unknown M suit, slam interest

After 2NT - 3♣ - 3♥ :

3♠ : Asking bid
 3NT : 4 cards ♥
 4♣/♦ : 5 cards ♥, cue-bid in bid suit, no re-transfer
 4♥ : 5 cards ♥, no slam interest

4♣/♦ : **NATURAL** with 5 cards + ♣/♦
 4NT : To play

After 2NT - 3♣ - 3♠ :

4♣/♦ : NATURAL with 5 cards + ♣/♦

4NT : To play

4♥ : slam try in ♠, not promising ♥ control

4NT : RKCB

After 2NT - 3♣ - 3NT :

4♣/♦ : Slam try in ♥/♠

4♥/♠ : To play

After 2NT - 3♦ :

3♥ : Normal accept

3♠ : Cue-bid, 4 cards +♥, no re-transfer

3NT : 3433 hand

4♣/♦ : Cue-bid, 4 cards +♥, no re-transfer

4♥ : 4 cards +♥, minimum

After 2NT - 3♦ - 3♥ :

3♠ : 5 - 5 majors, slam interest

4♣/♦ : 2nd suit, *Slam try*

4♥ : 5-5 major no slam interest

4NT : Invite to 6♥/6NT

After 2NT - 3♦ - 3♥ - 3♠ - 3NT :

4♦/♥ : Transfer to ♥/♠

After 2NT - 3♥ :

3♠ : Normal accept

3NT : 3 cards ♠ with a good 5 cards + suit

Then Responder bid:

4♣/♦ : Cue-bid, *Slam try*

4♥ : Re-transfer

4♣/♦/♥ : Cue-bid, 4 cards +♠, no re-transfer

4♠ : 4 cards +♠, minimum

After 2NT - 3♥ - 3♠ :

4♣/♦ : 2nd suit, *Slam try*

4♥ : *Slam try* in ♠

4♠ : *Mild Slam try* in ♠

After 2NT - 3♠ - 3NT :

4♣/♦ : 6cards + ♣/♦

Then Responder bid:

4X : Cue-bid, *Slam try* in ♦/♣

4NT : To play

4♥/♠ : 5 - 5 minors, shortness, *Slam try*

4NT : 22(45) hand, slam interest

After 2NT - 4♦/♥ - 4♥/♠ :

4NT : *RKCB*

New suit: *Exclusive RKCB*