

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level 8-15, 2-level 10-15
Responses: cue bid LIM+, jump raise PRE, 2/1 constructive 1RF
Re-opening: 4+ cards, 9-14 HCP
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-18 SYSON
4 <sup>th</sup> = 2 suits < opening pts
Re-opening: (10)12-15 SYSON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jump Overcalls
Micheals
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels PRE or STR, 5-5 direct or reopening
Jump cue asks for stopper
Leaping Micheals
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy in 2 <sup>nd</sup> position and DON'T in reopening or 4 <sup>th</sup> hand over STR NT, DON'T direct or reopening, over 1N O/C
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL>T/O; cue-bid MICHAELS; Jumps=STR hand, STR suit; over PRE 2/3M, 4m= m +OM (leaping Michaels)
2N/weak 2, multi 2♦ =15-18 BAL
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
See Note
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer responses

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Subseq	3 <sup>rd</sup> , 4 <sup>th</sup> , top of 2	3 <sup>rd</sup> , 4 <sup>th</sup> , top of 2	
Other: from xxS in partner's suit w/o support, Sxx w/ support; top or lowest in unmentioned suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx+, Ax+	AKQx+, AKJx,	
King	AK(Q)(J/T)x+, KQx+, Kx	AK(Q)JTx+, KQ(J)(T)x+	
Queen	QJx+	QJTx+, QJx, AQJx+,KQT9+	
Jack	J10x+, KJ10x+	JTx+, AJTx+, KJTx+	
10	109x+, HT9x	109x+, H109x+	
9	9x, 98x	98x, 9x	
Hi-X	Sx, xSxx, HxxSx	Sx, xSxx, HxxSx	
Lo-X	HxS, HxxS	HxS, HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT:Hi disc	Count:hi-lo odd	
Suit 2	Count hi-lo odd	S/P	Count hi-lo odd
3	S/P	ATT: Hi disc	
1	ATT: HI disc	Count Hi-lo odd	
NT 2	Count hi-lo E	S/P	Count:Hi-lo odd
3	S/P	ATT: Hi disc	
Signals (including Trumps): Hi-lo in trumps ability to ruff or 3+			
On Partners Lead of an honor card =ATT otherwise Count			
UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
NAT: Pattern or STR(17+); Resp: 0-8 nonjump, 9-11 jump, 12+ cue or game, 8-10 1N, 10-12 2N,			
Re-opening: shows an opening hand or perfect pattern			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG>4♥M, RESP>3♠, MAX>3♠, SUPP>3♥, below 2N=competitive, Lightner slam DBL. Good-Bad2NT in competition			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Philippine
PLAYERS: Gerry Alquiros – George Soo
Event: 2013 APBF Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card major
1N/1♥/♠ 1RF
2/1 FG
Strong NT 15-17 May have 5 card major
2♣ STR
WJS over 1♣/♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ 1 MAJ PRE
2♥/2♠ M + m, 5+5+, 5-10 HCP
3NTPreempt in minor
4♣/♦ NAMYATS
Modified Drury 2♣, 2♦
Inverted raises over 1♣/♦: GF
Multi Landy over Opps 1NT
Trf over DBL of 1M
Trf raises in competition; cue raises in competition
Bergen
Competitive cue = limit raise+
DONT in 4 <sup>th</sup> seat
multi 2 defensive bids over strong 1♣,2♣
leaping Michaels
def over 2 suited overcalls
Lebensohl situations
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
WJS in competition, Lebensohl
DONT to escape 1N (x=PEN)
PSYCHICS:

OPENING	Tick if Artif	Min no Of cards	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	12-21	May bypass 1♦, 1N=6-10, inverted raises, WJS, 2N invite, 3N=to play, inv minor gf. 1C-2D=limit raise	1♣-2♣-2♥/♠=stopper (3♦ asks), 1♣-2♣-2N=♥+♠ stopper (3♦ asks), 1♣-2♣- jump shows short suit	2m/1m may be passed
1♦		3	4♥	12-21	(same as 1♣)1D-3C=Limit raise; 2C over 1D gf.	(same as 1♣), 1♦-2♦-new suit shows feature 1♦-2♦-jump shows short suit	
						asks stopper, 1♦-2♦-2N-3♣ asks stopper	
1♥		5	4♥	12-21	2/1 FG , 1N 1RFmay have 3 card support LIM, Stenberg 2NT, Bergen See notes		Drury; 2♣=lim, 3 supp, 2♦=lim, 4 supp 3♣=4 cards 7-8, 3♦=8-9
					3N=BAL w/ supp 12+HCP 3+ cards, SPL	1♥-1N-2m-3♥=LIM 3 cards, 1♥-2m-2N=15+	2N invite
1♠		5	4♥	12-21	(same as 1♥) Bergen	(same as 1♥)	(same as 1♥)
INT				15-17 BAL	2♣=NF STAY, Jacoby TRF, 4-way Transfers; 3C/3D=5m+4M;3♥/♠ short suit see notes. FG, 4♣ 5-5 Maj TEXAS, 4♠=minors, 4N=Quant	1N-2♣-2♦-2♥/♠ inv SMOLEN, 1N-2♣-2♦-3♣ mss, SMOLEN, 1N-2♦-2♥-2S, Kokish, 1N-2♦/♥-2♥/♠-3m FG, See Notes	
2♣	x	0		22+ or 17+ 3 losers, 9 winners	2♦ 3Q/1K+ FG, 2♥ dbl NEG, 2♠-nat;2N-8-10, 3♥-suit	2♣-2♦-2♠/2N/3♣/3♦=NAT, 2♣-2♦-2♥ Kokish	
2♦		0		PRE in a major	2♥-p/c; 2NT-forcing relay		
2♥		5		PRE H+minor	2NT- relay		
2♠		5		PRE S+minor	2NT- relay		
2NT				20-21 may have 5-card M	3♣-Romex, 3♦/♥ TRF, 3♠ mss, 3N>♣, 4♣ ♥+♠ 5/5+ no slam, TEXAS, 4♠=♣+♦ 5/5+,4N INV	Step bids after 4C/4D	
3♣		6		PRE	New suit 1RF		
3♦		6		PRE	New suit 1RF		
3♥		7		PRE	New suit 1RF		
3♠		7		PRE	New suit 1RF		
3NT	x			Gambling 7 1/2 to 8 winners	Pre-empt in minor		
4♣		0		7+ ♥ cards, 8 ½ - 9 winners	4♦ slam interest, 4♥ to play;	4C-4D: ask for suit with 2 quick losers	
4♦		0		7+ ♠ cards, 8 ½ - 9 winners	4♥ slam interest, 4♠ to play		
4♥		7		PRE, 7+ cards			
4♠		7		PRE, 7+ cards			
						<b>HIGH LEVEL BIDDING</b>	
						Splinter raises shows void, Kickback RKC 1430, POD1, PODE, POR1	
						RKC w/ void: 4N-5N(1/3/5), 4N-6C(2/4)	
						Exclusion RKC,	
						Cue bids 1st/2nd rd	

## Sequences after an opening bid in a minor

1m-2m = Game Force  
1m-2NT = Limit Balanced  
1C-2D = limit Raise in Clubs  
1D-3C Limit Raise in Diamonds  
1D-2C = 1 round force

1m-2m = any suit shows control.  
1m-2m = Jump suit shows short suit/Splinter

1m-2m-2NT: 12-14 Balanced  
1m-2m-Double Jump: Void

1C-2C  
2H unbalanced-2NT  
3H: 5-6 Hand

1C-2C  
2H-3S (splinter)

## Openings of 2H or 2S

2NT= ask  
3C/3D= 4 card or 5 card minimum  
3H= 5 card clubs min or max  
3S=5 card dias min or max  
3NT=5-4-4  
4C/4D= 6 card minor  
3C= Pass or Correct  
3D=Invite in Major

## Raising Openings of 1M

1M      2M      = 6-10-, 3 card support; or 4-card support too weak to raise to 3M  
                 = Note: we play “constructive raises”, w/ a really weak raise, one can  
first bid 1N & give preference, but not as a passed hand as opener may pass.

3♣      = 7-9 HCP w/ 4 trumps  
3♦      = 10-12- HCP w/ 4 trumps  
3M      = 0-6 HCP w/ 4 trumps  
4M      = 5+ trumps w/ 1 defensive trick at most

To show a limit raise with 3 trumps  
, we must first bid 1N, then rebid 3M, i.e.,

1M      1N  
2x or 2M      3M

To show a forcing raise with a BAL hand and 3 trumps, we respond w/ 3N, i.e.,

1M      3N      = Balanced 12-15HCP.  
                 Cue bids after 3NT bid generally show short suit.

## 2N Force after 1M Opening (Swedish style) Stenberg

After the 2N inquiry, opener describes hand as follows:

3♣	= minimum hand
3♦	= better hand, w/o a singleton
3♥	= better hand w/ singleton ♣
3S	= better hand w/ singleton ♦
3N	= better hand w/ singleton in the OM
4♣/♦/♥	= 5 card suit

If, after opener's 3♣ response, responder bids 3♦, that is asking if opener has a singleton and responses are as above

i.e. 3♥/S/NT = singleton ♣/♦/OM, respectively

If, after opener's 3♣ or 3♦ response, responder bids 3♥, 3S, or 3N, that shows a singleton in ♣, ♦, or OM, respectively

After opener's response of 3♣ or 3♦, or after responder's rebid of 3♦, bids at the 4-level are cuebids.

Important note:

1♥	2S	= WJS
1S	3♥	= WJS

Rebids after 1M – 2x

The rebid of 2M by opener almost always promises a 6+ card suit. When it is a 5-card suit, it is with a poor and/or unbalanced hand too weak to rebid a new suit at the 3-level.

1M-4m = Void

## Interfering over their Precision 1♣ or STR 2♣

Over Precision 1♣, we use a “multi” defense, as follows:

DBL	= both M, 4+4+
1♦/♥/S	= NAT
1N	= ♣(=6) or ♦+M (5+4+)
2♣	= ♦(=6) or ♥+m (5+4+)
2♦	= ♥(=6) or S+m (5+4+)
2♥	= ♥+S(5+5+)
2S	=spades
2N	= both m (5+5+)

Over a STR 2♣, we use “CRASH”

DBL	=Color= Blacks or Reds
2♦	= Rank=2 suits of the same rank
2♥/S	= NAT
2N	= Shape=2 suits of the same shape (♣+♥, ♦+S)
3♣/♦	= NAT

## Leaping Michaels over PRE 2M, 3M

The bid of 4♣ or 4♦ after opponent's 2M or 3M opening shows that minor and the unbid M, e.g.,

2S	4♦	= ♦ + ♥ (5+5+), good hand
3♥	4♣	= ♣ + S (5+5+), good hand

## The ROMEX 3♣ after 2NT opening

We use 3♣ for the following purposes:

To sign off in 3N

2N	3♣
3x	3N

To find a major suit fit

2N	3♣	
3♦		= no M or S=4
3♥		= ♥ = 4 or 5
3N		= 4-4 in M: Bid 4D Trf to H; 4H Trf to S

Continuations

2N	3♣	
3♦	3♥	= how many S?
3S		= S=3
3N		= S=2
4S		= S=4

2N	3♣	
3♥	3S	= how many ♥?
3N		= ♥=4
4♥		= ♥=5

When responder has 4M, 5OM and the response after 3♣ is 3♦

2N	3♣	
3♦	3S	= hand has 5♥, 4S

2N	3♣	
3♦	3♥	= asks how many S (responder has 4♥, 5S)

Showing the 5-5 M hands

Without slam interest:	2N	3♥
	3S	4♥

With slam interest:	2N	3♦
	3♥	3S

2NT-3S

Shows minors and asks for 4 card minor

After 3NT rebid; Bid of 4C asks 3 card support

4D=3 card dias; 4H=3card clubs; 4NT=2-2 in minors;

4NT always denies minor suit support

2NT-3NT

Shows clubs; If you bid 4C you show doubleton, 4D shows 3 card and any other bid shows 4.

2NT-4C; Shows Diamonds; same as above

After a 2NT-3C-3 any sequence; a bid of 4 of minor asks support, where 4NT is sign off

**DRURY in 3<sup>rd</sup> or 4<sup>th</sup> seat.**

2C= 3 card support limit

2D=4 card support limit

Any bid ex 2M shows full values

Multi Landy in 2<sup>nd</sup> unpassed position; All other situations we play DON'T. In 4<sup>th</sup> position, after partner opens and opps bid 1NT, after passing.

## After 2C opening

KOKISH 2H and 2S;

After 2C-2D-2H-2S?= 2NT shows 24+ balanced

The only time you bypass 2S is if you have 6 or 7 card suit headed by Ace or King

After 2C-2H-2S?= Bid your 5 card suit, if not bid 2NT and 3C is baron asks 4 card suit upwards.

Any other bid by Opener is suit and forcing to game.

2D- Waiting

2H-Double Negative

2S-11+ Balanced

2NT-5 card Clubs with 2 of 3 top honors

3C/3D/3H - Same

3S-Unspecified 7 card suit with AKQ

## Transfer bids after Double of a Major opening:

1H-X-1NT- clubs

2C-diamonds 6 card

2D-good raise of hearts

2H-raise

1S-shows no 4 card spades

xx- shows spades

1S-X-XX= shows 8+ balanced

1NT/2C/2D= Transfers shows 6 cards

2H=Good raise of Spades

2S=Raise

## 1NT System:

2C- Stayman

2D/2H/2S/2N- Transfers

3C- 5Clubs + 4M

3D- 5Dias+ 4M

3H- Short Hearts, 5-4 in minors

3S- Short Spades, 5-4 in minors

3N- To Play

4C- 5-5 Majors No Slam Try

4D/4H- Transfers

4S- Choose a Minor, No slam try

## 1N-2C Subsystem

Smolen, 3H/3S

Drop Dead, 2H/2S

2D- No Major

1N-2C-2D:

3C- Repeat Stayman

3D- Have 5 card minor; 3H-ask

3H- 2344

3S- 3244

3N- 3334

3D- Diamond Suit Natural

1N-2C-2H:

2S- Invite but forcing 1 round

3C- Repeat Stayman

3D-4 card minor; 3H-ask

3M- shows 5 cards

3N-To Play

## 1N-2D-2H Subsystem

2S- SPECIAL KOKISH

2N- Invite

3C- Natural 4 card Suit

3D- Diamonds Stopped

3H- Preference

3S- Spades Stopped

3N- To Play

3D-Natural 4 card Suit

3H- Club Suit Stopped!!!

3S- Spades Stopped

3N- To Play

4H-To Play

3H- Invite

3S- 6H+4S

3N- To Play

### **1N-2H-2S Subsystem**

3C- 4 Card Suit Natural

3D- Diamonds Stopped

3H- Hearts Stopped

3S-Preference

3N- To play

3D- 4 Card Natural

3H-Hearts Stopped

3S- Clubs Stopped!!!

3N- To Play

4H- 6S-4H

4S-To Play

### **1N-2D-2H-2S-2N Special Kokish Subsystem**

3C- 5Clubs + 5 Higher Suit

3D-Relay

3H-Hearts

3S-Spades

4D-Diamonds

3D- 5Dias + 5 Major

3H-Relay

3S-Spades

3N-Hearts

4H-Hearts but slam try

1N-3C

3D-Ask

3H-Hearts

3S-Spades

1NT-3D

3H-Ask

3S-Spades

3N-Hearts

### **Lebansohl Bids;**

2N- Forcing

Slow Show stopper

Double is Take-out

Cue is Stayman

See Escape Bids after Penalty Double by Opponents

Multi Landy in Direct 2<sup>nd</sup> hand: All other situations we play DON'T

### **Escape sequence after a Double by Opps:**

XX= shows a single suiter; Opener forced to bid 2C= Pass or Correct

Pass= Opener must Redouble

2C=Clubs and another suit

2D=Diamonds and another suit

2H=Majors

2S=Spades

2NT=Minors

### **Various Lebansohl Sequences;**

After a Reverse

After a Double of a Weak 2 bid

After a double by partner who has initially bid

After a 1M-P-2M-X bid

Others

**Herbert Negatives after a Double and Cue Bid. Step bid shows a bust hand.**

## 2D Openings Weak in a Major

2H-Pass or Correct. May have an Invitational Spade fit

2S- Pass or Correct. Invite in Hearts

2N-Forcing Relay

3C-max hand, any

3D-Ask; 3H=Spades;3S=Hearts

3D-Min, Hearts

3H=Min Spades

3S= Natural Forcing

4C=Bid below your suit.

3C/3D- Suit Forcing

3H-Preemptive, Pass or Correct 4S

4H/4S- To Play

2D-2NT-3C- 3H/3S forcing

## Multi Landy:

X- Strength

2C- Both Majors

2D- One Major Weak

2H/2S- Good Hand Single suiter

## Good Bad 2NT

In competition, 2NT shows a minimum hand, while a suit bid shows not a good hand 14+. Ex 1H-1S-X-2S-?

## Bergen Raises in Competition

If there are 2 steps available for a jump bid then we play Bergen raises. If there is one, then the cue becomes the Limit bid with 4 and 2NT is limit and may have 3 card support, balanced

## Responsive Doubles

1H-X-2H-X, Values but no 4 card spades. 1D-X-2D-X shows 4-4 in majors.

## 1m-1M-2M sequence: Can be 3 card support:

## The 2NT relay

1♣ - 1♠

2♠ -2NT relay

1♣ - 1♠

2♠ - 2NT

3♠ = four card spades, minimum hand (11-13), and responder may pass if he has only an invite hand

4♠ = four card spades, extra (accepting the eventual invite from responder), 13-14

4♦/♥ = four card spades, shortage in bid suit

4♣ = four spades, good club suit (like KJxx – Jx – xx – AKJ106

3 of the opening suit = only three spades, five of the opening suit, minimum (responder may pass)

3♣ (after having opened 1♦) = Only three spades, 5-4, minimum (responder may pass)

3NT = only three card spades, but "max" ...13 good or 14HCPs

**General rule: the more suit oriented the opener's hand is: support with 3. The more NT-oriented the hand is: rebid 1NT if only holding a three card support for responder's suit.**

## After Intervention of 2D Opening

3-Level overcall- X-Penalty

4C/4D- Bid your Major

3H- Pass or Correct

2-Level Overcall- X- Takeout to your major

2NT-Natural

4H/4S- To Play