



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo & Colored Stickers:</div> <div></div>			
7-15 HCP (Occ. light); 4+cards at 1-Level			Lead	In Partner's Suit				
Resp: CUE/Jump Cue=F1, limit raise or better with 3/4 card suppt.		Suit	4 th Best	4 th Best				
Dble Raise=PRE with FIT;		NT	4 th Best	4 th Best				
Supportive X & XX bid by opener to show 3-card support		Subseq	Reverse	Reverse	CATEGORY:	Green		
New Suit= F1 at 1-level and 3-level		Other: Against NT or slam, leading A/K asks for attitude/count; against NT, leading H asks to unblock lower H; against NT(X), ask to lead the weaker major or dummy 1-st bid			NCBO:	HONG KONG	EVENTS:	Team ,
					PLAYERS:	Vincent Li/ Ashley Lung, 2013-4-12		
1NT OVERCALLS (2nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
All position : 15-17 HCP, BAL; Resp: SYSTEM ON		Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE	
After 2 opposing bids, non-passed hand 1NT= 15-17 HCP; X=T/O.		Ace	AK (+), AQ (+), A (+)		AK (+), AQ (+), A (+)		Prepared ♣ ; Five-card Major; 1 NT=15-17 HCP Bal ; Strong 2♣;	
BUT passed hand 1NT= the other 2 suits, 54+,6-10 HCP,X=T/O		King	AK, KQ (+), Kx, KQ10 (+)		AK, KQ (+), Kx,KQ10 (+)		Multi- 2♦ ; Weak 2-suiter 2♥/ ♠; Gambling 3NT	
		Queen	QJ (+), Qx,		QJ (+), Qx,		Namyats: [4♣/♦=Good 4♥/ ♠]	
		Jack	J10 (+), Jx, AJ10(+);KJ10 (+); 0/1		J10 (+), Jx ,AJ10(+),KJ10(+); 0/1		Forcing 1NT over Major opening	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	10 9x (+),, H10 9 (+), 10x; 0/1		10 9x (+), H10 9 (+),10x; 0/1		Reverse Drury	
Pre-emptive ;		9	9xx, 98x(+); H98X(+); 0/1		9xx, 98x(+); H98X(+); 0/1			
Blue 2-suiter, wide range		x	xS, HxS, Sxx,HxxS,xSxx(+),10xS		xS,HxS, Sxx,HxxS,xSxx(+), 10xS		1NT Opening: 15-17 HCP, Bal. [TRF]	
1♣/♦-2♥/♠= weak if non-vul; open-hand if vul.							2 OVER 1 Response: Forcing to game	
		SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding			
2-Level=Blue 2-suiter , wide range		Suit	1	Lo=ENCRG	Lo=EVEN	Lo=ENCRG	1	3NT=Gambling with 7+card ♣/♦, no outside Ace / King
3-Level (1/2 ♥/♠ - 3♥/♠) or X then cuebid = NT probe			2	Lo=EVEN	S/P	S/P	2	Vs Multi 2♦ : 2♥/2♠ = natural; see supplementary notes
vs any 1♣: 2♦=♠+♥ wide range ; 3♠=♠+♦, 2NT=♦+♥			3	S/P			3	Vs Flannery 2♦: DBL=13-15/19+ bal; 2♥/2♠ = ask stopper for NT
		NT	1	Lo=ENCRG	Lo=EVEN	Lo=ENCRG	4	Vs Unusual 2NT: DBL=PEN
VS. NT (vs. Strong / Weak; Reopening; PH)			2	Lo=EVEN	S/P	S/P	5	After 1♥-1♠-1NT-2♣:- 2♠=3 card ♠;2♦=3 or 4 ♦; 2♥=4 card ♣ ;
All position			3	S/P				After 1♥-1♠-1NT-2♣-2♦-3♦=4 or 5 cd ♦ FG ; bid 4♦to show 4 card
DBL vs 15+NT (=strength +), vs 15- NT (14+)								After 1♥-1♠-1NT-2♦= 5 card ♦, NF ;
2♣= at least 54 in M; 2♦=6+cards in♥ or ♠ ; 2♥=5+♥ & 4+♣/♦,							6	Vs 2♦/♥/♠; 2NT=16-18 HCP, balance ; 2NT System on
2♠=5+♠ & 4+♣/♦, 2NT=Both Minors; 3♣/♦=6+ cards in ♣/♦							7	Vs NT overcalls, 1NT-2♣-X=Stayman; 1NT-2♣ -2♦/♥/♠=sys. on;
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES						1NT-2♥/♠ :- 3♥/♠=4 card♠/♥, no ♥/♠ guard; :- 2NT-3♣-3♥/♠ =
DBL= T/O up to 3♠, usually w/ 4 card Maj.; 3NT= To play;		TAKEOUT DOUBLES (Style; Responses; Reopening)						4 card ♠/♥+ ♥/♠ guard ; 1NT-2♣/♦/♥/♠-2NT=TFR to 3♣ weak;
Cue/4NT=Strong 2-suiter ; Overcall= 1 suiter		May be based on shape and 10+ HCP						1NT-2♣/♦/♥/♠-suit=compete; 1NT-2♦/♥/♠-X= Neg. 8 HCP+
		Resp: Cue=F1					9	Vs weak 2 openings-DBL:- 2NT= Weak, force 3♣ response;
VS. ARTIFICIAL STRONG OPENINGS		X and then bid suit = 16+ HCP,X then bid NT = 18-20 HCP						:- 3 level suits=8+HCP+5 cd
vs artificial 1♣;2♣=suit; DBL=♥+♠;1NT=♣+♦;1♦/♥/♠=suit,		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES						
Then respond 1NT/2NT=Good raise;		NEGATIVE DBL 8+HCP: up to and including 3♠						
P= neutral; P then bid=STR (18+ if Balance);		RESPONSIVE DBL 8+HCP: up to and including 3♠						
3♣=♠+♦, 2♦=♠+♥, 2NT=♦+♥		LEAD DIRECTING DBL: Unusual Lead against 3NT / Slams				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE		Vs 1NT-X ; P=strength or weak with one or two 5-card suit and opener must XX;				Splinter= S/V, 13-15 HCP, 4 or 5 card support		
New Suit= F1 at 1-level and 3-level		1NT-X-XX= weak 4333 hand ; 1NT-X-2♣/♦/♥/♠=the lower of 2 4-card suit;				4 th suit FG (inc. 1♣ -1♦-1♥-1♠) ; Blue 2-suiter		
RDBL=10+ HCP & implies No FIT		Vs 1NT-P-P-X-P-P-XX= weak 4333 ; 2♣/♦/♥/♠=the lower of 2 4-card suit or				New minor forcing ; Drurry, Grand-slam force ; Josephine.		
Response as if there was no X.		weak 5-card suit ;						
						PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	2013-4-12	PASSED HAND BIDDING	
1♣	✓	2	3♠	11-21 HCP	2♣=11+, 5+♠ [F-2NT/3♣], 1NT=6-10 No 4 cd M, 2NT= 11-12 w/o 4 card M; 1♥/♠ =5+HCP (occ. Light) 2♦/♥/♠=6 or good 5 card, FG ; 3♥/♠=weak; 3♣/♦=PRE	1♣-[DBL/1NT]- 2♣= 5+♣, COMP; 1♠-[DBL]- 3♣= 5+♣, PRE 1♣-1x-2♦= REV, 16+HCP, 5+♣ & 4+♦; Jmp Shift= 16+HCP, 55+; others natural; 1♣-1x-2NT = 18-19 HCP bal.		System On	
1♦		4	3♠	11-21 HCP	2♦=11+, 4+♦ [F-2NT/3♦],1NT=6-10 HCP, No 4 cd M 2NT= 11-12 w/o 4 card M; 1♥/♠ =5+HCP ; 3♦/♥/♠=PRE 2♥/♠= 6 or good 5 card, FG; 3♣=10-11HCP,6 good ♣	1♦-[DBL/1NT]- 2♦= 4+♦, COMP; 1♠-[DBL]- 3♦= 5+♦, PRE ; REV= 16+HCP, 54+; Jmp Shift= 16+HCP, 55+; Others natural ; 1♦-1x-2NT = 18-19 HCP bal.		System On	
1♥		5	3♠	11-21 HCP	1NT=F1; 1♠=5+HCP, 4+♠; 2♣/♦=FG 4 card+ ; 2♥=7-9,3 card♥; 2♠=6 or good 5 card, FG ; 3♣=7-9,4 card; 3♦=10-14, 4 card; 3♥=PRE, 4 card; 3♠/4♣/4♦=SPL; 2NT=15+HCP, 4+♥ 3NT=4 card+1 void, FG [4♣=Asking; 4♥=void ♣],4♥= to play.	1♥-1♠-2♠=45xx,11-16 HCP, or 46xx,11-14 HCP ; 1♥-1♠-2♠-2NT- :-3♣=4513, , 3♦=4531;3♥= 46xx,; 3♠=4522 ,11-14 HCP, 3NT=4522 15-16 HCP, 4♣=4504, 4♦=4540, 4♥=4603; 4♠=4630 ; 1♥-1NT-2♣= 2 card+ ♣; 1♥-1NT/2x-2♥=6cd.♥ 1♥-1NT-2X-[2/3NT]=Bal. Raise with 11-12/13-15 HCP & 2 card ♥; 1♥-1NT-2X-[2♥]=6-10 HCP, 2 card ♥ or 5-7, 3 card ♥; 1♥-1NT-2X-[3♥]=10-12 & 3 card ♥; 1♥-2NT-[3♣/♦/♠]=S/V; 1♥-2NT-[3♥/3NT/4♥]=17+/14-16/12-13, No S/V; 4♣/♦=(55)+in ♥ & ♣/♦		System On	
1♠		5	3♠	11-21 HCP	1NT=F1; 2♣/♦/♥= FG; 2♠=7-9, 3 card; 3♠=PRE 4 card; 3♣=7-9 HCP,4 card ; 3♦=10-14HCP, 4 card; 4♣/♦/3♥=SPL; 4♥=4A44, 13-15 HCP ; 2NT=15+HCP, 4+♠ 3NT=4 card+1 void, FG [4♣=Asking; 4♠=void ♣] ;4♠= to play.	1♠-1NT-2♣/♦=3 cards+; -1NT-2X-[2/3NT]=Bal. Raise with 11-12/13-15 HCP & 2 card ♠ 1♠-1NT-2X-[2♠]=6-10 HCP, 2 card ♠ or 5-7, 3 card ♠ ; 1♠-1NT-2X-[3♠]=10-12 & 3 card ♠; 1♠-1NT/2x-2♠= 6 cd. ♠ ; 1♠-2NT-[3♣/♦/♥]=S/V; [3♠/NT/4♠]=17+/14-16/12-13 , No S/V; [4♣/♦/♥]=(55)+ ♠ & ♣/♦/♥		System On	
1NT				15-17 HCP Bal. / Semi-Bal 17 HCP might have 5-card major	2♣= STAY; 2♦/♥=TRF 2♥/♠; 2♠= MSS (54)+, slam interest; 2NT=ask for 3♣ rebid; 3♣/3♦=6+♣/♦ w/2 top NF; 3♥/3♠=FG (4144/1444); 4♣=gerber; 4♠=44 minor, 15-16 HCP ; 4NT=15-16 HCP bal. ; 4♦/♥=TRF weak.	1NT-2♣-2♦/♥/♠-[3♣/♦]=5+card♣/♦ 15-16 HCP, start cuebid with 3 card support; 1NT-2♣-2♦-[3♥/♠]=5♠4♥/4♠5♥FG, start cuebid with 3 card support ; 1NT-2♣-2♦-2♥/♠= 5♥4♠/ 5♠4♥ NF ; 1NT-2NT-3♣-3♦= weak 6+♦ ; 1NT - 2♠ :- 2NT= no 4 card ♣/♦; -3♣/♦=4/5 card in ♣ or ♦;		System On	
2♣	✓	0	3♠	21+HCP, Unbal; 25+ HCP Bal; 18+HCP, 9+ playing tricks	2♦/♥/♠/NT=CTL showing: 0-1/2/3/4+CTLs ; (2♥+=FG) 3♣/♦/♥/♠= 0-1 CTL, 7 card in ♣/♦/♥/♠	2♣-2♦/♥/♠-2NT=25+ HCP, Bal.; [Resp: similar to 2NT opening] 2♣-2♦-2♥/♠ :- 2NT=no support 3-6 HCP; - 3♣= no support 0-3 HCP		System On	
2♦	✓	0		6-10 HCP, 6+♥ or ♠ ; or 22-24 HCP bal	2 or 3 or 4 ♥/♠=NF, P or C; 3♣/♦=Good 6+cards, NF; 2NT=Relay	After 2NT: 3♣/♦= min 6+♥/♠ ; 3♥/♠=Max 6+♥/♠; 3NT=AKQxxx ♥ or ♠ ; 4♣=22-24 HCP, no 5 card; 4♦/♥/♠= 5 card 22-24 HCP; 5NT=Bid 7 if 15HCP+ After 2♦-2♥/♠-2NT=22-24 HCP , [Resp: similar to 2NT opening]		System On	
2♥/♠		5		6-10 HCP, 5 cd+♥/♠ and 4 cd+♣/♦	2♠/3♦/♥= 5+♠/ 6+♦ /6+♥ natural NF; 3♣= P or C; 2NT=relay	After 2NT: 3♣/♦=min 5+♥/♠ and 4+♣/♦, 3♥/♠=Max 5+♥/♠ and 5+♣/♦,		System On	
2NT				20-21 HCP, Bal May have 5 card M	3♣= PUP STAY; 3♦/♥=TRF; 3♠= MSS (54)+; 4NT= 10-11 HCP 4♣=Gerber; 4♦/♥=TRF weak ;4♠=44 minor, 10-11 HCP	After 3♣: 3♦= at least 1 4-card M, 3♥/♠=5-card♥/♠, 3NT=no 4-card M; After 3♣-3♦: 3♥/♠=4 card in ♠/♥, 3NT= no 4-card major, 4♣=both majors		System On	
3♣/♦		7		6-10 HCP, PRE	New Suit =F1; Respond with Raise=2/3 card;4♦/♠=RKCB	HIGH LEVEL BIDDING			
3♥/♠		7		6-10 HCP, PRE	New Suit =F1; Respond with Raise=2/3 card; 4♠=RKCB	4NT=RKCB in agreed suit or responder's last-bid suit: 5♣=1/4; 5♦=0/3			
3NT		7		7+card solid minor [AKQ (+)] No Ace / King in side suits	4/5♣=P/C; 4♦=Ask for S/V [4♥/♠/NT=S/V in ♥/♠/m; 5 ♣/♦= To play] ; 4♥/♠=To Play; 4NT=ask for J, [respond 5♣/♦= AKQxxxx+ ♣/♦ Or respond 6♣/♦= AKQJxxx+ in ♣/♦]	5♥/♠=2KC w/o or with trump Q, 5NT=3KC+ trump Q ;, FOR ♥/♠ trump ,4NT-5♣-5♦=ask trump Q, w/o trump Q,bid 5 of the Maj With trump Q,bid 6 of the suit w/ K or 6 of the trump suit if no K; FOR ♠ trump ,4NT-5♦-5♥=ask trump Q :- w/o trump Q ,bid 5♠ ; with trump Q, bid 6 of the suit w/ K , or 6♠ if no K.	2NT 2♣ 2♦ 2♥/♠ 2NT	✓ ✓ ✓ ✓ ✓	0 0 0 5
4♣/♦	✓	0		13-17 HCP, 7+♥/♠, 8 PT with at Least one S/V	4NT=RKCB; 4♦/♥= Ask for S/V Response: [-4♥/♠=solid suit; -4♠/4NT/5♣=S/V in ♠/♦/♣ or 4NT/5♣/♦=S/V in ♥/♠/♦]	4NT-5x-5NT=ask lowest K; bid 7 with 2 K ; After intervention P-1st step; D-2nd step (POD1); 1♣/♦/♥/♠- 1♦/♥/♠- 2NT = 18-19 HCP			
4♥/♠		7		To play	4NT=RKCB				
4NT				Specific Ace Asking	5♣=No Ace, 5♦/♥/♠/NT=Ace in ♦/♥/♠/♣; 6♣/♦/♥= Ace in ♣/♦/♥ plus 1 higher ranking				
5♣/♦		7		To play					

1NT

- 1) 1NT-2C-2D-3H-3NT-4H=6-4 M, mild slam try.
- 2) 1NT-2C-2D-3S-3NT-4D=4-6M, mild slam try.
- 3) 1NT-2C-2D-4D=4-6M, no slam int.
- 4) 1NT-2C-2D-4H=6-4M, no slam int.
- 5) 1NT-2C-2D-4NT=quantitative.
- 6) 1NT-2C-2H-2S=4 card S, 8-9 HCP.
- 7) 1NT-2C-2H-3NT=4 card S.
- 8) 1NT-2D/H-2NT=max with at least Hxx in H/S, responder can re-transfer by 3D/H ONLY.
- 9) 1NT-2D-2S/3C/3D/3H=4 card H + max + working doubleton/4 card H
- 10) 1NT-2D-2NT-4C/D/S=spl.
- 11) 1NT-2D-(x)-P=2 card H
- 12) 1NT-2D-(x)-2H=3 card H.
- 13) 1NT-2D-2H-2S=5-5M, FG
- 14) 1NT-2H-2S-3H=5-5M, invite
- 15) 1NT-2H-3C/D/H/S=4 card S + max + working doubleton/4 card S
- 16) 1NT-2C-(x)-P=min, C suit, no M.
- 17) 1NT-2C-(x)-xx=max, C suit, no M.
- 18) 1NT-2C-(x)-2D=denies C or M suits
- 19) 1NT-2S-2NT-3C=5-4m
- 20) 1NT-2S-2NT-3D=4-5m
- 21) 1NT-2S-2NT-3NT=2-2-4-5 or 2-2-5-4
- 22) 1NT-3H-3NT-4C/D=4-0-5-4/4-0-4-5
- 23) 1NT-3S-3NT-4C/D=0-4-5-4/0-4-4-5.
- 24) 1NT-3H/S-3NT-4C/D-4NT=sign off
- 25) 1NT-3H/S-3NT-4C/D-4H/S=RKCB (D/C trump)
- 26) 1NT-2NT-3C-3H=6 card C, slam try
- 27) 1NT-2NT-3C-3S=6 card D, slam try.
- 28) 1NT-5NT=at least 2 aces, opener bids 6NT/7NT with min/max.

2D (9-12 HCP in 4th posn if not strong/bal)

- 1) 2D-2S=P/C, up to opening hand.
- 2) 2D-3C/D=6+card suit, invite game, opener pass to show no interest, bids 3M with good suit (3/5 top H) and 3NT with max.
- 3) 2D-3H=4 card H, PRE, with strong bal hand, opener bids game in H/NT

- 4) 2D-3S=4-4M, PRE
- 5) 2D-3NT/4H/S=to play.
- 6) 2D-2NT-(3C)-P=min, H suit. 2D-2NT-(3D)-P=min, H suit
- 7) 3D=min S suit. 2D-2NT-(3D)-x=min, S suit
- 8) 3H=max H suit. 2D-2NT-(3D)-3H=max, H suit
- 9) 3S=max S suit. 2D-2NT-(3D)-3S=max, S suit
- 10) 3NT=solid M. 2D-2NT-(3D)-3NT=solid M
- 11) 2D-(2H/S)-x=competitive, P/C, if responder bids again, then FG
- 12) 2D-(2NT)-x=asking, system on, [respond per #6 above](#).
- 13) 2D-(x)-P=6+card D, no M fit
- 14) 2D-(x)-XX=5+ card D, 16+HCP, penalty oriented
- 15) 2D-2H/S-2NT=22-24 HCP, response same as 2NT opening.
- 16) 2D-2NT=13+HCP,
- 17) 2D-2NT-4C=No 5 card, 22-24 HCP; [resp. 4x=5 card suit, 4NT=RKCB](#)
- 18) 2D-2NT-4D=5card D, responder either bids 6 or 4NT=RKCB
- 19) 2D-2NT-4H=5card H, responder either bids 6 or 4NT=RKCB
- 20) 2D-2NT-4S=5card S, responder either bids 6 or 4NT=RKCB
- 21) 2D-2NT-4NT= [22HCP](#), no 5 card suit
- 22) 2D-2NT-5C=5 card C, 22-24 HCP
- 23) 2D-2NT-5NT=forces to 6NT, responder bids 7NT with 13+HCP

2H/S (9-12 HCP in 4th posn)

- 1) 2H-2S=good 5+card S, NF, invite S/NT game.
- 2) 2H-2S-3C/D=max, 5-5
- 3) 2H-2S-2NT=max, 5-4, no S fit.
- 4) 2H-2S-3S=3 card support, or Hx, >min
- 5) [2H-2S-4C/D=3-5-0/5-5/0, max.](#)
- 6) 2H-3S=6+ card S, FG
- 7) 2H-3D=6+card D, invite 3NT, opener either pass, bid 3NT or raise with 3+card max.
- 8) 2H-3NT/4H/S=to play
- 9) 2S-3H=good 5+card H, NF, invite H/NT game,
- 10) 2S-2NT-3x-3H=[natural 5 card](#), FG
- 11) 2H-2NT-3x-3S=[natural 5 card](#), FG

2NT

- 1) 2NT-3D-3H-3S=5-5M, slam int.
- 2) 2NT-3H-3S-4H=5-5M, no slam int.
- 3) 2NT-3S-3NT-4H/S=5-5m, singleton H/S, slam int
- 4) 2NT-3S-3NT-4H/S-4NT=sign off, with max and good controls, opener bids 6m
- 5) 2NT-3S-3NT-4H/S-5C/D=sign off.
- 6) 2NT-4C=Gerber
- 7) 2NT-4D/H=TFR, no slam int.
- 8) 2NT-4S=4-4m, quantitative 10-11 HCP .
- 9) 2NT-5NT=at least 2 aces, opener bids 6NT/7NT with min/max.

Reverse Drury (after 1M opening in 3/4 position)

- 1) 1M-2C= Max pass-hand (11-12 HCP), 3 card support
- 2) 1M-2D= Max pass-hand (11-12 HCP), 4 card support
- 3) 1M-2C-2D=12-13 HCP, forces to 2M, responder bids again to invite game
- 4) 1M-2C-2M=sign off, responder must pass
- 5) 1H-2C-2S=4-5, mild slam try
- 6) 1M-2C-2NT=15-17 HCP. Bal.
- 7) 1M-2C-3C/D=5-5, slam try, 16+HCP.
- 8) 1M-2C-3M=6+card M, slam try.
- 9) 1H-2C-3S/4C/4D=spl, slam try
- 10) 1M-3C/3D/3M=system on, Bergen raise/PRE

GSF

- 1) 5NT-6C=0/1 top **C as trump**
7C=2 tops
- 2) 5NT-6C=0/1 top **D as trump**
6D= A/K + 1 extra trump
7D=2 tops.
- 3) 5NT-6C=0/1 top **H as trump**
6D= Q + 1 extra trump
6H=A/K + 1 extra trump.
7H=2 tops
- 4) 5NT-6C=0 or 1 top **S as trump**
-6D/H= Q + 1 extra trump
-6S=A/K + 1 extra trump.
-7S=2 tops

Michaels Cue Bid

- 1) (1H)-P-(1NT)-2H=S+m
- 2) (1C/D)-P-(1NT)-2C/D=both M
- 3) (1NT)-P-(2D=TFR)-2H=S+m or (1NT)-P-(2H)-2S=H+m

Defence against Michaels

- 1) 1H/S-(2H/S)-X =6-10, 3 card H/S
- 2) 1H-(2H)-2S=3 card H, 10-12 HCP
- 3) 1H-(2H)-2NT=puppet to 3C-P/3D=sign off
-3H=3+ H, FG
-3S=NT probe, with no S stopper, opener bids 4H.
- 4) 1H-(2H)-3C=4+H, 7-9 HCP
- 5) 1H-(2H)-3D=4+H, 10-14 HCP
- 6) 1H-(2H)-3H=4+ card H, PRE
- 7) 1H-(2H)-3S/4C/4D=spl
- 8) 1H-(2H)-3NT/4H=to play
- 9) 1S-(2S)-2NT= puppet to 3C -3H=NT probe, with no H stopper, opener bids 3S
- 11) 1S-(2S)-2NT-3C-3S=3+S, FG
- 12) 1S-(2S)-3H=3 card S, 10-12 HCP
- 13) 1S-(2S)-4C/D/H=spl

Defensive Bidding -

A) Against Multi-2D

- 1) 2NT- 16-18 HCP , balance hand, might have 5 card major
Response similar to 2NT opening
- 2) 2H/S or 3C/D- 6 (or good 5) card, opening hand
- 3) X - 14-17 HCP with at least 54 in 2 suits, or 18 HCP up with 1 or 2 suit
Response- Lenbenson- 2-level weak, 3-level 8 HCP up then new suit
F1, 2NT =weak, force to 3C, sign off.

B) Against weak NT

- 1) Usual defensive bids ON
- 2) X - 14 HCP or above
 1. Response- Pass = 10 HCP or above
 2. Other bids similar to partner opening 1 NT

C) Against transfer responses

- 1) X=Overall in the bid suit
- 2) Overcall in the bid suit = X
- 3) Overcall in new suit= Natural
- 4) 1NT= 16-18 HCP, might have 5 card major with no stopper guarantee
Response same as 1NT opening
- 5) Cuebid in opener's suit =At least 54 in the other 2 suits, 6-11 HCP
- 6) Cuebid in responder's suit= At least 54 in the other 2 suits, 12 HCP+

D) Against 2-suiter pre-emptives

- 1) 2 level overcall=5 card and 12-14 HCP
- 2) 3-level overcall=6 (or good 5) card and 14-16 HCP
- 3) 2 NT= 16-18 HCP or above, balance hand, might have 5 card major
Response similar to 2NT opening
- 4) X - 14-17 HCP with at least 54 in 2 suits, or 18 HCP up with 1 suit
Response- Lenbenson- 2 level weak, 3 level 8 HCP up then new suit
F1, 2NT =weak, force to 3C, sign off.

E) Against strong 1C

- 1) In system notes.