

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level overcalls can be as weak as 6+ HCP
2 level overcalls usually stronger –usually 6 card suit or opening values unless at favourable vulnerability.
In response change of suit F1 by non-passed at 1L, and at 2/3L if uncontested. NF at 2/3L if contested. Fit at 2L if contested by passed. Fit at 3L if passed. Fit jumps (note 4). Jump cue in LHO suit at 3 level below our suit c.6-9 HCP) Direct jump raise c0-9 HCP (0-6 if jump cue available)
2N 4+ card INV+ raise after 1M overcall 2N NAT after 1m overcall, and after any 2L overcall if RHO pass
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18 (responses as per 1NT opener) 10-15 in protective then 2C (R)
(1x)-p-(1Y)-1N 17-20 (16-18 over TRF response to 1C showing M)
. – then responses as to 1N opener
In protective seat by passed hand 10-11 balanced
In non-protective seat by passed hand unusual
JUMP OVERCALLS (Style; Responses ; Unusual NT)
WK 0-11 HCP 6+ suit – can be aggressive.. 2M can be 5 NV. Strength will vary as to position and vulnerability.
In response new suit F1 (NF if oppo x) 2N enquiry
Re-opening: 10-13 HCP with 6 card suit 3H/3S over WK 2 strong NF if jump
Jump 2NT 5+/5+ lowest 2 suits . 19-21 in protective
DIRECT & JUMP CUE BIDS (Style; Response; Reopen
1m -2m = 5+/5+ MM In response 2N INV (R) Cue BID GF
1M-2M= 5+/5+ oM + m. In response 2N INV (R) Cue BID GF in M 3C/3D/4C/4D P/C 4N Bid m 5C/5D NAT
Jump cue asks for stop except 3C/3D over short (2-) 1C/1D natural SJO 4C over 1C and 4D over 1D/2D strong 4M bid. 4H over 1H/2H strong 4S bid 4S over 1S/2S strong mm
VS. NT (vs. Strong/Weak; Reopening;)
2C = MM 2D= H or S
2H= hearts(5+) +m 2S= spades (5+) + m 2N= both minors
3H/3S PRE. 0-11 HCP strength will vary according to position and Vul.
3C/3D Intermediate c. 10-13 HCP (PRE 0-11 HCP if NT 15-17 or better)
X by non-passed PEN if 1N 14-16 or less,
X either minor if passed or if 1N 15-17 or more.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles take-out .2N/3N natural. 4C/4D over 2M shows 5+/5+ m bid + oM
3D over 2D 5+/5+ MM 4C over 2D and 4D over 3C 5+/5+ m bid+ H
Cue bid over 2H/S asks for stop Cue bid over 3C/3D 5+/5+MM. Cue over 3H/3S 5+/5+ other M+ m GF 4N over 4S opening 2 suited. 4N over 3M or 4H opening mm
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
Against precision 1C X= Hearts(4+) plus m. 1D= spades(4+) plus m 1H/1S Nat.(1N response to bids showing M is game-try) 1N=MM 2N=mm Jumps WK 5+ suit 0+HCP (strength may vary according to Vul.) After 1C-p-1D x is D. Same against 2C (all one level higher) except 2N=MM or mm .
OVER OPPONENTS' TAKEOUT DOUBLE Transfer responses after 1C 1H or 1S are doubled – see Note 6 . 2N is a good raise to 3x. Many fit jumps. 2/3L after 1C WK. Some bids after 1H/1S SPL- see Note 4 .

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from bad 3+ suit. 4 th from Honour except 10. Top of sequence	2 nd from bad 3+ suit. 4 th from Honour except 10. Top of sequence	
NT	2 nd from bad 3+ suit 4 th from Honour (10 optional). A and Q for attitude K for count/unblock at trick 1.	2 nd from bad 3+ suit 4 th from Honour (10 optional). A and Q for attitude K for count/unblock at trick 1.	
Subsequent	Ace denies King	Ace denies King	
Other: In partners suit and at 5 level or higher lead K from AK			
LEADS VS SUIT vs NT			
Ace	A+ AK+	A+ AK+	
King	Kx KQ+ AK AK+	AK+ KQ+ Kx	
Queen	QJ+ Qx	KQ+ QJ+ Qx	
Jack	Jx J10+KJ10+ AJ10+	Jx J10+ AJ10+ KJ10+	
10	10x Q109+ K109+	10x Q109+ K109+	
9	9x 109x +	9x 109x+ Q98 J98	
Hi-X	Xx 2 nd highest from xxx+ and 10xx+	Xx 2 nd highest from xxx+ and (optionally) 10xx+	
Lo-X	4 th highest from Hxxx+ Lowest from Hxx	4 th highest from Hxxx+ Lowest from Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = EVEN	Hi=EVEN	Hi=EVEN Lo=ODD
Suit 2	HI =DISC	S/P	DISC unless Honour (Note 5)
3	S/P		S/P
1	Hi=DISC	Hi=EVEN	Hi=EVEN Lo=ODD
NT 2	Hi=EVEN	S/P	DISC unless Honour
3	S/P		S/P
Smith Peter in NT – first signal Hi=Like Lead by leader and partner Hi Lo in trumps= 3 – can be suit pref Lead of lowest card from known 5+ card suit vs NT =weak suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles of suit (usually) takeout 4S or below when still trying to find a fit unless (usually) when previously failed to double. Double above 4S values			
7+ HCP in protective position			
2N response Lebensohl if opposition bid at or raise to 2 level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Doubles showing 3 card support after 1x-1M (or tfr showing 4M) at or below the level of 2M. Some game-try doubles. After strength/value showing X next X usually PEN. Where pass F X usually PEN. Immediate Double of UNT or 2 suited-overcall = values.			
Doubles against 3N or slam can ask for unusual lead RDBL by responder of take-out double of our overcall shows A or K. 1C-(p)-p-(x)-RD = 2C and less than 4D. 1N-(x)-RD 2 suited WK when X PEN.			

WBF CONVENTION CARD
CATEGORY : GREEN
WALES - European Team Championships- Ostend 2018 - OPEN
MIKE POWNALL AND RICHARD PLACKETT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors. 14-16 NT. Prepared C (2+) with TRF responses
2C GF or 23-4 Bal 2D Weak 2 in H or S c 2-7 HCP
2H/2S WK c 6-10 HCP (10-13 in 4th) 2NT 20-22 Bal
Most 2/1 GF (except 2C over 1H/S ART- see Note 2)
Opening, Responding and Pre-emptive style optionally aggressive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C-1D. 1C-1H 1C-1S TRF
1C-2D 8-11 HCP with 6+C 1C-3D/3H/3S 1m-2H 1m-2S and 1H-2S are WK c. 0-10 HCP NV c. 4-10 HCP VUL.
1C-2C and 1D-2D GF 4+ card raise 1D- 2N 1H-3D and 1S-3D INV 4+ card raises.
1D-3D 1H-3H and 1S-3S 4+ card raises WK c. 0-6 HCP 1D-3C 1H-3C and 1S-3C 4+ card raises c. 6-9 HCP
3N opening 1 st -3 rd Wk with C or D 0-11 HCP - strength will vary as to position and vulnerability. 4C opener 7.5-8.5 playing ticks in H NV 8-9 Vul 4D opener 7.5-8.5 playing tricks in S NV 8-9 Vul
1M-2C = GF C or GF BAL or INV with 2-3M. (See note 2)
Pass 1M-2C= 3 card INV raise. pass 1M-2NT= 4+ card INV raise
TRF continuations after 1H-1N and 1S-1N (see reverse of card)
2NT in competition often conventional (see Note 3)
Against 2 suited overcalls 5+/5+ Lower Cue = 4 th Suit INV+ Higher Cue =Raise INV+. Pass then X = PENS
1C/D- (1S) –2other m = H, 2H=other m 1D/1H-(1N)-2C=S 2S=C
2NT over a strong 2C or 2D opening shows MM or mm
Some TRF responses if opponents double 1C,1H or 1S and if opponents overcall 1C with 1D or 1H (see note 6)
If oppo overcall 1N over 1C bids mean same as if oppo opened 1N.
Over F polish club 1N= MM 2C= Nat 2D= H or S 2H= H(5+)=m 2S= S (5+)=m.. We pass originally with strong balanced hands.
Over short(2-) NF 1C 2C=MM 2D=H or S 2H= H(5+)=m 2S=S (5+)=m
SPECIAL FORCING PASS SEQUENCES
Pass forcing at red when one hand opens 1st 2nd or 4th in hand, the other shows INV.+ Values, and oppo bid above our game before we have had a chance to turn down the invitation.
PSYCHICS: Rare

OP	ART	CDS	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	4S	Balanced 11-13 or Balanced 17-19 or 4+C 8-22 HCP Can have 2C or 5D if 11-13 Balanced Can have 2C if 17-19 Balanced Opening style can be aggressive.	1D 4+H 1H 4+S 1S 4+D INT 4+C 6-10 HCP 2C 4+C GF 2D 6+C 8-11 HCP 2H,2S WK c. 0-10 HCP NV c. 4-10 HCP VUL. 2N NAT INV no 4M 3C/ PRE c.0-9 HCP NV c. 4-9 HCP VUL. 3D/3H/3S/4D WK c.0-10 HCP NV c. 4-10 HCP VUL. 4C= Tfr H 4D= tfr S 4H/S NAT 1D/1H/1S responses can be light in HCP	SEE note 1. After 1C-1H 1S= 11-13 BAL or min with 5C and 2/3S. 1N=17-19 BAL 2S=min with 4S 2N= Good raise to 3+S.- After 1C-1S 1N=11-13 Bal 2N=17-19 Bal. 1C-1D-2S = 6+C and 3H inv.	1C-(x) 1D=4+H 1H=4+S 1S=4+D 1C-(1D) x=4+H 1H=4+S 1S= 4+C 1C-(1H) x=4+S 1S=4+C 1C-(1S) 2D=H 2H=D 1C-(1N) 2C=MM 2D= H or S 2M = 5+M 4+m 2N= mm Jumps Fit if passed - See note 4.
1D		4/5	4S	5+D unless (4441) shape or occasionally in 3 rd 8-22 HCP Opening style can be aggressive	1H/1S Nat F1 can be light in HCP, 1N 5-11 NF 2C C GF 2D GF 4+D, 2H/2S WK c. 0-10 HCP NV c. 4-10 HCP VUL. 2N INV 4+D 3C 4+D c.6-9 HCP. 3D 4D PRE c.0-6 HCP 3H/3S/4C SPL 4H/4S Nat.	1D-1H-1N = 17+ ANY (see note 7) 1D-1M-3C = 6+D and 3M inv. 1D-1H-2N = 4+H Inv+	Fit jumps in Comp or by passed See note 4. After 1S overall 2C=H 2H=C After 1N overall 2C=S 2S=C
1H		5(4)	4S	5+ card suit except occasionally 4 in 3 rd . 8-22 HCP Opening style can be aggressive	1S 4+S F1 can be light in HCP. 1N 5-12 NF 2C GF C or BAL or INV with 2/3H (SEE Note 2).2D Nat GF 2S WK c.0-10 HCP NV c. 4-10 HCP VUL. 2N 4+H GF 3C 4+H c. 6-9 HCP 3D 4+H Inv 3H PRE c.0-6 HCP 3S any Singleton. 3N spade void 4C 4D void 4S NAT	After 1H-1S 1N is 17+ ANY (see note 7) After 1H-1N 2C/2D TRF 2H= H+C NF After 1H-2C 2D= MIN 2H=GF 5H 2N=GF 6+ H 3H =GF 6+H S-SOL+ (see Note 2) After 1H-3H 3S = SPL 3N= slam try no SS After 1H-2N 3C/3D/3S = SPL 3H= Min no SS 3N= Non Min no SS 4C/4D = VOID	Fit Jumps in Comp or by passed (some jumps SPL). See note 4. After 1 or 2 level overall 2N 4+ H INV+ CUE= 3H INV+. If passed 2C= 3H INV (then 2H to play) 2N = 4+H INV After 1N overall 2C=S 2S=C
1S		5(4)	4S	5+ card suit except occasionally 4 in 3 rd 8-22 HCP Opening style can be aggressive	1N 5-12 NF 2C GF C or BAL or INV with 2/3S (SEE Note 2) 2D/2H Nat GF.2N 4+S GF 3C 4+S c 6-9 HCP. 3D 4+S INV 3H Nat Inv (deny 3S) 3S PRE c.0-6 HCP 3N Any Singleton 4C/4D/4H Void	After 1S-1N 2C/2D/2H TRF 2S=S+C NF. After 1S-2C 2D=MIN 2S=GF 5S 2N=GF 6+S 3S=GF 6+S S=SOL+ (see note 2) After 1S-3S 3N= Slam try no SS 4C=SPL	Fit Jumps in Comp or by passed (some jumps SPL) See note 4. After overall 2N 4+ S INV+ CUE 3S INV+. If passed 2C =3S INV (then 2S to play) 2N= 4+S INV
1N			4S	14-16 Balanced. Hand may include a singleton K or A 1 st 2 nd 4 th . May include any singleton 3 rd .. Can have 5 card M or 6 card m.	2C (R) 2D/2H/2S/2N TRF 3C= H or S SPL 3D= C SPL 3H/3S = D SPL 4C=MM 4D/4H=TRF 4S=Blackwood	1N-2C-2D= 5M min, 2H/2S = 4 min 2N= min no M 3C=5M max 3D= 5H +4S max 3H/3S= 4 max. 3N= max no M. 1N-2C-2H-2S = 4S F1 1N-2S-3C-3H =SPL S/T	2N demands 3C. 3 New suit FG after overall. 4H/S NAT over 3L intervention. If 1N-(p)-2C-(X) pass= no stop
2C	√	0	7H	GF Artificial or 23-24 Bal.	2D (R) 2N/3C TFR	2C-2D-2H is hearts or 25+ Bal.(2S asks) 2C-2D-3H/S = 4suit 5+ diamonds 2C-2D-3C-3D = 4M enquiry	1 st DBL by responder 0-4 (pass 5+) Thereafter DBL PEN Pass F Cue Bid by responder SPL 3 suited
2D	√	0	2S	WK in H or S (5+ suit) c. 2-7 HCP.	2M/3M p/c 2N (R) 3C,3D F1 4C TFR into M 4D bid M 4H/4S Own Suit	After 2D-2N 3C=H (then 3D S/T 3H inv.) 3D=S (then 3H S/T 3S inv.)	If Oppo X 2D pass=D XX= bid M If oppo overall 2M X= pass with M
2H		5	PEN	1 st -3 rd WK 6+ Suit (or 5-5) 6-10 HCP. 4 th 10-13 6 card suit.	2N (R) 2S/3C/3D F1 3S/4C/4D SPL 4S/5C/5D NAT	2H-2N -3C= C SPL 3D= D SPL 3H= min 6H no C/D SPL 3S= max S SPL 3N=non-min no SS 4C/4D max void.	2N (R) New suit NAT NF after X Fit jumps. Fit Non-Jump if passed
2S		5	PEN	1 st -3 rd WK 6+ Suit (or 5-5) 6-10 HCP. 4 th 10-13 6 card suit.	2N (R) 4C/4D/4H SPL 4S/5C/5D NAT 3C/3D/3H F1	2S-2N 3C= C SPL 3D=D SPL 3H=H SPL 3S= min no SS 3N= non-min no SS 4L void.	2N (R) New Suit Nat NF after X. Fit Jumps. Fit Non-Jump if Passed.
2NT			4S	20-22 BAL	3C (R) 3D/3H TFR 3S= 1 or both minors ST 4C = MM 4D/4H TFR 4S= Blackwood	2N-3C-3D = no 5M 2N-3C-3N = 2S 2N-3C-3D- 3H = not 4H 2N-3C-3D-3N = 44M 2N-4C-4D= bid better major.	New suit Nat GF.. X T/O by Non 2N bidder at 3/4 L T/O by 2N bidder at 3L but PEN at 4L
3C		6(5)	PEN	0-11 HCP 6+ suit. (could be 5 1st + 3rd NV). Strength will vary as to position and Vul. Can be aggressive	3D/3M F1 4D any slam try in clubs 4H/4S/5D Nat		3 suit NF after x. Fit non-jump if Passed. 4D Fit non-jump after 3M
3D		6 (5)	PEN	0-11 HCP 6+ suit.(could be 5 1st + 3rd NV) . Strength will vary as to position and Vul. Can be aggressive	3M F1 4C any S/T in diamonds 4H/4S/5C Nat		3 suit NF after x. Fit Non-Jump if Passed. 4C Fit non jump after X/3M
3H		6 (5)	PEN	0-11 HCP 6+ suit.(could be 5 1 st and 3 rd NV) Strength will vary as to position and Vul. Can be aggressive	3S F1 4m cue bid 4S/5C/5D NAT		3S NF after x. Fit non-jump if Passed, 4m fit non- jump after X/3S
3S		6 (5)	PEN	0-11 HCP 6+ suit.(could be 5 1 st and 3 rd NV) Strength will vary as to position and Vul. Can be aggressive	4m cue bid 4H/5C/5D natural		Fit non-jump if passed. 4m fit non jump after X.
3N	√		PEN	1 st 2 nd 3 rd Weak in C or D 6+ suit c.0-11 HCP . Strength will vary as to position and vulnerability. 4 th to play based on long minor.	4C//5C//6C pass/correct 4H/4S/5D to play own suit 4N S/T in partner's minor		4H/4S/5D Nat 5C/6C p/c 4N slam try in partner's m,
4C	√	0	PEN	7.5-8.5 playing tricks in H NV 8-9 playing tricks Vul	4D S/T in H 4N RKCB 4S NAT by non-passed.	HIGH LEVEL BIDDING After M agreed at 3L with 8+ fit 3N S/T no SS (in comp general S/T only where 9+ fit). 4N RKCB (5C 1 or 4 5D 0 or 3 5H 2 or 5 no Trmp Q 5S 2 or 5 Trmp Q 5N+ void showing Many jumps above game exclusion RKCB (1 st step 1/4). 4m RKCB where 3m forcing	
4D	√	0	PEN	7.5-8.5 playing tricks in S NV 8-9 playing tricks Vul	4H S/T in S 4N RKCB		
4H		6	PEN	0-11 HCP - May be stronger in 3 rd and 4 th seat.	5m Cue bid 4S NAT		
4S		6	PEN	0-11 HCP - May be stronger in 3 rd and 4 th seat.	5C/5D/5H cue bid		
4N	√			Specific Ace Ask	5C=0 5other=A 5N= 2Aces 6C= Ace of clubs	5N pick a slam except 1N-5N and 2N-5N	
5m		7	PEN	Pre-emptive	New suit cue bid		
5M		7	PEN	Pre-emptive		After RKCB 1 st step Q ask 2 nd step specific K ask Other NEW suit= ASK	

Richard Plackett/Mike Pownall

European Team Championships - Ostend 2018 – WALES - OPEN

Supplementary Notes

Note 1

After 1C-1D -1H or 1C-1D -1N

1C-1D-1H-1S is 4-4 or 5-4 in H and S NF, no better than invitational values.

1C-1D-1H-1N and 1C-1H-1S-1N are to play

1C-1D-1H/1N -2C is a puppet to 2D (potentially with a weak hand with Diamonds) then bids are invitational

1C-1D -1H/N -2D is a puppet to 2H (either a non-invitational hand with H that wants to compete to 2H or a GF hand with at least 5H)

1C-1D -1H/N -2H is GF with exactly 4 Hearts. May also have 4 Spades

1C-1D-1H/1N-3S/4C/D are splinter slam-tries with single suited hearts.

An immediate 3 of a suit rebid is a S/T and shows a stronger suit than going via 2D (one loser suit or better)..

1C-1D-1H -2N is a puppet to 3C with a weak hand with 4H and 6+Clubs or (after 1N can also be GF with 4H and 5+C – continue with fragment).

Bidding 3 of a minor direct e.g. 1C-1D-1H-3D is an invitational hand with 5+ Hearts and 4+ minor. (slam try with 5+/5+ after 1C-1D-1N).

1C-1H -1S-2D shows 5+Spades and 4+Hearts either non-invitational or GF (with an invitational hand bid 2C-2D-2H)

1C-1H-1S-3H is inv.5-5+ (slam try with 5/5+ after 1C-1H-1N).

After 1C-1S-1N

2C is a puppet to 2D to play or with invitational hands

2D is a GF without a 4 card major. **2H/2S** are natural and GF. **2N** is a puppet to 3C with a weak hand with 4D and 6+C.

3C is invitational with 5D and 4+C

3D is a single suited diamond S/T with a one loser or solid suit.

3H/3S/4C are splinters with a single suited diamond hand. **4H/S** are voids.

If a transfer of 1D/H is doubled xx shows 17-19 balanced without a stop (any 17-19 balanced if the double does not show the suit) , **1N** the same with a stop. **3N** shows a stop with real clubs. **2N** shows a good raise to 3M. **Completing the transfer** shows 11-13 with 3 card support and **pass** 11-13 without 3 card support. If we pass and the transferor redoubles we bid as if he has made a take-out double of the transfer suit. **If a transfer of 1S is doubled xx** shows 17-19 without a stop. **1N** shows 17-19 with a stop and **2N** is a good raise to 3+D. **2D/3D** guarantee 4

If a transfer is overcalled, x shows 3 card support if overcall at or below 2 of our major (take-out otherwise or we have shown diamonds)

After 1C-1S-2N

3C is check back for a 4 card major (3C then 4C shows 4D and longer C). Other 3L bids are natural and Slam tries.

Supplementary Notes

Note 2

Bidding after 1H/S- 2C

A 2C response to 1M by a non-passed hand shows one of 3 hand types – a GF hand with clubs, a GF balanced hand with 2+C, or an invitational hand with 2 or 3 card support

Opener's rebids after 1H/S-2C

2D	Minimum opener and (after 1S opening) denies 4 hearts.
2H	(after 1S opening) Natural and forcing, may be minimum.
Rebid of 2M	Non minimum with 5 card suit GF
2S	(after 1H opening) Natural and GF with 4+ S
2NT	Non-min. with 6+ suit – Not semi solid or better – denies 4oM or 5m
3m	GF 5-5
3H	Non minimum with 6+ suit – semi solid or better

Responder's rebids

2 openers M	To play
2NT	waiting bid (GF)
New suit	GF with C and that suit
3C	GF single-suited C
Jump New Suit	Splinter with C and support

Fast arrival applies in all sequences so e.g. 1H-2C-2H-4H was an originally inv. hand with 3H and 1H-2C-2H-3H was an originally GF hand with 3H
1S-2C-2H-3H is F

If oppo X 2C xx shows a 5 card suit and a non-minimum and pass is a 5 card suit and a minimum. 2D is natural F. 2M is a 6 card suit and a minimum (2N is still a 6 card suit and a non-minimum)

If oppo overcall below 2M, X is a 5 card suit and a non-minimum, pass is a 5 card suit and a minimum, and 2M is a 6 card suit and a minimum (2N is still a 6 card suit and a non-min)

If oppo overcall above 2M, X is a 5 card suit and a non-minimum. 3M is F with 6 unless 2N is still available (in which case it is a minimum with 6). Pass is any minimum after which X by responder shows 2 card support.

A 2C response to 1M by a passed hand shows a 3+ card invitational raise (normally 3 unless 4-3-3-3 with 4 card support).

In response 2M is to play. New suits are long suit trial bids (2OM guarantees 4). Jump new suits are splinters.. 3N is natural choice of games.

Supplementary Notes

Note 3

2NT in competition

A 2NT response is a 4 card raise whenever we have opened or overcalled 1M (the cue bid is a 3 card raise). After 1H-(2S)- 2N is a 3 or 4 card raise as the cue bid is above 3H. After we bid 2N as a good 4 card raise continuations are as after 1M p 2N except that 3M is any minimum.

2N is a UCB when we overcall at the 2L and the next hand bids/raises so that no other cue is available below 3 of our suit.

A 2NT response is generally natural when we have opened 1m (except that if we open 1C and oppo. overcall with 2D,2H or 2S then 2N is Lebensohl), when we have overcalled 1D, or when we have responded or overcalled at the 2L and RHO has passed. If we open 1X and an overcall is passed back to us (e.g. 1D-(1S)-p-(p), 1D-(2C)-p-(p) or 1D-(2S)-p-(p)) then 2N is also natural.

2NT is lebensohl whenever we have opened or overcalled 1NT and oppo intervene at the 2L and whenever we make a take-out or competitive double at the 2L (or a take-out double at the 1L and oppo raise/bid at 2L). If game is no longer possible or 2N is bid by a hand of closely defined strength then 2N a scramble showing 2 places to play. This includes after we have opened 1N so e.g. 1N-(2H)-x-(p)-2N is both minors.

If oppo overcall 1C with 2D,2H or 2S then 2N is Lebensohl and 2M is NF where available.

2NT is good bad when bid by opener after RHO competes with 2D, 2H or 2S. So e.g. 1D-(p)-1S-(2H)-2N is good/bad, 3C is F1 and 3D is invitational. We do not use good bad to support partners suit so simple raises e.g. 1D-(1H)-2C-(2H)-3C remain competitive.

Where we have 2 3N bids and 2 cue bids available in a lebensohl situation the immediate cue bid and 3N will deny a full stop whereas the delayed will show a stop. The cue bid shows 4 cards in the unbid major(s). So e.g. (2H)-x-(p)-3N denies a full heart stop. In Lebensohl sequences when it makes no sense for 3NT to deny a stop e.g. 1N-(2D either major)-3N, then 2N then 3N is stronger than 3N i.e. a mild slam try.

If 2N Lebensohl or G/B is doubled 3C shows C where applicable.

Supplementary Notes

Note 4

Fit Bids and Jumps in Competition

All jumps in competition and by a passed hand in a new suit are fit except :

- 1) Jumps at the 2/3L by a non-passed hand are weak after we open 1C if oppo x or overcall. (Strength will vary according to position and vulnerability. As an approximate guide 0-10 HCP non-vulnerable and 4-10 vulnerable). 1C-(x)-2D is still 8-11 with 6+C.
- 2) If we open 1M and oppo X, jumps above 3M have the same meaning as if oppo passed e.g. 1H-(x)-3S is any singleton.
- 3) if we pass and partner opens 1M, jumps above 3M have the same meaning as by a non-passed hand e.g. p-(p)-1H-(p)-3S is any singleton.

3L non jump bids are fit by a passed hand.

Non-jump bids are fit at the 2L by a hand that previously failed to make a 1 level overcall in that suit.

All non-jump new suits by a passed hand are fit after we pre-empt.

After we pre-empt and oppo intervene 4m is fit non-jump by a non-passed hand e.g. 3H-(3S)-4C

If a suit is agreed all new suits in competition (jump and non-jump) are fit bids showing length and not necessarily a slam try so e.g. 1H – (1S) – 2H – (2S) – 4C is a raise to 4H with club values.

If we make a fit bid and then double this shows extra playing strength in the 2 suits rather than defence in the short suits.

Note 5

Discards

Discards show standard **remaining** count in the suit discarded.

Discards can also discourage in the suit discarded (encourage if honour).

Unusual cards can be suit preference.

Supplementary Notes

Note 6

Opponents make a take-out double or overcall 1D or 1H over 1C

Oppo Make a take-out double

Redouble A XX of 1C shows 4+C and the values for at least 1N. A XX of 1D,1H or 1S shows a good hand then double penalties, pass forcing below 2 of our suit if the re-doubler is a non-passed hand.

After 1C(X) bids mean the same as after 1C-(p)- except **1C-(X)-2C** is competitive and **1C-(x)-2N** is a good raise to 3+ clubs

After 1D(X) **1D-(x)-2D** is competitive and **1D-(x)-2N** is a good 4+ card raise to 3+D
jumps are fit.

After 1H (x) **jumps** are fit except that **3S** is still any singleton, **3N** a spade void and 4C/4D are voids)
1H-(x)-1N shows C (competitive plus) **1H-(x)-2C** shows D (competitive plus)
1H-(x)-2D shows a good 3 card raise to 2+H. **1H-(X)-2N** shows a good 4+ card raise to 3+H.

After 1S(x) **jumps** are fit except that **3N** is still any singleton and 4C/4D/4H are voids.
1S-(x)-1N shows C comp+ **1S-(x)-2C** shows D comp+ **1S-(x)-2D** shows H comp+.
1S-(x)-2H shows a good 3 card raise to 2+ spades. **1S-(x)-2N** shows a good 4 card raise to 3+S.

After oppo overcall 1C with 1D or 1H transfer responses and continuations still apply.

After 1C-(1D) X shows 4+H, 1H 4+S, and 1S 4+C. After 1C-(1H) X shows 4+S and 1S shows 4+C

After transfers in competition showing 4+ in a major we still complete transfer with 11-13 balanced with 2/ 3 card support and rebid 1N with 17-19 balanced. A jump to 2N is still a good raise of the major.

After transfers showing a minor a 1N rebid is 11-13 and a jump 2N rebid 17-19

After all transfer-complete, 1N, and natural jump 2N rebids, 2C puppet to 2D and 2D GF relay still continue to apply over 1N, and 3C checkback still continues to apply over 2N, as long as next opponent passes. If, however, the next opponent bids, then the system defaults to natural.

Supplementary Notes

Note 7

After **1D-1H/1S- 1NT** (17+ -any distribution without 4+ card support)) or **1H-1S-1NT** (17+- any distribution without 4+ card support))

2C is a GF relay with 7+pts with responses as below.

Other Bids up to and including 2 of responder's M are NF with less than 7 HCP.

Bids at the 3 level are GF pure bids e.g. **1D-1H-1N- 3D** shows slam interest (c. 11+ HCP) with 4 card support (**2N** the same without slam interest after which we bid stops),

Jump 3M rebid is a slam try with a 1 loser suit or better.

1D-1S-1N-3C shows a concentrated 5-5 (at least a mild slam try).

1D-1H-1N-3S is a splinter in diamonds.

After e.g. **1H-1S-1NT-2C**

2D 5+H and 4+D

2H 6+H – broken suit

2S 5+H and 3S

2N 17-19 Balanced = denies 6H or 3S (then continuations are natural and F)

3C 5+H and 4+C – denies 3S

3H 6+ hearts and one loser suit –denies 3S

3S 6+ hearts and one loser suit – 3 spades

If there is any competition a 1N rebid changes to 17-19 balanced rather than 17+ any distribution. 2C is then a puppet to 2D and 2D a GF relay if next hand passes.

If oppo intervene after a 1NT rebid, bids revert to natural. In competition pass is forcing by either player and doubles are penalties.