

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
2-level overcalls reasonably sound, often 6-card suit when a minor
Change of suit F1, fit jumps, splinters only in opposing suit
Simple raise 6-9, jump raise 0/4-9 jump cue = 4-card raise 7-10
Advance of 1NT = 9-12 nv 9-11 vul
2NT agrees direct M (with 4-card support if space for cue below 3M)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd seat with responses as per 1NT opening
11-14 (10-11) reopening seat with responses as per 1NT opening
Good 16-poor 19 after 1x-Pass-1y
System on after a 1NT (or natural 2NT) overcall
Transfer into their 4+card suit = shortage
JUMP OVERCALLS (Style; Responses; Unusual NT)
3-9 non-vulnerable, 6-10 vulnerable, 7 cards vulnerable at 3 level
New suits F1, 2NT enquiry as in response to weak two opening
2NT lowest two suits 5+5+ 4-6+ after change of suit response
Reopen: Intermediate, 6+ suit and about 11-14 points
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1m: 55+MM; over 1M: 55+oMm; (1x)-(1y)-2x=55+unbid suits
All cues construct. Jump cue to 3 level asks for stopper in their suit
Double jump cue over 1m shows strong 4M overcall – continue P/C
Double jump cue over 1♥ shows strong 4♠ overcall
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
2♣ both majors, over which 2♦ asks (unless they X) and 2NT force
2♦ one major (or minor over weak NT), over which 2M and 3M P/C
2♥ ♠ and a minor, over which 2NT asks, 3♣ and 4♣ P/C
2♠ ♠ and a minor, over which 2NT asks, 3♣ and 4♣ P/C
2NT both minors X penalty by unpassed hand of weak/mini NT
X of strong (min 15+) 1NT or PH: one m (then 2m P/C)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles T/O 2NT/3NT natural Cue at 3 level stopper ask
Jump/bid of 4m, two suiter: minor bid and other major/(♥ after 2♦)
Cue or jump cue to 4m: both majors 4NT over 4M two suiter or 0♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=♥&m, 1♦=♠&m, 1NT=majors, 2NT = minors
Same a level higher versus 2♣ except 2NT = majors or minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX penalty orientated After 1M-X: 1NT, 2♣, 2♦ & (2♥) transfers
After 1any-X, single jumps fit, double jumps shortage showing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's shown Suit	
Suit	2nd and 4th top of sequence	3rd & 5th top of sequence *	
NT	2nd and 4th	3rd & 5th top of sequence *	
Subseq	Ace denies King	Ace denies King	
Other: If affordable, suit preference when leading trumps			
At 5 level or higher, A denies AK. * top of nothing if leader supported suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+ AKx+ AKJ+ AKQ+	AK+ AKJ+ AKQ+ Ax+	
King	Kx KQ+ AK KQJ+ KQ10+	KQJ+ KQ10+ AKJ10+ KQ109	
Queen	Qx QJ+ QJ9+ QJ10+	QJ10/9+ KQ+ QJx Qx	
Jack	Jx J10+ J109+J108+KJ10+	J10x J109+ J108+ K/AJ10+	
10	10x 109+ Q109+ K109+	A/K/Q109+ 10x	
9	9x	9x 109x+ J98+ Q98+	
Hi-X	xx xxx xxxx xxxxx+	HHxxx xx xxx xxxx xxxxx+	
Lo-X	Hxx Hxxx Hxxxx HHxx+	Hxx Hxxx Hxxxx HHxx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc High disc	Low even High odd	Low enc High disc
Suit 2	Low even High odd	Standard S/P	Low even High odd
3	Standard S/P	Low enc	Standard S/P
1	Low enc High disc	Low even High odd	Low enc High disc
NT 2	Low even High odd	Standard S/P	Low even High odd
3	Standard S/P	Smith (see below)	Standard S/P
Signals (including Trumps): We do not always signal on declarer's lead			
Smith Peter on declarer's first lead in NT (low likes continuation by either player) unless dummy has no entry			
On king lead give count or (at NT) unblock; switch to A usually denies K			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles takeout whenever we are trying to find a fit			
Shape suitable if minimum; X of pre-empt = short in suit and opening values			
X of Multi, 13-15 balanced or very strong; X of any P/C bid = TO/suit X			
1♣-(1♦)-X shows 44 MM, 1m-(1♥)-X denies 4♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
1x-pass-1M-up to 2♥-X 3-card support for M			
Maximal game try X Responsive X Lead directing X of artificial bids			
X can be value raise if no cue bid available below 3 of our overcalled suit			
XX of art 1NT X penalty; XX if they T/O X our overcall = A-x or K-x			
X of freely bid contract asks for unusual lead, dummy first suit if we not bid			
XX of penalty X of a suit often SOS, XX of penalty X of 1NT = one minor			

W B F CONVENTION CARD
CATEGORY: Natural Green
NCBO: Wales
PLAYERS: Simon Richards 917010
& Julian Pottage 915276
European Bridge Championship Ostend 2018
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, 15-17 1NT, 1♣ and 1♦ (3+)
Most 2 over 1 Forcing to Game (except 1M-2♣ artificial)
Weak 2s in 3 suits
Many fit jumps in competition or by passed hand
2NT in competition often conventional
UDCA carding
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M-2♣ some game inv hands (0+♣) or FG 4+♣/3433 (over 1♠)
1m-2M and 1♣-2♦ NF 3-9/5-9; 1♦/1M-3♣ NF invitational
1♥-3♦ and 1♠-3♥ mixed raise, 7-9 points, 4-card support
1♥-2♠ and 1♠-3♦ limit raise, 4-card support
Response of 2♦/NT to 3/4 seat 1M= 3/4-card limit raise, 2♣=natural
Raise of 3rd/4th 1m inverted but NF (9-11 HCP)
A 1NT rebid/overcall might not have a stopper in LHO's suit
Versus 2m Michaels 2♥/2♠ = values in suit bid
Versus 2NT minors, 3♣= 4+other major F1, 3♦ = agrees M 3oM NF
Versus 2NT ♥& known m, 3m = 4+♠, 3♥ =agrees om, 3♠ NF
Non-jump 4NT in competition = two places to play
SPECIAL FORCING PASS SEQUENCES
Vul against Not if opponents bid above our non-preemptive game
X in FP situation suggests defending; non-natural bids are slam tries
After 1x-(X)-XX up to 3 of our suit
IMPORTANT NOTES
See supplementary page
PSYCHICS: Rare

NGOPENI	ARTIFIC. TICK	MIN. NO. CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠ *	Balanced 12-14, 18-19 HCP or Natural 10-20 HCP	1NT 6-10, 2♣ 12+ 4+♣, 2♠/M 3-9/5-9, 3any 3-9/5-9 4♠/4♥ = transfer to 4M, 2NT 11-12, 3NT 13-15	1NT (or 1♣-2♣-2♦) 12-14, 2NT 18-19, XYZ 1♣-1♥-2♠ nat FG or 3 support+6♣	Fit jumps after OC/X or passed hand 1♠=4+♠; 1♣-(1♠)-2♦=♥, 2♥=♦
1♦		3	4♠ *	If balanced, includes xx44 4432 10-20 HCP	2♦ 10+nat FG/3♦, 2M 3-9/5-9, 2NT 11-12 3♣ invit. 3♦/M 3-9/5-9 3NT 13-15 4♣ splinter	1♦-1♥-2♠ nat FG or 3♥+6♦ XYZ (see notes)	Fit jumps after OC/X or passed hand 1♠=4+♠; 1♦-(1♠)-2♣=♥, 2♥=♣
1♥		5	4♠ *	5-card suit 10-20 HCP	2♣ art inv or nat FG, 2♠ limit 4+♥, 3♥ 0-6/3-6 2NT FG 4+♥, 3♦ 7-9 4+♥, 3♠ any void, splinters	1♥-2♣-2♦=min art 1♥-1NT-2♣=16+asking Long suit game tries 1♥-1♠-3NT=8 PT in ♥	2NT=4+♥, fit jumps, transfers after X 2♦=3-card raise after 3rd/4th
1♠		5	4♥ *	5-card suit 10-20 HCP	2♣ art inv or nat FG, 2NT FG 4+♠, 3♦ limit 4+♠ 3♥ 7-9 4+♠ 3♠ 0-6/3-6 3NT any void, splinters	1♠-2♣-2♦=min art 1♠-1NT-2♣=16+asking Long suit game tries	2NT=4+♠, fit jumps, transfers after X 2♦=3-card raise after 3rd/4th
1NT			4♠	15-17 can have 5M, weak 6m or bare H	2♣=asking 2♦=5+♥ 2♥=5+♠ 2♠=5+♣ 2NT=5+♦ 3♣=asking 3♦=(53)xx 3♥/♠ short in suit, all FG 4♣=ace asking 4♦=6+♥ 4♥=6+♠	1NT-2♣: 2♦=no 4M 2♥=4♥ 2♠=4♠ not 4♥ Breaks 2NT=HHx 3M= min 4, others= max 4 Retransfers Completing m transfer=fit(Qxx+)	2NT demands 3♣ (comp or 4 oM) 3 new suit FG after overcall ** System on after art X or any 2♣
2♣	√	0	4♠	23-24 bal or art FG	2♦ neg or bal 2NT= scattered values New suits positive, 5+ with 2TH or 6+ with 1+TH	2♣-2♦-2♥ or bal (2♠ asks) 2♣-2♦-3M=4M & 5+♦ 2♣-2♦-3♣-3♦ <5M	Pass forcing 5+ points then X T/O X = 0-4 points
2♦		6 (5)	Pen	Weak 5-10 4th seat 11-14 6+suit	2NT enquiry (see next column) 3M/4♣=splinter 2M/3♣ forcing for one round	3♣/♦/♠ max feature 3♦= min 3NT bal max Simple raise/3♦= min, jump splinter	Over X non-jump new suit NF Fit jumps
2♥		6 (5)	Pen	Weak 5-10 4th seat 10-13 6+suit	2NT enquiry (see next column) 3♠/4m=splinter 2♠/3m forcing for one round	3♣/♦/♠ max shortage 3♥= min 3NT bal max Simple raise/3♥= min, jump splinter	Over X non-jump new suit NF Fit jumps
2♠		6 (5)	Pen	Weak 5-10 4th seat 10-13 6+suit	2NT enquiry (see next column) 4m=splinter 3 suit forcing for one round	3♣/♦/♥ max shortage 3♠= min 3NT bal max Simple raise/3♠= min, jump splinter	Over X non-jump new suit NF Fit jumps
2NT			4♠	Balanced 20-22 HCP; can have 5M, 6m or singleton Q/K/A	3♣ enquiry 3♦=5+♥ 3♥=5+♠ 3♠=slam try mm/♦ 4♣=slam try in ♣ 4♦=6+♥ 4♥=6+♠	3♣?: 3♦=4M/2♠, 3♥=5♥, 3♠=5♠, 3NT=3♠ after 2NT-3♦/♥, 3♠=5♠&2♥/3NT=5♥ & 2♠	X pen by 2NT opener ** After 3m, 3♥= 5+♠, 3♠= 5+♥
3♣		6	Pen	Pre-empt 3-10 nv 6-10 vul	3M nat F1 3♦ 15+ enquiry, force to 4♣/3NT	0341 replies if responder uses RKCB	3 suit NF after X
3♦		6/7	Pen	Pre-empt 3-10 nv 6-10 vul	3M nat forcing one round 4♣ slam try in ♦		3M NF after X
3♥		6/7	Pen	Pre-empt 3-10 nv 6-10 vul	4m cue bid slam try in ♥		4m fit non jump 3♠ NF after X
3♠		6/7	Pen	Pre-empt 3-10 nv 6-10 vul	4m cue bid slam try in ♠		4m fit non jump
3NT	√		Pen	Gambling solid minor little else 4th running suit to play	4/5/6♣ P/C 4♦=shape enquiry 4NT=8th trick?	3NT-4♦ 4M=short, 5m=short om, 4NT22(72)	4NT nat 5♣ P/C
4♣	√	0	Pen	1& 2 7-8 solid ♥ or semi + ace	4♦ asks for cue of side ace 4NT RKCB king ask	4NT/ 4♥=solid ♥ with/out extra length	
4♦	√	0	Pen	1& 2 7-8 solid ♠ or semi + ace	4♥ asks for cue of side ace 4NT RKCB king ask	4NT/4♠ = solid ♠ with/out extra length	
4♥		7	Pen	Pre-emptive 5-11 1st & 2nd	5m cue bid slam try in ♥		
4♠		7	Pen	Pre-emptive 5-11 1st & 2nd	5m cue bid slam try in ♠		
4NT	√			Specific ace asking bid	5♣ =0, 5 other = ace in that suit, 5NT=2, 6♣= ♣A	Responder later raises with K in opener's suit	Pass = 0, X = ace of their suit
5♣		7	Pen	Pre-emptive 5-11 1st & 2nd	5 any cue bid grand slam try in ♣	HIGH LEVEL BIDDING	
5♦		7	Pen	Pre-emptive 5-11 1st & 2nd	5M/6♣ cue bid grand slam try in ♦	Cue first or second round controls below 4NT	
5♥		7	Pen	Slam try missing top trumps		4NT RKCB 1430 (5NT=2/4+void 6♣=1/3+ void) then 5NT cue K held or other two	
5♠		7	Pen	Slam try missing top trumps		X/XX=step 1 P=step 2 5NT trump enquiry if spades agreed, otherwise pick a slam	
						5♠ trump enquiry if ♣/♦/♥ agreed: 1st (not ♣) =A/K then ask for extra length	
			*	After self neg X, new suit = NF		Jump above game or double jump above agreed minor, RKCB excluding suit bid	
				New suit first=F1/to 2 opener suit		3NT serious slam try after M agreed at 3 level; 4m RKCB if m already agreed	

1. After 1x-1y-1NT or 1w-(1x)-1y-1NT: 2C = bid 2D, weak with D, any invitational or 5+5+MM no slam interest; 2D = artificial game force; 2NT = transfer to 3C, after which a new suit shows clubs and shortage.
2. After 1x-1y-1NT-2D-2M, 2NT denies 5M and 2S might be 4-4; others show 5+M
3. 1x-1y-2NT-3C = puppet to 3D: then 3w/y sign off, 3z = 4-4, 3NT= C slam try NF; 4H=5+5+MM sign off.
4. After 1x-1y-1NT/2NT, jump by responder to 3S/4C/4D/4H (incl. in opener's m) is self-agreeing splinter.
5. 1C-1M-3D, 1D-1S-3H = strong balanced raise; if they overcall 1D/1H, a jump to 3 of their suit is shortage and a jump to 3 of the unbid red suit (if there is one) = strong balanced raise
6. After 1m-2m: suits natural (but 1C-2C-2D = weak NT), jumps splinters and 1D-2D-2NT FG (no 4M).
7. Two suits by opener imply 5+/4+ except 1m-1S-2H can be 33(16) & 1C-1D-1H/1D-1H-1S can be 4414/4144.
8. 1C-1D-2H & 1x-1H-2S = natural or 3-6 shape (next bid up a relay, after which 3 opener's suit = 3-6 NF, 3 responder's suit = 3-6 FG, lowest bid/other bids mean the rebid was a natural jump shift)
9. 1D-2C... 2D=5+D 2M=nat, extras or bal 2NT=bal no 4M/C, 3C=4C, 3M=splinter 3NT=(32)53 18-19
10. After 1m-1H-2NT-3S, 1NT-2C-2D-3S & 2NT-3D-3H-3S: 4C/4D = agrees H/S respectively
11. After 1y-1M-2x(reverse), 2M = 5+M NF, lower of 4th suit/2NT is artificial usually weak (then 2NT/3C NF), others FG; after 1y-1NT-2x(reverse), lower of 2S/2NT is art. and usually weak (then 2NT/3y NF), others FG.
12. 1y-1NT-2x(non reverse)-2NT = good raise of opener's second suit; same applies after 1y-(1NT)-P-(P)-2x
13. If we have a known 4-4/5-4+ M fit and 1+ hand limited, new suit = shortage and 3NT initiates cue bidding
14. 1H/S-1NT-2C is artificial F1; then 2D= any 8+ FG, others 5-7 & natural, only FG if opener bids at 3 level.
15. 1H/S-1NT-2NT = 5C weak, 1H/S-1NT-3 lower suit = 5-5 forcing
16. After 1M opening & nat 2/1 response: raise = 4-card support min, 3NT = 3-card support 18-19 bal, 2NT = non min unsuitable for other bid (continuations natural, all except 3M denying 3-card support)
17. 1M-2x(FG)-2M-2NT waiting bid, denies 3-card support and tends to be looking for the best game
18. After 1st or 2nd seat 1M-2C: 2D = min, 2M = 13/14-16 FG, 2H (having opened 1S) = 5S + 4H may be min, 2NT=17+ unbal 3m = nat+strong, 3M = nat+very good suit, 3H (having opened 1S) = 5-5 forcing, 3NT = 18-19.
19. After 1S-2C-2D: 2H, 2S and 2NT are NF; after 1H-2C-2D: 2H and 2NT are NF; after 1S-2C-2H: 2S and 2NT are NF; in all 3 auctions, 3D = general force. After NF bids, continuations except in suits denied are NF.
20. After 1H-2C-2H, 3D/3NT/4H are hands originally invitational, as are 1S-2C-2S-3D/H/NT/4S; 3C, a splinter or a raise to 3M are strong; 2NT waiting rebid may be originally invitational or stronger & denies 3-card support.
21. 1M-2NT... 3C=11-14,3D= no shortage,3H=short C,3S=short D, 3NT=short oM, 4M= 6322 good trumps
22. After 1M-2NT-3C: 3D= no shortage, 3H=1C, 3S=1D, 3NT=1 other M, 4 suit = void in it, 4M = sign-off
23. 1M-2NT-3C-3D/1M-2NT-3D... 3H=short C, 3S=short D, 3NT=short oM, cue=no shortage, 4M = sign-off
24. 1M-(suit)-2NT... new suit=game try, jumps fit; 1M-(X/1NT)-2NT... suit=game try, jumps = splinter
25. After 1H-3S or 1S-3NT, next bid asks where void is then 4C/4S = void C 4D=void D 4H = void M
26. Except for 1M-(P)-2NT, a splinter or cue bid raise or similar below 3 of the agreed suit is not FG.
27. 1M-2M-3M & 1x-1y-2y-3y = pre-emptive. Pass-1M-2D-3M = slam try in M
28. Fourth Suit Forcing = FG; Jump in 4th suit = splinter raise of opener's second suit; 1C-1D-1H-2S=FSF
29. Raise of fourth suit = 4 cards if possible from previous bidding, a general force if not
30. After fourth suit by responder, simple rebid of opener's first suit = neutral, other bids = clear direction
31. Rebid of fourth suit = 5 cards if partner has bid NT, a general force if not
32. Except for 1H-1S-2S-3H and in competition, a return by an unpassed responder to three of opener's suit is forcing to the next level of responder's suit (or to 3NT if lower), with any higher bid creating a game force
33. A splinter or cue bid raise higher than 3 of the agreed suit is FG.
34. A jump or reverse in an auction where a player chooses not to go via a relay shows a shapely hand or concentrated values: 1M-1NT-3m = 5-5 FG, 1S-1NT-3H = 5-5 FG, 1x-1y-1NT-3w = 5-5+ 8-10
35. 1NT-2D-2H, 1NT-2H-2S... 2NT/raise to 3M = invitational, any new suit is FG, any jump being a splinter.
36. After 1NT-2C-2x, any rebid at the two level or a raise to 3M is NF(invitational), other bids (except 3H over 2D) are FG, a jump (after 2M) being a splinter; 1NT-2C-2D-3H/S = 55MM invitational/FG.
37. After 1NT-3C: 3D = 5C or 5D (3H then asks: 3S = 5C, 3NT = 5D), 3M = 5M, 3NT = no 5-card suit
38. After 1NT-3D-3H: 4C/3S=5H+3S (with/out slam interest), 4D/3NT=5S+3H (with/out slam interest)
39. 2C-2D-3C-3D = relay without 5M; 2C-2D-3C-3NT = diamonds NF; 2C-2D-2S-3C = second negative
40. 2C-2D-2/3/4NT=23-24/27-28/29-30, 2C-2D-2H-2S-2NT/4NT=25-26/31-32; Baron, transfers after 3/4NT
41. After 2NT-3C-3M bidding other major agrees opener's major; 2NT-3C-3NT-4H = transfer (5S+4H)
42. 2NT-3C-3D = 4M or 2S; then 3H = not 4H, 3S = 4H, 3NT = 4-4MM NF, 4C = 4-4MM slam try
43. After 3C-3D, 3H/S/NT = H/S/D feature, 4C = min, 4D/H/S = short D/H/S & extras, 5C = 2227 good suit
44. If we have not agreed a suit before RKCB, the last suit bid naturally counts as trumps
45. After RKCB, a bid not the queen ask is to play if we have no agreed suit or if higher than the agreed suit.
46. After RKCB with a suit agreed, a bid not the queen ask below the trump suit offers a choice of contracts.
47. 4m is RKCB if we have agreed a minor (raise, splinter or cue bid) and are FG or if partner has made a non-forcing 3m agreement (would be sign off by player who bid 3m NF). 4m is also RKCB if it is a self agreeing jump (e.g. 1M-2C-2D-4C) or it is a double jump and opener has bid two suits: 1D-1M-2C-4D & 1m-1y-1M-4m.

48. If 4m would be RKCB, 4NT is natural (sign off over 4C if we have agreed D, else invitational).
49. After a reply to 4m RKCB, next suit is the queen ask, next suit but one is king ask and 4NT is to play.
50. Exclusion RKCB applies for a jump above game in our suit or a double jump above four of our minor.
51. Step responses to Exclusion RKCB: 1st step = 1 or 4, 2nd = 0 or 3, 3rd = 2 without Q, 4th = 2 with Q.
52. After 5S/5NT enquiry; 1st step=A/K, 2nd= Q, 3rd = extra length; if D, combine 2/3, if C, combine 1/2/3
53. After a quantitative raise to 4NT, 5 suit = 4-card suits up the line, 5NT = 4333 or a poor main suit.
54. If the opponents have bid a suit and we have not cue bid it or if there is one unbid suit, a voluntary advance to 5M asks for control in that suit; partner passes with no control, bids 5NT with the king, 6 of the agreed suit with a singleton or cue bids with 1st-round control.
55. If there is no one potentially weak side suit, a voluntary advance to 5M asks for good trumps in context.
56. If competing further is logical, X by pre-emptor shows suitability for bidding on and short in suit X.
57. If they bid in our FG sequence, X = extras & no clear direction, pass = minimum & no clear direction.
58. If opponents compete after 1M-2C, bids (including 2D) are natural and non-minimum, X (or XX) shows extras but no clear direction, pass shows minimum. If opener passes 2C X, XX by responder is takeout.
59. After 1M-2C-(int)-P, non jump in NT, D, H and M are NF. X = TO, cue = 3M. Jump to 3M=good 3M.
60. If opponents bid two suits and we have no M agreed, a cue bid below 3NT shows a stopper in that suit.
61. A cue bid by opener at the 3 level agrees responder's suit if it is a major or if it is bid in competition.
62. Low level cue bids not defined elsewhere are a general force asking for further description.
63. A competitive 1NT rebid by opener shows 18-19 if partner has not bid and 15-17 after 1x-(X/Pass)-1y-(1z).
64. 2NT by opener is good/bad in a non FG non fit auction if fourth player has bid above 2C or cue bid 2C; then after responder's usual 3C: pass/suit = competitive, cue = general force, 3NT =18-19 balanced.
65. 2NT by a player who has already indicated a balanced hand (open/overcall 1NT or X of Multi) is natural
66. If opponents X a 2D/2H transfer, pass shows no fit, XX shows a maximum and 3-card support
67. If opponents cue bid our transfer or they overcall, X shows a maximum and 3-card support
68. If opponents X Stayman, a 2S/2NT transfer, 5-card Stayman or an XY1NT 2C/2D, XX by opener suggests to play, pass shows no full stopper and XX by partner shows one; 3 of suit X by either player shows a half stopper
69. If opponents X FSF, a stopper ask or after 2C-2D, pass shows no full stopper (and flattish) while a second seat XX shows roughly Axx (to be dummy in NT), a fourth seat XX showing a half stopper.
70. If opponents X a control cue bid, XX =1st round control, other cues = cue and 2nd round control in suit X.
71. If opponents protect on a fit auction, X by either player shows a maximum and defensive suitability.
72. At any vulnerability, forcing passes apply if we are in FG (except via a fit jump), and opponents go on
73. If we X 1NT for penalties, next X by partnership is TO, later X penalty; only pass out 2m with length
74. If opponents overcall 1NT, X is penalty and later X penalties; new suits are NF, 2NT & jumps = fit.
75. If opponents open a strong bid or show the balance of power, X of an artificial bid is lead directing.
76. If opponents bid less strongly (but not opened 1NT), X of artificial bid is TO of suit(s) they have shown.
77. After (1x)-1y-(X/Pass/1z/2w), 3x is a mixed raise, 4-card support and about 7-9 HCP.
78. In a live auction, a delayed X is TO after (1x)-P-(1y)-P-(2x/2y) but otherwise shows the suit doubled.
79. In the pass out seat, a delayed X is TO but is weaker than a cue bid of their transfer or an earlier X.
80. After our natural 3NT overcall: 4C= Baron, 4D = slam try in unbid M, 4 their M = 2 or 3 suited slam try
81. After we make a 3 level cue bid stopper ask, cue bid/4D = slam try with/without control in their suit.
82. A bid of an opposing suit that commits us to game is a slam try if the opponents are no longer competing
83. If opponents are still competing, a cue below game just shows values, setting up a possible forcing pass.
84. If they X our unusual 2NT, pass = better lower suit, XX = better higher suit, each with equal length
85. If opponents X other conventional overcalls, pass shows suit X, XX asks partner to bid
86. After (1C)-2C-(P), 2D=equal length in majors; after (1D)-2D-(P), 3D=equal length in majors & values
87. (1NT)-2M-(P)-2NT/(1M)-2M-(P)-2NT ... 3C min & C, 3D min & D, 3H max & C, 3S max & D
88. After (1NT strong)-2D-(P) reply to 2NT ask: 3C = min with H, 3D = min S, 3H = max H, 3S = max S.
89. A non-jump 2NT is Lebensohl after an unlimited partner has made a defensive TO X
90. A non-jump 2NT in competition shows two places to play if our previous inaction has limited our hands.
91. A jump to 2NT by a passed hand shows 4-card support for partner's 1D overcall.
92. A new suit at the 3 level by a player who passed the chance to open or to overcall at the 1 or 2 level is fit
93. A new suit above 2C by a player who has passed the chance to overcall at the 1 level or to open is fit.
94. If opponents open a 0-2+ 1C or 1D, we treat their minor as natural only if one of them bids the suit again or they show no other suit. (1C)-P-(1D transfer)... x = TO of H, 1H/NT, 2/3C = nat, 2H= S+other, 2NT=mm, 3H = H stopper? (1C)-P-(1H transfer)... 1S/NT, 2/3C = natural, 2S= H+other, 2NT = mm, 3S = S stopper?
95. A non-jump unusual 3NT or 4NT overcall shows the minors over 3H/4H but any two suits over 3S/4S.
96. An overcall in responder's suit, e.g.(1x)-P-(1y)-2y or a delayed overcall in openers' suit, e.g. (1x)-P-(1y)-P-(1NT)-2x is natural. If partner X their opening, X of responder's suit shows four, bidding it shows five+.
97. When signalling, returns in partner's suit are standard (higher of two remaining, original fourth best) but other second plays in a suit are reverse count (if attitude already known) or suit preference (if count known).
98. When signalling strength from equals, play lower (except from a doubleton) when trying to win a trick or force out a high card; play higher in third or fourth seat when not trying to win the trick.
99. With a singleton in dummy or if leader's partner has shown a long suit, we give suit preference at trick one.