DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1 level 8 – 17-. Change of suit NF. Jump to new suit=GI 12-14 P.
2 level 11 – 17. Change of suit 1RF. Jump to new suit= GI 12-14 P.
3level 13 – 17. Change of suit GF. Jump to new suit=splinter.
Overcalls and WJO when partner is a passed hand may be weaker.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15 – 18, Stayman / Jacoby
(1X) – P - (P) – 1NT = 11 – 14.
We use sys on over 1NT overcall

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preempt. Style=Vul dependent. Treat as opening pre in response.
Reopen: Intermediate 13 – 15, 6+ cards.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Cue bid after 1suit (overcall) promise a fit for partner's suit.
(1♣/1♦) 2♦=Majors. (1M) 2M=OM+♣. (1M) 3♣=OM+♦.
1X – (1Y) – 3♠ ask partner to bid 3NT. Promise a Y stopper.

VS. NT (vs. Strong/Weak; Reopening;PH)

Vs. strong (14+P) NT: X=♣ or ♦+♥, 2♣=♦ or ♥+♠, 2♦=♥ or ♠+♣, 2♥=♠ or minors, 2♠=♠+♦, 2NT=♥+♣, 3X=Preempt.
Vs. weak (<14P) NT : X=13+ P, The rest as Vs. strong NT.
(1NT) – P – P – ? Two suits also 5-4.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Standard. Cue=Michaels. 4m=m+M.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or minors,, 1♠=♠+♦ 1NT=♥+♣ 2X=Natural. two suits are 5+ 4+. P/C continuations. lowest NT is a strong ask.
(1♣) P (1♦) ? –X=Majors, 1NT=minors.

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers if we open 1♥/1♠.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Low from an Honor, Mud.	4th best, Low from xxx
NT	Attitude	4th best, Low from xxx
Subsequent	Present count in a suit that was played before	
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	KQ(x) asking for count	Strong lead
Queen	AQJ, QJ	AQJ, QJ. May have KQx
Jack	Natural	Natural
10	Natural	Natural
9	Natural	Deny higher card
Hi-X	Short suit or no Honor	Attitude
Lo-X	Promise Honor	Attitude

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	O/E	S/P	Odd/even
	2	O/E	count	count
	3			
NT	1	O/E	Smith.	Odd/even
	2		S/P	count
	3		count	

Signals (including Trumps): many suit preference signals.
No S.P on trick 1 unless the signal is with 5+ known cards.
Few count signals. Smith over NT only.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Can be light, Can have only 2c support in unbid minor(s).
Most X are for T/O. Some predefined X = penalty.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

When we open with a PRE suit(s) unknown then XX over their X show an independent suit.
Many two suits bids. Support X/XX over partner's 1♦/1♥/1♠ response.
POWER X = Any strong hand.
X of suit previously bid=do not lead this suit.
X over splinter ask for lowest unbid suit.

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural. 2/1= GF. 1Major - 2♣ may have 10-11P 3 cards in M.
1♣=2+, 1♦=4+ , 1M=5+ (4 possible 3rd 4th).
2♣=strong, 2♦= weak at least 4+ both Majors, 2Major=5+M
1X – 1NT = up to 11P.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1. 1X – jump to 2suit = 6c 4– 7P. (Only 1♣ - 2♦=7-10P ♣ fit)
2. 2♦ =weak at least 4+ both Majors.
3. 2M = Weak two 5+M
4. P/C bids, and X to ask clarification when partner has 2 possible hand types.
5. 2♣ responses to 1M GF, 2+ cards or 10-11 P 3 cards in M.

SPECIAL FORCING PASS SEQUENCES

According to history of bidding and vulnerability.

IMPORTANT NOTES

3rd seat opening : NV 9+P.
Competition agreements – See notes
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		2+ cards 11- 21.	"WALSH" 1♦. 1NT =8–11 P, 2♣=Inverted (F-to 3♣), 2♦=7-10P 5+♣. 2M=4-7 P, 2NT=12-15P or 18-19P, 3♣= 4-6P. 3X=Splinter, 3NT=16-17P	"WALSH" after 1♣ - 1♦. 1♣-1X-2♣ =6+♣. XYZ after 1NT rebid. Transfers after 2NT rebid.1♣ – 1M – 4♣=18-19P & 4 cards in M. 1♣–1M-2♣-Relay=GF.	
1♦		4		4+ cards 11- 21.	1NT =6–11 P, 2♣=5+♣ GF, 2♦= Inverted (F-to 3♦), 2M=4 -7 P, 2NT=12-15P or 18-19P, 3♣= 7-10P 5+♦, 3♦=4-6P, 3X=Splinter, 3NT=16-17P	1♦-1X-2♦ =6+♦ XYZ after 1NT rebid. Transfers after 2NT rebid. 1♦- 1M– 4♦= 18-19P & 4 cards in M. 1♦–1M-2♦-Relay=GF.	
1♥		5		5+ cards 11- 21	2/1 GF. 2♣ = 2+ may have 10-11P & 3M, 2♦= 5+, 2♠=4-7 2N=Bergen ,3m=Bergen, 3♥=0-5P, 3♠=4♥ 8-10 P short suit. 3NT=3♥-4-3-3 13-15P, 4m= void 11 - 14 P.	XYZ after 1NT rebid. Transfers after 2NT rebid. After DRURY – 2♥=No game, 2♦=Min possible game, Rest=As after 1♥ - 2♥.	1♥-(X)- ? 2NT=Inv+,3m=Inv. 1♥-(1♠)- ? 2NT=Inv, 3m=Inv. After Pass 2♣ by RS=Drury (may have 8-9P with 4M).
1♠		5		5+ cards 11- 21	2/1 GF. 2♣=2+ may have 10-11P & 3M. 2♦/2♥= 5+. 2N=Bergen. 3m=Bergen. 3♥=4♠ 8-10 P short suit, 3♠=0-5P, 3NT=3♠-4-3-3 13-15P, 4m= void 11 - 14 P.	XYZ after 1NT rebid. Transfers after 2NT rebid. After DRURY –2NT or more=As after 1♠ – 2♠.	1♠-(X)- ? 2NT=Inv+3cards M. After pass 2♣ by RS=Drury (may have 8-9P with 4M).
INT				14+ - 17. May have 5422, 6322, singleton honor.	4 way Transfers,2♠=♣, 2NT=♦.3♣=puppet 3♦=5+ both minors GF. 3♥/♠=minors 5-4 and short ♥/♠. 1NT - 2♠/2NT OB accept with A or K.	1NT-2♣-2♦/2♥-2♠ = 5♠ GI. 1NT-Transfer-accept-See note O4. 1NT-2♣-2♥-2♠ = 5♥ GI. 1NT-3♦-3♥(ask)-3♠/3NT= short ♠/♥.	
2♣		0		Bal 22+ or more P. Non Bal 4 or less losers.	2♦=5+P, 2♥=0-4P, 2♠/3m=8+P, 5/6+c. If 5c then not 5-3-3-2 2NT=8+p with 5+♥. 3M=QJTxxxxx.	2♣-2♦-2♥ = 5+♥ or 25+P Bal. 2♠= relay and then 2NT=25+P Bal. 2♣-2♥-2NT=GF.	2♣ (2/3 suit bid) X = 0-4P. 2♣ (4+ suit bid) X = short suit.
2♦		0		weak (6 - 10 P) at least 4+ & 4+ both majors. VUL – at least 5♥ & 4♠.	2NT = ask. 3♣=3 cards both majors invitation. 4♣ = KCB for ♥, 4♦ = KCB for ♠. Rest=To play.	2♦ - 2NT - ? 3♣=MIN, 3♦=5-5, 3♥=Max 5♥&4♠, 3♠=Max 5♠&4♥, 3NT=Max 4♠&4♥.	2♦-(OV)-X = Penalty. 2♦-(Dbl)-ReDbl=Bid your best Major.
2♥		5 (6)		Weak two with 5+♥.	2NT ask for suit & strength. Change of suit = good hand NF. Jump = natural. GF.	After 2♥-2NT - 3♣=5M, Rest=6M 3♦=Min, 3♥=Med, 3♠=Max 3N=AKQ.	2♥-(Suit)-X = Penalty.
2♠		5 (6)		Weak two with 5+♠.	2NT ask for suit & strength. Change of suit = good hand NF. Jump = natural. GF.	After 2♠-2NT - 3♣=5M, Rest=6M 3♦=Min, 3♥=Med, 3♠=Max 3N=AKQ.	2♠-(Suit)-X = Penalty.
2NT				19(+)- 22(-)P Balance or Semi Balance	3♣m=Puppet,y, 3♦/3♥=Transfer. 3♠=minors 4+ 4+, 4♣=Bw, 4♠=Pick a slam or bid 4NT=4-3-3-3.	Natural. Jump to 4NT=Slam invitation.	
3♣		7 (6)		Wide range. Vul dependent.	3X Suit = NF, 4♦=KC for ♣.		
3♦		7 (6)		Wide range. Vul dependent.	3M Suit = NF, 4♣=KC for partner's suit.		
3♥		7		Wide range. Vul dependent.	3♠ = NF, 4♣= KC for partner's suit.		
3♠		7		Wide range. Vul dependent.	4♣= KC for partner's suit.		
3NT		7		Gambling. No side A/K or void.	4♣=P/C, 4♦=ask short suit, 4M=Natural. 4NT=SI.	3NT-4♦: 4M=Short M, 4NT=7-2-2-2.	
4m		8(7)		Long minor mostly 8C preempt	4♦=KC for ♣. 4NT=KC for ♦.		
4♥/4♠		7		Natural. Up to 5 Losers	4NT=KCB, Suit=CAB. Answers Steps: No, 2nd, 1st	**HIGH LEVEL BIDDING**	

4NT			11-12 minors	Pick a minor.	In response to partner natural NT 4♠=pick a	slam. 4NT=standard slam Inv.
5minor	7		Natural		KC ask by 4NT. 1430 responses. 5NT=1/3/5KC+void, 6♣=2/4KC+void No Q trumps. 6♦=2/4KC+void+Q trumps Next step ask for Q of trumps. DIPO, RIPO.	
5Major	7		Asking for AK-Major		Jump over game level=Exclusion KC. when passing 4NT with a fit 5NT=KC.	
					With a known 8+ cards Major fit we play Non serious 3NT. Cue bid = 1/2 control, Last train CB (only with 1 suit below trumps). 5NT usually=pick a slam.	

We open the bidding Notes

Note O1: known 8+ Major fit

1M – 2M   Relay by OB shows any short suit, RS ask for short suit with another relay. Any other trial by OB show long 3+ suit. 1♥ - 2♥ - 2NT
Is trial bid in ♠. RS accept with A or K or 2 Honors.
When GF we play 3NT is Non serious but not complete minimum.

Note O2: Possible 7 cards Major fit

After 1X – 1M – 2M it is possible to have only 4-3 fit. Relay by RS ask. Any other trial by OB show long 3+ suit. After a relay OB:
  A. Bid 3m with 5m + Min + 3 cards in Major. NF.
  B. Bid 3M with Min and 4 M fit. NF.
  C. Jump to 4X with Max and 4M fit.
  D. Other two bids below 3M show 3M fit, Max and the singleton. 1RF.
  E. Bid 3NT with Max & 4M & good hand for 3NT play (something like 4-3-3-3 or 4-4-3-2 and very good doubleton).

Note O3: 1X – 1Y – NT rebid

1X – 1Y – 1NT may be with singleton in RS Y. RS can bid:
2♣=Transfer to 2♦. Later RS may pass or invite. 1X – 1M – 1NT - 2♣ - 2♦ - 2M=5 cards good Major GI. 3M after 2♦=6 cards Major GI.
                              1X – 1M – 1NT - 2♣ - 2♦ - 2NT=4/5 cards Major GI.

2NT = Either ♣ suit sign of or 5M&4 cards in OB minor. Later RS can show 3 card suit. Any immediate 3X is strong with 5+ cards.

After 1X – 1Y – 2NT we play transfers with 3♠ showing ♣ suit. Ex: 1♣ - 1♥ - 2NT - 3♥ = 4♠ & 4♥.
After 1m - 1♥ - 2NT - 3♥ (Exactly 4♥ & 4♠) - ? 3♠ by OB show 3 good ♠ and weak 4th suit doubleton. 4♠ by OB = 4♠ & Min.
After 1X – (overcall) Transfer – 1NT/2NT we play transfers at 4 level (for KCB). Like over an opening 2N.

Note O4: Continuations after 1NT - Major transfer and acceptance (1NT - 2♦ - 2♥ or 1NT - 2♥ - 2♠)
1NT - 2♦ - 2♥ - 2♠ = game invitation with 5♥

2nd bid by RS from 2NT to 3♣ is another transfer.
1NT - 2♦ - 2♥ - 3♥ and 1NT - 2♥ - 2♠ - 3♠ are natural invitation with 6 cards major.
1NT - 2♦ - 2♥ - 3♦ is transfer to ♠ and 1NT - 2♥ - 2♠ - 3♥ is transfer to ♣.

Note O5: Continuations after 1NT (strong X) - ?
pass by RS is forcing to XX and then RS can pass for penalty or bid a suit with 4-3-3-3 or two suits.
Other bids by RS starting from XX are as if they open strong 1NT and we enter 2nd hand.

Note O6: Continuations after 1NT - (P) - 2♣ - (Dbl)
Here we need to show or deny a stopper but we also want to sometimes play 2♣ with a XX. So OB continue:

XX   4+♣, suggests TP 2♣-XX. (R bids = sys on except 2♦=stayman).

Pass   ♣ stopper. R bids = sys on except: XX=at least Hxx in ♣ suggest TP 2♣-XX, 2♦=stayman.

Other   Sys-On, no ♣ stopper.

Note O7: Continuations after 2NT (20 – 22(-) Bal)
3♣ = Puppet. After 3♦ (Deny 5M) RS bid 3♥ with 4♠ or no Majors, 3♠ with 4♥, 3NT with both Majors.
[Note: Over opening 1NT no need for 3NT with both Majors].
3♦ = Transfer to ♥.
3♥ = Transfer to ♠.
3♠ = Both minors. After 2NT(20-22) - 3♣ - 3X – 4m = Long 5+m & slammish.
3NT = Natural.
4♣ = Gerber (1403 responses). 4♦/4♥ = Transfer. 4♠=pick a slam (O can bid 4NT with 4333 Min). 4NT = standard invitation.

Sequences with SLAMMISH hands and 5+ cards in a Major:

Ex1: Strong 2NT - 3♣ - 3♥ - 3♠   = Slam invitation with ♥ fit. (Bidding other Major when OB showed a Major).
Ex2: Strong 2NT - 3♦ - 3♥ - 3♠/4m   = Natural with 5+♥ & 4+ ♠/m. (Transfer and bidding a new suit without a jump).
Ex3: Strong 2NT - 3♦ - 3♥ - 4♠/5m   = Splinter with 6+ cards in ♥. (Transfer and bidding a new suit with a jump).
Ex4: Strong 2NT - 4♦ - 4♥ - 4NT   = KCB with ♥ as trumps.
Ex5: Strong 2NT - 4♦ - 4♥ - 4♠/5m   = Exclusion KCB with ♥ as trumps and void in the bid suit.
      (Memory note to Ex4 and Ex 5: Transfer to the 4 level and continuation by Responder = some kind of KCB).

Note O8: Continuations after 1M - 2NT (RS can also have a singleton)
3♣ = Any 11 – 14 P hand.
      RS can: A. show a short suit. B. bid 3M asking and then OB can show short suit or 3NT balanced.

3 New suit = 15+ P & 4+ card suit (3 original Major = 4♣).
            RS can: A. show a short suit. B. bid 3M asking for OB short suit. C. bid 3NT start CB.

3NT = 18-19 P Balanced

4 New suit = Void. can be minimum

4M = 15-17 P, 6-3-2-2 or 6-3-3-1.
Note O9: 1Major - 2♣

2♣ = GF or 10-11P 3 cards in the Major. (1Major - 3♣ is now only 6 – 9 P 4+M & deny 4M – 3 – 3 - 3).

This 2♣ system is so good that after 1♥ OB, with many hands that have only 4 cards in ♠ and likely to finish in 3NT/4♥, it is better to start 2♣.

OB 1ˢᵗ round of bidding

2♦	11 – 14P. Deny 4 of Other Major (OM).
2♥	4 cards in OM. 11+P.
Rest	15+ P.
2♠	Transfer to ♣. 4+ suit. 15+ P.
2NT	6+M. 15+ P.
3♣	Transfer to ♦. 4+ suit. 15+ P.
3♦	5♦. 15+ P.
3M	very good 6+M. 15+ P.
3OM	splinter. very good Major. 15+ P. (forcing to 4M).
3NT	18 – 19 balanced.
4m	splinter. very good Major. 15+ P. (forcing to 4M).
4M	7M-2-2-2. 15-17 P.

1M - 2♣ - 2♦ - ?

2♥   Relay. Deny 3 cards in OB Major.

All of OB bids are the same (as on 2ⁿᵈ round) but with 11 – 14P. (Remember 2♦ by OB deny 4OM). 3OM = 5-3-3-2 small OM xx.

2♠   Relay with 3 cards in OB Major. 1RF. could be with 10 – 11P. In case OB bid 3M on next round RS can pass.

OB bids are Natural. If OB bid 3M he is showing a minimum hand and RS can pass.

1M - 2♣ - Transfer to minor 15+ P - ?

Responder can support the transfer suit with 4+ cards or relay with 2NT. After 1M - 2♣ - 2♠ (4+♣) - 2NT (relay) - 3♣ = 5+♣.

All continuations are natural.

♠ AQ9xx	Kx	1♠	2♣	(1) 11 – 14P. Deny 4OM.
♥ Kx	Axxx	2♦ (1)	2♥ (2)	(2) Relay. Deny 3♠.
♦ Qxx	Kxx	3NT	P	
♣ Qxx	KTxx			

♠ KQ9xxx	Ax	1♠	2♣	(1) 11 – 14P. Deny 4OM.
♥ Axx	KQxx	2♦ (1)	2♥ (2)	(2) Relay. Deny 3♠.
♦ x	Axxx	2NT (3)	3♠	(3) 6♠. (4) good 13 – 14P.
♣ KJx	ATx	4♣ (4)	4♦	
		4♥	4NT	
		5♠	6♠	
		P		

♠ AKxxx	Qx	1♠	2♣	(1) 11 – 14P. Deny 4OM.
♥ Qxx	AKxx	2♦ (1)	2♥ (2)	(2) Relay. Deny 3♠.
♦ x	Axx	2♠ (3)	3♣	(3) 4+♣. (4) 4+♣.
♣ KJxx	ATxx	4♦(5)	6♣	(5) ♦ splinter. (Cannot be KCB by 11 – 14 OB).
		P		

♠ AKJxx	Tx	1♠	2♣	(1) 15+P. 4+♣.
♥ xx	Axxx	2♠ (1)	2N (2)	(2) Relay. Deny 4♣.
♦ A	KQxx	3♣ (3)	4♣	(3) 5+♣. (4) CB.
♣ QJTxx	AKx	4♦ (4)	4♥ (4)	(5) Cannot see 15+P without K♠.
		4♠ (4)	4N	
		5♠	7♣ (5)	

♠ AJ8xx	Kx	1♠	2♣	(1) 15+P. 5+♦.
♥ A	T9xx	3♦ (1)	4♣ (2)	(2) CB. ♦ fit. (3) CB.
♦ QJTxx	AKx	4♥ (3)	4♠ (3)	
♣ KJ	ATxx	4N	5♦	
		7♦		

Note O10: Continuations after Reverse
Reverse is just 1RF.

After a reverse:
    A. R lowest new suit bid or 2NT is either Weak or Slammish. If OB returns to his original suit at a minimum level it is NF.
    B. R repeating his Major is 5+ cards, 1RF. If OB returns to his original suit at a minimum level it is NF.
    C. Any other bid is GF.
    D. Jump to OB minor at the 4m level is slammish. (Like any 4m fit bid except when OB denied 4th suit stopper).

OB bid with a very strong one minor suit (Lowest Reverse possible)

OB lowest Reverse possible Ex: A. 1♣ - 1M/1NT - 2♦. B. 1♣ - 1♦ - 2♥. C. 1♦ - 1♥ - 2♠. D. 1♦ - 1♠/1NT - 2♥

Is strong and may have 2 types of hands. 1. Standard Reverse. 2. GF with a very strong minor. R cannot pass.

R (after lowest Reverse possible) can use all the standard tools after a reverse + one special bid the immediate relay = GF and asking.
OB (after the relay) will either:
A. repeat his original m at the 3 level = GF with one strong long minor (Deny Reverse).
B. Bid naturally with a standard Reverse.

Note O11: Continuations after we open 1♦/1M (but not 1♣) and next hand opponent jump to 3 of a new suit
We play two special agreements:
    A. -   An immediate bid of opponent's suit at the 4 level = Fit with O. splinter of opponent's suit, 13 or more Points.

        -   4♣ = fit with O At least two cards of opponents suit, 13 or more Points. (Exception when opponent jump to 3♣).

        -   4♦ = if we opened 1Major and opponent jump to 3♣ = Fit with O. At least two cards of opponents ♣ suit, 13 or more Points.

    B. After Responder negative Dbl promising 10+ P Opener 3Major 2nd round bid is 1RF. Ex: 1♣ - (3♦) – dbl – (P) – 3♥/3♠ = 1RF.
        Then Responder 3NT bid ask Opener to pass only with a sure stopper in opponent suit.

Note O12: Continuations after 2♣ - 2♦

A. R should bid naturally and not bid a suit at the 2 or 3 level without length in the suit. This means R will need to bid many NT bids. So:

Bidding after 2♣ - 2♦ - 2♥
R could bid 2♠ asking O to clarify his hand ♥ or very strong NT.
R could show a suit (even 3♠) with 6+ card suit.

Bidding NT Over 2♣ - 2♦ - 2♠
2NT by R just describe his hand type. Strength unknown.

Bidding NT Over 2♣ - 2♦ - 3m or any time O bid a suit at the 3 level and no fit has been found before
3NT by R describe 5 – 8(-) P.

4NT by R describe 8(+) – 9 P.

5NT by R is forcing to slam and ask to pick a slam.

Showing a fit for O Major when O bid 3M
Any time O bid 3M R can support to 4M with a MIN hand or bid 4♣ with a fit and a better than Min..

Opponents compte
DBL by OB = PENALTY. Pass by OB = Forcing Pass.

Note O13: 4th suit GF
   A. The partner of the player who made 4th suit GF, describe his shape before the stopper – so a later ask in 4th suit is again for a full stopper.
       Ex: 1♥ - 1♠ - 2♣ - 2♦ - 3♣ - 3♦ (3♣ by O just showed distribution 5♥ & 5♣ so 3♦ again ask for a full ♦ stopper).

   B. 1♣ - 1♦ - 1♥ - ? : 1♠ = GF without 4♠. 2♠ = GF with 4♠.

Note O14: Notes on KCB

A. We show only 5KC (No 6KC).
    KCB bid natural NT).

B. When we answer 4NT KCB with a void, we assume the suit void is known. So:
    5NT=1/3/5 KC (6♣ ask about Q of trumps), 6♣=2/4 no Q trump, 6♦=2/4 + Q trump.

C. The 1st answer is only about Q of trumps. We do not answer about Q of side suit.

D. Asking about Kings promise ALL KC.

E. When we found a fit in a minor the KCB question depends on the level that we are before the KCB question:

    E1. We are at the 2 or 3 level then   -   Trump is ♣ then 4♦ = KCB for ♣. Trump is ♦ then 4♥ = KCB for ♦.

    E2. We are at the 4 level then   -   Trump is ♣ then 4♦ = CB. Trump is ♦ then 4♥ = CB. 4NT is KCB.

F. After KCB New suit bid ask for 3rd round control. Without 3rd round control return to trumps. With 3rd round control bid next step.
    After KCB a 6 level bid in a suit that was bid before suggest playing this suit. (Ex: 1♣ - 1♠ - 4♣ - 4NT - 5♥ - 6♣ suggest playing 6♣).

G. When opponents compete before we found a fit then:

    F1. Jump to 4NT is KC with the last suit as trumps.
    F2. 4NT without a jump is not KCB. (Ex: 1♣ - (1♠) - 2♦=♥ - (4♠) - 4NT [Pick a suit, not KCB]

Note O15: Slam bidding

A. We cue bid 1st or 2nd control. When there is only 1 cue bid available below Game level, this bid is "Last Train" not necessarily
    showing control.

B. 5NT bid = "Pick a slam" even when we found a fit! The only exception is when 5NT is part of KCB sequence.
    Ex: 2NT - 3♣ - 3♠ - 4♥(Slammish ♠) – 4♠ - 5NT(Pick a slam).

C. Splinter one step below game at agreed suit (No "Last-Train") should be a bit stronger than minimum.

2♦ = 6 – 10P & at least 4-4 in majors. NV v.s VUL or NV 3rd hand = 3 – 10P.
    VUL – At least 5♥ & 4♠. All continuations are the same. After 2♦ - 2NT use logic with at least 5♥.

2M = 6 – 10P 5+ cards. NV v.s VUL or NV 3rd hand = 3 – 10P.

3m = 6 – 10P 6+ cards. NV v.s VUL or NV 3rd hand = 3 – 10P.

3M = 6 – 10P 7 cards. NV v.s VUL or NV 3rd hand = 3 – 10P.

Preempt standards
Preempt standards vary according to <u>Vul</u> and <u>Position</u>.
Though they can be wild they are **Disciplined**.
Meaning that if we agree that NV vs Vul 1st position 3X preempt can be wild and have
only 4 tricks opposite nothing, then with ♠ x   ♥ xx   ♦ KQxxxxx   ♣ Axx we must open 1♦.

<u>3 level opening preempt - we use the 6 - 5 - 4 tricks rule according to vulnerability.</u>

<u>Vul vs NV</u>   When partner has a singleton in our suit & nothing we are about 6 – 6.5 tricks in our suit.
                So ♠ AKJxxxx   ♥ xx   ♦ xxx   ♣ x is OK for 3♠ by O.
                    ♠ KQJ9xxx   ♥ xx   ♦ xxx   ♣ x is OK for 3♠ by O.

<u>NV vs NV</u>   When partner has a singleton in our suit & nothing we are about 5.5 – 6 tricks in our suit.
                So ♠ KJT9xxx   ♥ xx   ♦ xxx   ♣ x is OK for 3♠ by O.

<u>NV vs VUL</u>   When partner has a singleton in our suit & nothing we are about 4-5 tricks in our suit.
                So ♠ JT98xxx   ♥ xx   ♦ xx   ♣ xx is OK for 3♠ by O.

NV vs VUL because we open so light, O's preempts should not to be with maximum range.
Ex : KQJ9xxx, x, Kxx, xxx open 1♠ or pass in 1st or 2nd position.
3rd position range is very wide.

<u>NV</u> can have 6 cards for 3X.

<u>VUL</u> must have 7 cards for 3X.

POSITION   1st position should be classical according to our vulnerability rules.

2nd position could be a bit stronger than our vulnerability rules.

3rd position could be a bit lighter than our vulnerability rules.

4th position should have good suit strength and 10 - 12P.

Preempt tactics by OB

When OB has max good hand and RS did not Dbl or ReDbl opponents, then OB can Dbl to show:

A. Max hand

B. Short in opponent's suit

C. Some defense + side Honor. Prefer not to sacrifice.

RS can decide to defend.

<u>Ex</u> : After 3♣ - (3♥) - 4♣ - (4♥) O can Dbl with ♠ JTx ♥ x ♦ Txx ♣ AQJxxxx

Change the hand to ♣ KQJxxxx and O should not X because he has no defense.

Instead O should bid 5♣

<u>Note O16: Continuations after 2♦ EKREN at least NV 4-4 in majors, VUL at least NV 5♥-4♠</u>
2♦ = 6 – 10P & at least 4-4 in majors. NV v.s VUL or NV 3rd hand = 3 – 10P.
    VUL – At least 5♥ & 4♠. All continuations are the same. After 2♦ - 2NT use logic with at least 5♥.

<u>Responses</u>:
2NT   good hand. Asking.

3♦   3 – 3 in the Majors. Invitation or more. OB treats as invitation. If OB bid 3NT he accepts and show 4M – 4M.

Rest   to play. (seems like the biggest advantage is Responder jumping to 3M with 4 trumps).

2♦ - (OV) - ?   After an overcall   -   Dbl = Penalty, Rest = sys on.

2♦ - (Dbl) - ?   After Take out Double – Pass = At least 5♦ tend to have 6♦, ReDbl = asking OB to pick his better Major.

<u>2♦ - 2NT (ask) - ?</u>

3♣   Minimum. Deny 5M-5M. (VUL = Exactly 5♥ & 4♠).

        R could:

        3♦   ask OB to bid 3♥ planning to pass or sign off with 3♠.

        3M   Invitation with 3 cards. OB can pass or continue to 4M with a 5 card suit.

        Rest   to play.

3♦   5M-5M. strength unknown. R could sign off, bid game, Slam invitation with 4♣/4♦.

3♥   Maximum. 5♥ & 4♠. (VUL = Exactly 6♥ & 4♠)

3♠   Maximum. 5♠ & 4♥. (VUL = At least 6M/5M).

3NT   Maximum. 4♠ & 4♥. (VUL = Exactly 5♥ & 4♠).

        R can ask KC for ♥ with 4♣ or for ♠ with 4♦.

<u>Ekren Defense</u>

DBL   15 or more HCP & Balanced (no singleton). If R escape to 2M then Advancer can DBL for penalty or bid 2NT=natural GI.

2Major Natural. Good 13+ hand.

2NT   minors. At least 5/4 & Good 13+ hand.

3minor Natural. Good 13+ hand & suit.

Pass   then bid a suit = natural but less than 13 HCP.

<u>Note O17: Continuations after weak Two Major 5 (6) cards</u>
2Major = 6 – 10P 5+ cards. NV v.s VUL or NV 3rd hand = 3 – 10P.

<u>5 card Major suit strength</u>

NV   At least 1 from AKQ & at least 2 cards from AKQJT.

NV v.s VUL   3 – 10P. The same 3 – 10 at NV 3rd hand.

VUL   At least 2 from AKQ or at least 3 cards from AKQJT (so Minimum QJTxx). 8 – 11(-) Points.

<u>Responses</u>:
3 Major   To play. (because most of partner's major are only 5 cards bid 3M only with very good 3 cards).

Change of suit Natural. Good hand but NF. OB can pass with minimum and no fit.

Jump in a new suit   Natural. GF. Very good 6+ cards suit. long suit. Not splinter !

2NT and 3Other Major   GF. Probably 5 card Major or 6 cards not very strong suit.

2NT   Ask. OB respond:

             3♣   5 card suit. strength unknown. R could ask with 3♦ and OB show Min, Med, Max.

             3♦   6 card suit. Minimum.

             3♥   6 card suit. Medium.

             3♠   6 card suit. Maximum.

             3NT   6 card suit. AKQ in the suit.

Note O18: 3suit openings

Responses when opponents are silent
After 3♦/3♥/3♠, R = 4♣ asks KC.
After 3♣, R = 4♦ asks KC.

Change of suit by RS is NF. OB fit for R suit is considered Hx or xxx.
OB answers are:
1 step   No fit for R suit. More than a minimum.
4 level bids   CB. Fit for R suit and more than a minimum hand.

After 1 step no fit by O   R continue naturally. 4 of O minor is forcing. 4 new suit is natural. 4NT by R = KCB for R suit.

After other steps by O   Standard continuations like CB and KCB 4N.

Ex 1: OB has ♠ JTx   ♥ x   ♦ Tx   ♣ AQJxxxx
        RS has ♠ AKQxxx   ♥ Axx   ♦ x   ♣ Kxx

The bid should be 3♣ - 3♠(1RF) - 4♣ (♠ fit Med+ hand) - 4NT - 5♣ - 6♠ - pass.

Ex 2: OB has ♠ x   ♥ xx   ♦ QJx   ♣ JT9xxxx
        RS has ♠ AKQxxx   ♥ Axx   ♦ x   ♣ Qxx

The bid should be 3♣ - 3♠(NF) - pass.

Special case 3♣ - 3♦

After 3♣, 3♦ by RS asks for 3 card Major. OB bid 3Major with a 3 card suit or bid 3NT no 3 card Major. (3♣ - 3♦ - 3♥ - 3♠ show 5♠).

After 3♣, 3Major by R show 6+ card Major. NF.

Note O19: miscellaneous

1Major – 2Major   7 – 10(-) P. With 3 cards in OB major bid 1NT with 6P. With 3 cards and 10(+) – 11P in OB major bid 2♣.
    With 4 cards in OB major and balanced hand bid 2Mjaor and not 3♣.

1Major – 1NT   try not go back to 2 of OB Major with 2 cards and minimum. RS do not want OB to bid a 3rd time.
2 new suit   Bid 3 new suit by RS = 6+ cards and 9 – 11P. Ex: 1♠ - 1NT - 2♦ - 3♣.
    1♥ - 1NT – 2minor - 2♠ = about 11P and very good fit for OB minor.

1Major – 3♦   any suit by OB is splinter. 3NT = No short suit slam suggestion.

Competitive Notes

<u>Note C1: Transfer Rules after opponent 2nd hand 1♦/1♥/1♠ overcall or T/O Dbl</u>

<u>Responder 1st round of bidding</u>

1. 1NT = Transfer to ♣ (because responder could bid 1♠). **<u>EXCEPTION</u>**: When the overcall is 1♠ then 1NT = 7 – 11P with a ♠ stopper.

   2NT = Fit for OB and INV or GF. Promise 4+ card Major support or 5+ card minor support. With less cards start with a transfer to OB suit.

   3NT = 12 – 15P

2. Dbl over 1♦ & 1♥ overcalls = transfer to next suit showing 4 or 5 cards. (rarely weak 6 card suit).

   Dbl over 1♠ overcall = standard negative dbl showing 4 or 5 ♥. (rarely 3 card ♥ and about 8 – 11 P).

3. 1♠ transfer to NT or ♣. With balanced hand OB bid 1NT even without a stopper in opponent's suit.

4. **All <u>2 level bids</u> (including 2♠) are transfer to next suit !!!**

   Only exception – transfer to <u>opponent suit</u> is different. It is one of 2 options:

          A. GF without 4 card Major. [Ex: 1♦ (1♠) 2♥].

          B. Support 8+ P for partner's ♠ or ♥ or ♦ suit.   [1♦ (1♥) 2♣].

   What is the strength and length of Responder's transfer?

   4.1 If the transfer is with a jump then Length = 6+ suit. Strength = 6 – 9 P or GF.

   4.2 If the transfer is without a jump then = 6+ card suit & 6 - 9P or GF and 5+ card suit. (So with 10 -11P dbl and bid the suit).

5. With support for OB suit, transfer to OB 2 level suit is not limited in points. The minimum strength is either 6+P or 8+P.

It depends on the overcall: Ex1: 1♦ (1♠) 2♣ = 6+ P (2♦ is transfer to ♥). Ex2: 1♦ (1♥) 2♣ = 8+ P (2♦ is not a transfer to ♥).

6. 3 level bids are invitation & reasonable or more 6+ suit.

    6.1 If the bid is below the suit of the overcall, it is natural. (Ex: 1♣ (1♥) 3♣ & 3♦ are natural invitation).

    6.2 If the bid is opponent suit or over, it is transfer. (Ex: 1♣ (1♦) 3♦ & 3♥ are transfer & invitation).

7. Jump support to 3 level = Preempt.

8. 3♠ always show Fit for OB, short in ♠ and GF.

1♣ (1♦) ?

Dbl	Transfer to ♥ (4 / 5 cards. Rarely weak 6 card ♥).
1♥	Transfer to ♠.
1♠	No Major. 7+ P.
1NT	Transfer to ♣.
2♣	Transfer to opponent suit. We don't support ♣ at the 2 level so GF without 4 card Major.
2♦	Transfer to ♥. 6+ suit. 6 – 9 P or GF.
2♥	Transfer to ♠. 6+ suit. 6 – 9 P or GF.
2♠	Transfer to ♣. 6+ suit. 6 – 9 P or GF.
2NT	Fit for ♣ (5 + card suit) and invitation.
3♣	Preempt in ♣.
3♦	Transfer. 6+♥. Invitational 10-11P.
3♥	Transfer. 6+♠. Invitational 10-11P.
3♠	GF. Show Fit for OB, short in ♠ and GF.

1♦ (1♥) ?

Dbl	Transfer to ♠ (4 / 5 cards. Rarely weak 6 card ♠).
1♠	No Major. 7+ P. [If OB bid 1NT then standard continuations].
1NT	Transfer to ♣.
2♣	Transfer to ♦. 8+P, 4card support.
2♦	Support. 5 – 8(-) P.
2♥	Transfer to ♠. 6+ suit. 6 – 9 P or GF.
2♠	Transfer to ♣. 6+ suit. 6 – 9 P or GF.
2NT	Fit for ♦ (5 + card suit) and invitation or more.
3♣	Natural. 6+♣. Invitational 10-11P.
3♦	Preempt in ♦.
3♥	Transfer. 6+♠. Invitational 10-11P.
3♠	GF. Show Fit for OB, short in ♠ and GF.

1suit (1♠) ?

1NT	7 – 11P with a ♠ stopper. (the only exception when 1NT is not a transfer.
2♠	Transfer to ♣. 6 – 9 or GF. If GF could be only with a good 5 card suit. (The only exception from a six card suit at 3 level).

3♠ GF. Show Fit for OB, short in ♠ and GF.

We demonstrate with an example after 1♣ (1♦) 2♦ = transfer to ♥ (6 – 9P or GF).

2♥ Simple support - If you have 6 – 9P it is to play. Opening bidder could be with a singleton ♥.

3♥ Jump support - If you have 6 – 9P I invite a game with at least doubleton ♥.

2♠ Reverse. 5+♣ & 4♠.

2NT special bid. GF 18+P. asking for shape and strength.

Responder could bid:

3♣ I have 6 - 7P and I want you to set the final contract.

3♦ I have 8-9P and maybe there is a slam. OB will bid 3H setting the suit and Responder will show short suit.

Rest 13+P. RS could show a short suit (even without a jump), bid his 6+card suit, or bid 3NT 6-3-3-2.

JTxx	x	1♣ (1♦)	2♦
AQx	KT9xxx	2NT	3♦
Ax	Kxx	3♥	3♠
AKJx	Qxx	4♣	4♦
		4NT	5♣
		6♥	Pass

3♣ Good ♣. Good hand. Deny 2♥. NF.

3♦ GF 18+P. asking for ♦ control for 3NT.

3♠/4♦ Strong hand. ♥ fit. Short ♠/♦.

3NT To play.

RS could show a short suit (even without a jump), bid opponent suit below 3NT asking for a stopper, bid his 6+card suit, or bid 3NT 6-3-3-2.

Support by RS 1ˢᵗ round

A. If a bid at the 2 level could be transfer then it is. [Ex: 1♦ (1♠) 2♦ = transfer to ♥].

B. If a bid at the 2 level cannot be a transfer then it is Support 6 – 8(-) P for partner ♠ or ♥ or ♦ suit. [Ex: 1♦ (1♥) 2♦ = support 6 – 8(-)P].

C. With support but only 3 card Major or 4 card minor support start with a 2 level transfer to OB suit. This bid is unlimited.

D. 3 level support = Preempt. [Ex: 1♦ (1♠) 3♦].

E. 2NT = 4 card major or 5 card minor support & Invitation or more.

Transfer Rules after opponent 2ⁿᵈ hand Double

1. Redbl is a transfer like Dbl over an overcall.

2. All the rules are the same.

3. 2NT = INV+ and fit 4 card major or 5 card minor support.

4. No transfers (suits are bid naturally) at the 3 level = Invitation.

Transfers after they open at the 1 level we made 1Major overcall and they doubled

We play transfers (from 1NT to 2Major) also when our 1 Major overcall was doubled ! Ex: (1♦) - 1♠ - (X) - 2♥ = 8+p with ♠ fit.

♠ AJxx	Kxx	1♣ (1♦)	3♦ (1)	(1) 10-11P 6+ ♥. Invitation.
♥ xx	KQJTxx	4♥	P	
♦ Kxx	xx			
♣ AQxx	JT			

♠ AQ9x	KJx	1♣ (1♦)	2♠ (1)	(1) 6+♣. 6-9P or 13+P.
♥ xxx	AKx	3♣	3♦ (2)	(2) asking for ♦ stopper.
♦ T8x	x	3♠	4♦ (3)	(3) KCB.
♣ AKx	QJTxxx	4♠	6♣	

♠ Axx	KQx	1♣ (1♦)	3♠ (1)	(1) Asking OB to bid 3NT. RS promise Axx or Kxx or QTx.
♥ KQxx	JTx	3NT	P	Probably denying double ♦ stopper (No 3NT bid).
♦ Jxx	Kxx			
♣ ATx	KQxx			

♠ AKxx	Jx	1♣ (1♦)	2♦ (1)	(1) 6+♥. 6 – 9P of GF.
♥ xx	KJTxxx	2NT (2)	3♣ (3)	(2) 18 – 20. GF. Ask.
♦ AQx	xx	4♥	P	(3) 6 – 7P. Minimum.
♣ AJTx	Qxx			

♠ AKTx	Qxx	1♣ (1♥)	2♣ (1) (2♥)	(1) 6+♦. 6 – 9P of GF.
♥ Axx	x	2NT (2)	3♣ (3)	(2) 18 – 20. GF. Ask.
♦ Jxx	QTxxxx	3♥ (4)	3♠ (5)	(3) 6 – 7P. Minimum.
♣ AKx	QJx	4♠/5♦	P	(4) ♥ stopper.
				(5) No. I have 3♠ probably with an honor.

♠ Axx	Kxx	1♣ (1♥)	2♣ (1)	(1) 6+♦. 6 – 9P of GF.
♥ ---	xx	4♥ (2)	4NT	(2) ♥ void (3♥ = splinter). Invite slam v.s 6 – 9P.
♦ KQxx	AJxxxx	5♦	5♥ (3)	(3) Q trump ?
♣ AKT9xx	xx	6♣ (4)	7♦	(4) Yes + K♣. No K♠.

♠ Axxx	x	1♦ (1♥)	2♠ (1)	(1) 6+♣. 6 – 9P of GF.
♥ Axx	Kx	3♣	3♦ (2)	(2) ♦ fit. 13+P GF.
♦ AKJTx	Qxxx	4NT	5♣	(3) ♦Q ?
♣ x	AKxxxx	5♥ (3)	5NT (4)	(4) Yes and ♥K. No ♠K.
		6♣ (5)	7♦	(5) ♣K ?
♠ x	xxxx	1♦ (1♠)	2♣ (1)	(1) ♦ fit. 8+ P.

♥ AKxx	xx	3♠ (2)	4♣ (3)	(2) splinter v.s 8 – 10P.
♦ AQJxxx	KT9x	4♥(3)	5♣ (4)	(3) cb.
♣ JT	AQx	6♦ (4)	P	(4) maybe an overbid.

♠ Axx	x	1♦ (1♠)	2♦ (1)	(1) 6+ ♥ 6 – 9P or GF 5+♥.
♥ KTxx	AQ9xx	4♥ (2)	4NT	(2) Distributional. Willing to play 4♥ opposite 6 – 9P.
♦ AQ9xx	KJ	5♦	7♥	
♣ x	Axxxx	P		

♠ Qxx	Kx	1♦ (Dbl)	3♣ (1)	(1) 6+♣. 10-11P Invitation. No transfers at the 3 level after Dbl.
♥ AT	Jxx	3NT	P	
♦ AJxxx	xx			
♣ K9x	AQTxxx			

♠ Axx	xxx	1♥ (Dbl)	2♦ (1)	(1) 8+ P 3♥.
♥ KQxxx	AJT	2♠ (2)	2NT (3)	(2) short suit. Investigate game v.s 8 – 10P.
♦ KQxx	AJxx	3♣	4♣ (4)	(3) Ask.
♣ x	ATx	Next (5)		(4) GF and cb. Responder could also bid 3NT non serious so 4♣ is stronger.
				(5) Too tough to reach 7♦.

♠ T9x	x	1♥ (Dbl)	1NT (1) (3♠)	(1) ♣. 6 – 9P or GF.
♥ JT9xx	Kx	4♣ (2) (4♠) 5♣		(2) Suggest sacrifice.
♦ A	Jxx			
♣ AKxx	QJ98xxx			

Note C2: Switch at the 2 level – after we open and they made 2♣ overcall
After 2♣ overcall we play switch at the 2 level. See next:

Ex: 1♠ - (2♣) - ?   Dbl = Negative. Mostly 4+♥, 2♦ = 5+♥, 10+ P,   2♥ = 5+♦, 10+ P.

Ex: 1♦ - (2♣) - ?   Dbl = Negative. Mostly 4+M, 2♥ = 5+♠, 10+ P,   2♠= 5+♥, 10+ P.

After a switch to ♥ OB can bid:
2♥ = 2 or 3 cards in ♥ Minimum.
3♥ = 3+ cards in ♥ NF but deny minimum.

Note C3: Power Dbl (PD) in competition
In competition many strong hands start with a Dbl. Many bids other than Dbl are limited in strength. Dbl may be standard or the start of
Showing a strong hand. We also play support Dbl.

Ex: 1♦ - (1♠) – Dbl – (2♠) - ? what are OB options ?

    Dbl = Power Dbl. strong hand. distribution is not clear.

    2NT = 17 – 19 P balanced.

    3X   = More than a minimum but not strong.

    3NT = Long ♦ with a ♠ stopper.

Note C4: miscellaneous
1m - (1NT) - ?   2♣=Majors. 2♦=1 Major. 2M=5M & 4+ of OB minor.

1X - (1NT) – Dbl – (suit bid)   Dbl by any partner shows at most a doubleton in their suit.

Note C5: We open and next opponent shows two known suits (Ex: 1♠ - (2NT) - ?)
Responder can bid:
1. Pass and then Dbl = Balanced. 10+ P.

2. An immediate support for partner suit (1♠ - (2NT) - 3♠) = 8 – 9 P. [with 4♠ could be 7P].

3. An immediate bid of 4ᵗʰ suit (1♠ - (2NT) - 3♥) = Competitive. To play.

4. Lowest CB = (1♠ - (2NT) - 3♣) = 4ᵗʰ suit ♥ GF. If O has no clear bid he bid 3♦.

5. Highest CB = (1♠ - (2NT) - 3♦) = Fit for O suit (♠). Game Invitation or more.

Note C6: All types of Overcall

1   Level overcall = 8 – 17P.
2/3 Level overcall 11 – 17P & good suit.

After one level overcall AD continue: Cue bid = fit 10+P (90%) or strong 15+ P, Non jump change of suit = NF (At the 2+ level =F), Jump change of suit = 6+ cards & about 12 – 14P. GI. 1NT=9-13(-) P, Jump to 2NT=13(+)-14 P, 3NT=15+ P.

(3X) 3NT = 15 – 24P.

After 3NT overcall: 4♣=Baron, 4♦/4♥=Transfer, 4♠=14+P slam invitation (OV treat the bid as 14-15P), 4NT=11(+) – 13P.

(2X) 4m = At least 5-5 Other major or unknown major & the bid minor. 16+ P. After (2♦=weak ♦) – 4♣ - 4♥/4♠=P/C.

(3m) 4m = Majors. (3m) 4 other m = Any Major + other minor. 16+ P.

(3M) 4m = OM+m 5+ & 5+. 16+ P.

(Preempt) - ? A. Generally when opponent start with a preempt we immediately bid the suit when we have one suit hand!

       B. X and then a suit bid shows at least 4+ cards in other suit. [game before slam].

Note C7: Continuations after they open strong 1♣/2♣ or 1NT and we show one sequential suit or two next suits Ex (1NT) - 2♣

Definitions:

O = Opening bidder 1st opponent. . R = Responder 2nd opponent.
OV = 1st partner who showed sequential one suit or next two suits. AD = 2nd partner.

General principles:
1. OV shows sequential one suit (5+ cards) or next two suits (at least 5-4 cards). If they open weak <14 1NT then OV shows about 11+ P.

2. For the system to be effective AD should try to bid as high as he can. Jumping in one of OV suits is P/C but not invitational.
   Ex: After (strong 1♣) – dbl – (P) - ?   AD should jump to 3♦= P/C with ♠xx ♥QTxx ♦Kxxx ♣xxx NV VS. VUL.

3. AD passing or bidding 4th not possible OV suit is natural and NF. AD jumping to 4th not possible OV suit is natural invitation and NF.

4. When AD wants to suggest game he can bid lowest NT asking about distribution and strength.

   OV with a Minimum bid his sequential suit or the lower of his two suits. Ex: (1NT) - 2♣ - (P) – 2NT = ask
                   (P)   - 3♦=Min with ♦ or 3♥ Min with ♠+♥

<u>OV with a maximum</u> bid his 4th not possible suit or the higher of his two suits. Ex: (1NT) - 2♣ - (P) – 2NT = ask
<div style="text-align:right">(P)   - 3♣=Max with ♦ or 3♠ Max with ♠+♥</div>

5. Finding the best escape when opponents show strength:

   5.1 Advancer options:

   a. Advancer can pass OV not possible suit showing he wants to play this suit.
      Ex: (1NT) - 2♣ - (Dbl) – Pass.

   b. Advancer can bid one of OV possible suits as P/C.

   c. Advancer can ReDbl showing he has an independent suit. OV should bid next suit and AD passes or shows his suit.
      Ex: (1NT) - 2♣ - (Dbl) – ReDbl.
          (P)   - 2♦ - (Dbl) - 2♥=I have my own ♥ suit.

   5.2 Overcaller options:

   a. Overcaller can bid the lower of his two suits showing preference for his lower suit.
      Ex: (1NT) - 2♣ - (Dbl) – 2♦=P/C
          (Dbl)   - 2♥= I have ♠+♥ with no preference or ♥ preference.

   b. Overcaller can ReDbl showing preference for his higher suit.
      Ex: (1NT) - 2♣ - (Dbl) – 2♦=P/C
          (Dbl)   - ReDbl=I have ♠+♥ with ♠ preference.

<u>Note C8: opponent open 1 suit and we show exact two known suits</u>

When opponent open 1suit we can show any exact two known suit 9+ HCP and at least 5+ & 5+ in both suits.

(A passed hand player can bid "Raptor" 1NT overcall showing 4M & 5+m).

We will refer to the 2 suiter strength as:

Min   9 – 12 HCP.

Med   13 – 15 HCP.

Max   16+ HCP.

<u>What are the suits ?</u>

    A.   (1m) 2♦ always show both Majors.

    B. (1suit) 2NT always show the 2 lowest possible suits.

    C. (1M) 2M always show ♣ + other Major.

    D. 3♣ jump is never natural.

        It almost always show ♦ + highest possible Major except one case (1♦) 3♣ showing ♣ + ♠.

<u>Advancer continuations</u>

RULE: Bidding 4th suit is natural & NF. Bidding opener suit or doubling Responder bid show a fit and good hand.

<u>Case 1 - Possible jump support below game level</u>

When it is possible to jump support below game level [Ex: (1m) 2♦ (Pass) 3Major] we play:

    A. Simple no jump support = preference.

    B. Jump support = to play V.S MIN 9 – 12, bid Game with MED 13 – 15.

    C. Cue bid = bid Game with MIN but 11 – 12. Slam invitation when OV has Max 16+ HCP.

<u>Case 2 – Not possible to jump support below game level</u>

When it is not possible to jump support below game level [Ex: (1♠) 2♠ (Pass)] we play:

    A. Simple no jump support = competitive. Do not invite V.S MED 13 – 15.

    B. 2NT = bid Game with MED 13 – 15. Slam invitation when OV has Max 16+ HCP.