

## DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive 1-level; after that cue = Fit, Invitative or more  
 Jump raise=Pre; new suit: 1-level= good hand, but could pass  
 2-level=No F; Jump=F  
 Sound 2-level. After that cue= looking for second suit or NT; new  
 suit=F1R, raise is invitational  
 Reopening: 2 level = sound +10HCP  
 4<sup>th</sup> live: cue bid=Nat.; 1NT= other two suits; Dbl=T/O

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

2nd Pos= 15-18 HCP  
 Responses: Over 1m = we don't hear the opening. Over 1M= all  
 voices are transfer and transfer to 1M opening is stayman  
 4th Pos= 11-14 HCP. No stopper guarantee after 1♣  
 Responses: same as over 2<sup>nd</sup> position -Note 12-

### JUMP OVERCALLS (Style; Responses; Unusual NT)

Classic: 2-level=6-10HCP, new suit forcing; 2NT asking  
 In 4 seat jump at 2 level = Strong, more than opening values  
 1M-2NT= minors ; 1m-2NT= ♥+ o.m. (5-5+)

### DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Direct cue= Micaels, except 1♠-2♠=natural -Note 1-  
 1M-3M= stopper asking  
 1m-3m = barrage

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

Vs. strong NT (+14): Dbl=m+M: Landy , Transfers  
 Vs. weak NT: D=Strong; 2♠=M: 2NT=m ; 2♦=6♠or♥; 2♥/♠= M+m  
 -Note 3-

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

After 2WK:2NT= 16-18, 4m = 5+m-5+OM, CUEBID= minors  
 Lebenshol after (2WK)-DBL-(P);  
 Take out dbl through 4♠ inclusive -Note 13-

### VS. ARTIFICIAL STRONG OPENINGS

1♣(strong)-Dbl = Clubs ; 1NT= weak 6+ clubs ; 2♠= any two suit  
 2♣ (FG)-Dbl = clubs ; 2♦(FG)-Dbl=diamonds -Note 19-

### OVER OPPONENTS' TAKEOUT DOUBLE

New suit= F1R at 1 level and no forcing at 2 level -Note 15-  
 Over M: Jump sup. is weak: Over minor is positive, more than a  
 Simple raise. 2/3NT is Truscott over M and pre over m

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5 <sup>th</sup>	3rd/5 <sup>th</sup>
NT	2nd/4th	3rd/5 <sup>th</sup>
Subseq	ATTITUD or 3rd/5 <sup>th</sup>	3rd/5 <sup>th</sup>

Against slam: A: ask for attitude and K: ask for count

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AK, AKxx	Ask for attitude
King	Kx, KQxx	Ask for Unblock or count
Queen	Qx, QJx, QJxxx	QJ9x(+) may be KQx
Jack	Jx, KJ10(+), J10x	Jx, J10(+)
10	10x, Q109x(+), 109x	AQ109x+, KJ10x+, 109x+
9	9x,	Q109x, A109x
Hi-x	2 / 4 / 6 cards	3 or 4 cards xxxx
Lo-x	1 / 3 / 5 cards	4/6 ; may be (Hxx)

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's	Discarding
Suit	1	ATT:High=encorg	High = Even
	2	CT: High = Even	
	3	S/P dummy short	
NT	1	ATT:High=encorg	High = Even
	2	CT High = Even	
	3	S/P	

Signals (including Trumps): Hi-Lo in trumps looking for unusual  
 defense

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

General style= standard shape or 18+HCP any shape  
 Standard responses after T/O dbl. reopen may be light  
 Cue bid = forcing until a suit is bid twice.  
 1m-dbl-1M-2M=Natural; cue bid promise rebid

### SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

1NT (strong)-Dbl = m + M ; 2♦Multi-Dbl = take out over ♠  
 Lighter dbl. ; 3 card support dbl and rdbl or STRG BAL  
 T/O at 3 level after 1NT opening  
 4<sup>th</sup> seat Dbl of third suit = 4<sup>th</sup> suit + tolerance  
 1m-1♥-Dbl = denies 4♠ ; 1m-1♠-Dbl = suggests 4+♥

## WBF Convention Card



Category: Natural - Green

NCBO: SPAIN EVENT: Ostend, Eur.Team Cham

PLAYERS: Knap, Andrés  
Basabe, Enrique

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Natural 5+ ♠/♥ ; 3 ♦/♣  
 Limit jump raises in minors, weak in Majors  
 1NT no forcing  
 1NT opening= 15-17 ; 5M OK  
 With 5 card Major and 6 card minor we open 1M  
 Balanced minimum opening = 12HCP  
 2 over 1 Responses: 10 HCP up RDBL: 10 HCP+ - Note 7-  
 Preempts: Classic

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♠ = strong any suit (if balanced= 22-23), or 6♦ cards weak  
 2♦ = FG; if balanced = 24+ .  
 2♥/♠ opening = 6 cards weak (6-10 HPC)  
 3 NT = solid minor  
 Negative dbl. to 4♠ inclusive - Note 8 -  
 Lebenshol after 1NT-2x and after weak 2-Dbl -Note 2-  
 Micael cue bid -Note 1-

### SPECIAL FORCING PASS SEQUENCES

Standard, no special agreements

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Splinter, reverses by opener F1R, reversers by  
 Responder FG, XYZ, Walsh, Check-back , Truscott  
 4<sup>th</sup> suit FG, except when is said at 1level. Forcing but not FG

### PSYCHICS:

rarely

OPENING	TICK IF ART	MIN No. Of C.	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	11 to 22 HCP Natural	Respond 1♠/♥ may have longer♦, if weak hand Single raise weaker than 3 level	1♣ -p -1♦ -p -1NT= may be with 4 cards in any Major or both After system XYZ on -Note 5-	
1♦		3	4♠	11 to 22 HCP Natural	Same		
1♥		5	4♠	11 to 20 HCP	Jump raise =pre; 2NT= Invitative 1NT = Natural 3NT = Splinter ♠ 3♠= any weak splinter; 4♣ / 4♦ = Splinter strong	1♥- 2x-2♥-2NT= FG	
1♠		5	4♥	11 to 20 HCP	see 1♥, but 3NT= any weak splinter	Same as over 1♥. 1♠-2♥-3NT= weak splinter	
1 NT				15-17; 5 card M OK	Transfer, Stayman ( promise 4 card M) -Note 9- 2♠= transfer ♣ or 8-9HCP balanced 3M= singleton or void in M and 3 cards in OM 4♣= 5+♠-5+♥; 4♦= Texas for ♥; 4♥= Texas for ♠	Smolen	
2♣	X	0		Strong or weak with ♦ If balanced = 22-23 HCP	2♦ = pass or correct: 2NT= asks ; 3/4/5♦ = pre ; Any other = positive and natural	After 2NT: 3♣= minimum and 3♦= good weak hand	
2♦	X	0		Any hand FG If balanced = +24 HCP	2♥ = negative; 2NT= positive with no A; 2♠= 1 A, nothing more; 3♣= 1 A + values 3♦= 2 A; 3♥/♠= 6 + heading KQ Any other = positive and natural		
2♥		6		6-10 HCP	2NT= asking with fit; any new suit=forcing		4 <sup>th</sup> 2♥= sound: Anything ok in 3 <sup>rd</sup>
2♠		6		6-10 HCP	2NT= asking with fit; any new suit=forcing		same
2NT				20-21 ; 5 card M OK	Stayman and Transfers -Note 9-		
3bids		6		All 3x = PRE, natural	new suit=F1R 4 Major = Nat.		Anything ok in 3 <sup>rd</sup> . Sound in 4 <sup>th</sup>
3NT	X			Solid minor, little outside.	4♦= ask for singleton: 4NT= ask for lenth		
4♣	X	7		solid 7/8 card ♥ suit	one step = Forcing relay -> asking for control		
4♦	X	7		solid 7/8 card ♠ suit	see 4♣		
4♥		7		7 card ♥ suit	Weak than 4♣	<b>HIGH LEVEL BIDDING</b>	
4♠		7		7 card ♠ suit	Weak than 4♦	Blackwood 5 key cards = 30-41 -Note 6-	
4NT	X			5+♦ and 5+♣ Weak		Cue bid controls -Note 14-	
						Splinters and autosplinters -Note 17-	
						5NT: Josephine when jumping -Note 6-	
						Bid first and second controls equally	
						PODI; Pass and then pull is slam try	

## Note 1: Micaels

1♣-2♣ = Natural. Only Micaels if 1♣ is 4+ cards

1♣-2♦ = Majors

1♣-2NT = ♦ + ♥

1♦-2♦ = Majors. Also when 1♦ is 3, 4 or 5 cards and precision ♦

1♦-2NT = ♣ + ♥

1♥-2♥ = ♠+minor. After 2NT asks minor. 3♣/♦ is natural 6+ and no forcing. Dbl for penalty

1♥-2NT = minors

1♠-2♠ = ♥+minor. After 2NT asks minor. 3♣/♦ is natural 6+ and no forcing. Dbl for penalty

1♠-2NT = minors

Our Micaels are at least 5-5 and 6-11HCP or very strong hand.

In other situations we use Micaels cue bids with unspecified strength and not always 5-5. Some examples:

1♣-pass-1NT-2♣ = Micael 5-4, with any kind of ♣

After: 2♦ = asking for better Major

Same over 1♦ pass-1NT-2♦

1♣/♦-1NT-2♣ = Micael 5-4+ in Majors

1♥-pass-1NT-2♥ = Micael 5-4+ After 2NT asking for the minor and 3♦/♣ natural 6+

1♠-pass-1NT-2♠ the same

1NT-pass-2♦\*-2♥: \*transfer. 2♥ = Micael 5-4+ After 2NT asking for the minor and 3♦/♣ natural 6+

Similar with transfer to ♠

1♥-pass-2NT\*-3♥. \* Support in ♥. 3♥ = Micael 5-5+. After 3NT bid asking for the minor

Similar with 1♠ opening

1♥-pass-3♣/♦\*-3♥. \* Support in ♥. 3♥ = Micael 5-5+. After 3NT bid asking for the minor

- Double is lead directional

- Pass and after double is for take out

## Note 2: Lebenshol

A) 1NT-2x\*-? \*2x=natural, natural+other, transfer

Double is for penalty

2 level new suit is to pass.

2NT forces to 3♣. Responder may pass or make a minimum bid in any suit no forcing

3 level suit is FG. 3♥ and 3♠ has inverted meaning. ♥ is for ♠ and viceversa

Examples:

1NT-2♥-3♠ = asks for stopper in ♥. Denies 4♠

1NT-2♥-3♥ = Spades 5+ FG

1NT-2♥-?. Same when 2♥ is ♥+m or 2♦ transfer to ♥

1NT-2♦\*-2♥ \*transfer. 2♥=Invitative with 8-9HPC balanced, asks for stopper

1NT-2♦\*-pass-2♥ \*transfer

pass-pass-2NT = Invitative with 8-9HPC balanced, with stopper.

First bid 2NT and after cue bid is stayman with no stopper

First bid 2NT and after 3NT is stayman with stopper

1NT-2♣-?

2x = weak to pass

3♣ = asks for stopper

2NT= Stayman. After: - 3♣ asks for stopper

- 3♦ Have stopper with at least 1 majors

- 3♥/♠: 5 cards with stopper

1NT-2♦-?

- Dbl = penalty

- 2♥/♠ = natural weak

- 2NT = Lebenshol. After 2NT and 3♣: - 3♦ = stayman No stopper

- 3♥ = ♠ with stopper

- 3♠ = ♥ with stopper

B) 2♥-dbl-pass-?

- 2♠ natural and weak

- 2NT= Lebenshol: weak in ♣ or ♦

- 3♣/♦ = positive but not forcing: 8-10 HCP and 4+ card suit

- 3♥ = asks for stopper

- 3♠ = natural 4+ limit

- 3NT = to play

### Note 3: Defense after 1NT Opening

A) Over Strong NT : 15-17; 14-16; 16-18 etc. Valid in 2<sup>nd</sup> and 4<sup>th</sup> position

- 2♣= Majors. After 2♦=asking for longer major
- 2NT= minors
- 2♦ = transfer to ♥
- 2♥ = transfer to ♠
- 2♠ = transfer to ♣
- 3♣= transfer to ♦
- DBL= m + M. After that 2♣/♦/♥ is pass or correct. 2♠ is own suit

B) After Weak NT: 12-14; 10-13; etc, also 13-17 precision NT. Valid in 2<sup>nd</sup> and 4<sup>th</sup> position

- 2♣= Majors. After 2♦=asking for longer major
- 2NT= minors
- 2♦ = 6+ ♥ or ♠. After like Multi: 2♠ is to play or invitational to ♥  
2NT= asking : 3♣=min ♥; 3♦=min ♠; 3♥=Max ♠ 3♠=Max ♥  
3♥/♠ = Pass or correct
- 2♥= ♥ + m. After 2NT is invitational. 3♣ is pass or correct
- 2♠= ♠ + m. After 2NT is invitational. 3♣ is pass or correct
- DBL = take out: +14HCP balanced

Our overcalls over weak NT are positives with good hands.

1NT(weak) - dbl – pass or rdbl - ?? No matter the meaning of the pass or redouble

- Pass = for penalty, forcing to double or bid 2NT. After any new suit is forcing
- 2♣= weak with clubs or balanced with no suit
- 2♦/♥/♠ = weak and natural

1NT(strong) – pass - 2♣(stayman)- DBL = show long clubs, strength unspecified  
1NT(weak) – pass - 2♣(stayman)- DBL = show general strength 12+ , balanced hand  
1NT(any) – pass – 2X(transfer)- ??:

- DBL = shows suit doubled
- Cue bid is Micael
- Pass first and after doubled is for take out

#### Note 4: Special bidding sequence

1♦ - 2♣  
2♦ - 3♦ = FG

1♦ - 2♣  
3♣ - 3♦ = FG

1♥ - 2♣/♦  
2♥ - 2NT = FG

1♠ - 2♣/♦/♥  
2♠ - 2NT = FG     2NT is always forcing when bid starts 2/1 and opener repeats his Major suit

1♥-p-2♣-p  
2♥-p-2NT-p  
3♣     4♣  
3♦     6♥ (After, 3♥ is slam try)  
3♥     6♥/4♣  
3♠     5♥/4♠  
3NT    5-3-3-2

1♥-p-2♦-p  
2♥-p-2NT-p  
3♣     5♥/4♣  
3♦     5♥/4♦  
3♥     6♥  
3♠     5♥/4♠  
3NT    5-3-3-2

1♠-p-2♣-p  
2♠-p-2NT-p  
3♣     4♣  
3♦     5-3-3-2 con 3♣  
3♥     6♠ (After, 3♠ is slam try)  
3♠     6♠/4♣  
3NT    5-3-3-2 con 2♣

1♠-p-2♦-p  
2♠-p-2NT-p  
3♣     5♠/4♣  
3♦     5♠/4♦  
3♥     6♠ (After, 3♠ is slam try)  
3♠     6♠/4♦  
3NT    5-3-3-2

1♦ - 2♣  
2♦ - 2NT = 10-12HCP

1♠ - 2♣  
2♦ - 2NT = 10-12HCP

1♠ - 1NT  
2♣/♦ - 3♠ = 2 cards in ♠ and good ♣/♦ support. 9-11HCP

1♥ - 1NT  
2♣/♦ - 3♥ = 2 cards in ♥ and good ♣/♦ support. 9-11HCP

1♥ - 1NT  
2♣/♦ - 2♠ = very good ♣/♦ support. 9-11HCP and 0/1 heart

1♥/♠ - 2 NT = 9-11 HCP with ♥/♠ support. 3 or 4 cards  
1♥/♠ - 3♥/♠ = weak 4-6HCP with 4 cards support. Also with overcall if possible.

With invitational hand or better we use "Truscott 2/3NT" after Double or Cuebid after suit overcall

1♥-1♠-2NT = natural

1♥-1♠-2♠ = invitational

1♥-Dbl-2NT = support limit. 3NT is also support but with 12+ HCP

1♦-2NT

3♣ = Natural Forcing

1♦-2NT

3♥/♠ = singleton, and not forcing game

1♣-2NT

3♦/♥/♠ = singleton, and not forcing game

1♥/♠ - 2♣/♦

3♣/♦ = extra strength 15+ HCP

1♦ - 2♣

2NT = 12-14 balanced

1♠ - 2♥

3♥ = not forcing, 3 card support and minimum hand 12-13HCP

1♠ - 2♥

4♥ = 3-4 card support 14-15 HCP and no shortness. With better hand we bid first 2NT

1♠ - 2♥

3NT = Any 12-14 splinter, After that 4♣ is asking. 4♦ singleton ♦ and 4♥ singleton ♣

1♠ - 2♥

4♣/♦ = 15+ splinter

1♥/♠ - 2♣/♦

2NT = 18-19 balanced., with 15-17 we open 1NT and 20 2NT

1♥/♠ - 3♣/♦ = club/diamond suit + 4card fit. 9-11 HCP. Also with double or suit overcall, when jump is possible

3NT- 4♦ = asks for shortness

- 4♥/♠ = singleton or void

- 4NT = shortness in minor

- 5♣/♦ = 7,2,2,2

3NT – 4NT = asks for length

- 5♣ = 7 cards

- 5♦ = 8 cards

## Note 5: Walsh , XYZ Sistem and Check-back

### Walsh

1♣ - 1♦

1NT = Could be with 4 cards in any major or in both. After XYZ system on

With weak hands (until 11HCP), over 1♣ we respond any major with 4 cards before than 1♦ longer.(also with 4M-6♦)

1♣ - 1♦

1♥/♠ = Unbalanced hand . 5-4 or 4-4-4-1 at least

### XYZ

1X - 1Y

1Z - 2♣ = relay for 2♦. After you have 4 possibilities:

- pass to 2♦
- Invite in any suit. All bids are invitative (except the following two)
- Any splinter = support in partner opening suit
- Say 3NT only with 5M-4m-2-2 and 17-18HCP

- 2♦ = FG, nothing about ♦

- 2♥/2♠ = weak, to pass

- 2NT = Natural invitative with not 4 cards in partner opening suit. With 4 cards we bid first 2♣.

- 3♣ = to pass no matter the openig suit

- 3 level = Natural 5-5 at least and FG

- Splinters: - Over NT are all autosplinters

- Over 2 suits, always with fit in the second suit.

Sistem continous working with doubles and interventions when is possible the third voice at 1 level.

### Check-back

1♣/♦/♥ - 1♥/♠

2NT - 3♣ = asks

- 3♦ = 3 cards support and 4 cards in other Major

- 3♥/♠ = 3 cards support and denies 4 cards in other Major

- 3NT = No 3 cards support and No 4 cards in othe Major

- 4♥/♠ = 4 cards support with balanced hand ( 18-19)

- 4♣/♦ = cue bid with 4 cards support and maximum

## Note 6: RCKB



4NT asks for 5 key cards: 4 aces and King of trumps

5♣= 0-3

5♦=1-4

5♥= 2 + and No Q Trumps

5♠= 2 + queen trumps

After blackwood 5 NT asks for Kings and we answer 0,1,2,3

When we bid cue bid controls at 5 level, 5NT is blackwood. The same, 5 key card 30-41

5NT when jumping asks for trump honors (AKQ): 6♣ = No; 6♦=1; 6♥=2 and 6♠=3

After blackwood next useless step asks for Q of trumps:

- return to suit = No queen

- any other = Q + something extra

In interference: PODI: Pass=0; Dbl or Rdbl=1; next step=2

### **Note 7: Non forcing sequences**

1♠ - 2♣

2♦/♥/♠ - 3♣ = 10-11 HCP

1♠ - 2♣/♦

2♦/♥ - 2♠ = 10-11HCP with 2-3 cards in ♠

1♠ - 2♣/♦/♥

2♠ - 3♠ = 3♠ cards and 10-11HCP

3♠ is slam interest when jumping

2NT and after 3♠ is slam interest with balanced hand

1♣ - 1♠

2♣ - 3♣ = 9-11 HCP

### **Note 8: Negative doubles**

1♣ - 1♦ - X = Both majors or no one

1x - 1y - 1z = 4+

At 2 level we play standard negative doubles, usually promise unbid major(s)

At 3+ level, negative double promise useful values and any shape

### **Note 9: Responses to NT opening**

## A) Stayman with at least 1 major

1NT - 2♣

- 2♦ = No majors

- 2♥ = 4 or 5 cards in ♥. May have 4♠

- 2♠ = 4 or 5 cards in ♠. No 4♥

1NT - 2♣

2♥ - 2♠ = Slam interest in ♥ with no singleton

1NT - 2♣

2♠ - 3♥ = slam interest in ♠ with no singleton

To bid the other major at next step level is always slam interest with no singletons.

1NT - 2♣

2♦ - 3♥/♠ = Smolen, 4-5 in majors

1NT - 2♣

2♦ - 3♣ = asks for minors:

3♦ = 5 card in ♦

3♥ = 2,(3),4,4

3♠ = (3),2,4,4

3NT = 3,3,3,4 or 5♣ with any 5,3,3,2

1NT - 2♣

2X - 3♣/♦ = natural and forcing

1NT - 2♣

2x - 4NT = Quantitative

1NT / 2NT - 4NT = Quantitative

5♣ = 3,3,3,4. May be other suit with 4 cards, but not ♦

5♦ = 3,3,4,3. May be other suit with 4 cards, but not ♣

5♥ = 2,(3),4,4

5♠ = (3), 2, 4, 4

6♣/♦/♥/♠ = 5 cards

2NT - 3♣ = Stayman

- 3♦ = No majors

- 3♥ = 4 or 5 cards ♥

- 3♠ = 4 or 5 cards ♠

2NT - 3♠ = 5+ - 5+ in minors

2NT - 4♣ = slam interest in ♦

2NT-4♦ = slam interest in ♣

2NT - 3♣

3♥ - 3♠ = slam interest in ♥ and control

- 4♣ = Natural (4♠ cards and 5+ ♣)

- 4♦ = Natural (4♠ cards and 5+ ♦)

2NT - 3♣

3♠ - 4♥ = slam interest in ♠

- 4♣ = Natural (4♥ cards and 5+ ♣)

- 4♦ = Natural (4♥ cards and 5+ ♦)

2NT - 3♣

3♥/♠ - 4NT = Quantitative

2NT - 3♣

3♦ - 4♣ = asks for the minors:

4♦ = 5 cards in ♦

4♥ = 2,(3),4,4

4♠ = (3),2,4,4

4NT = 3,3,3,4 or 3,3,4,3

5♣ = 5 cards in ♣

## B) Transfers

1NT - 2♦ = 5+ ♥

- 2♥ = 5+♠

- 2♠ = 8-9HCP balanced or trs for 3♣. After 2NT= minimum ; 3♣= Max, accept to play 3NT

- 2NT = trs for ♦. After, 3♣= 2 high honors in ♦. Not necessary maximum hand

After transfers for minors, we show shortness:

1NT - 2♠

2NT/3♣ - ??

- 3♣ = to play

- 3♦/♥/♠ = shortness

- 3NT = to play

- 4NT = Slam invitation with 6-7♣ and no singleton

1NT - 2 NT

3♣/♦ - ??

- 3♦ = To play

- 3♥/♠ = shortness

- 3NT = shortness in ♣ if answer was 3♦. To play if was 3♣.

- 4NT = Slam invitation with 6-7♦ and no singleton

1NT - 3♣/♦ = 6 cards with 2 high honor. No forcing  
1NT - 3♥/♠ = singleton or void in the major and FG. No 4 cards in other Major  
1NT - 4♣ = 5-5+ Majors  
4♦ = texas for ♥  
4♥ = texas for ♠  
4♠ = 5-5+ minors

1NT - 2♦  
2♥ - 4NT = Quantitative with 5♥

2NT - 3♦ = 5+ ♥  
3♥ = 5+ ♠  
3♠ = Transfer for a minor  
4♣ = slam interest in ♦  
4♦ = slam interest in ♣  
4♠ = 5-5+ minors

2NT - 3♦  
3♥ - 4NT = Quantitative with 5♥

### Note 10 Relays

a) 1x - 1♥/♠  
1NT - 2♣ -> Note 5

b) 1♣ - 1♥/♠  
2♣ - 2♦ -> Note 11

c) 1♦ - 1♥  
2♦ - 2♠  
??

-2NT = Natural min.  
- 3♣ = Difficult bidding hand, usually asks for stopper in ♣  
- 3♦ = min 6+ cards  
- 3♥ = 3 cards in ♥  
- 3♠ = singleton spade and 3♥ support  
- 3NT = Max

d) 1♦ - 1♠  
2♦ - 2♥  
??

- 2♠ = 3 cards in ♠
- 2NT = Natural min.
- 3♣ = Difficult bidding hand, usually asks for stopper in ♣
- 3♦ = min
- 3♥ = 4 cards in ♥
- 3♠ = 3♠ cards max
- 3NT = Max.

### Note 11 After 1♣ Opening

- 1♣ - 1♦/♥/♠ = 4+ cards. +6HCP. Priority to show majors
  - 1NT = 6-10 HCP balanced
  - 2♣ = natural 6-9 HCP with 5+ ♣
  - 2♦/♥/♠ = Slam interest in bid suit.

- 1♣ - 1♥
- 1NT - 3♥ = slam try
  - 3♠, 4♣/♦ = autosplinter

- 1♣ - 1♥
- 2♣ - 2♦
- ??
- 2♥ = 3♥ cards
- 2♠ = Difficult bidding hand, usually asks for stopper in ♠
- 2NT = Natural min.
- 3♣ = Natural weak
- 3♦ = Natural 4♦
- 3♥ = 3 cards in ♥ Max
- 3♠ = singleton spade. 6,3,3,1
- 3NT = Max

- Similar when 1♣ - 1♠
  - 2♣ - 2♦
  - ??

- 1♣/♦ - 1♥/♠
- 3NT = Gambling. Solid suit with outside stopper

- 1♣ - 1♥/♠
- 3♦ = Artificial, 18+HCP FG with 6+♣, nothing about diamonds
- 1♣ - 1NT
- 2NT = 4,4,1,4 or 4,4,0,5 with +17 HCP

3♦ = same as over 1♥/♠

1♦ - 1NT

2ST = 18+ with 6+♦

Support ♣ after any relay id FG

1♣/♦ - 3♣/♦ = limit 9-11 HCP

1♣/♦ - 3♥/♠ = Pre-empt

1♣/♦ - 4♣ = Solid ♥. AKQ suit, no many points outside. Not with overcall. Ater, 4NT asks for length : 5♣=7 cards and 5♦=8 cards

1♣/♦ - 4♦ = Solid ♠. AKQ suit, no many points outside. Not with overcall. Ater, 4NT asks for length : 5♣=7 cards and 5♦=8 cards

1♣-1♥-2♥ = FG

1♣-1♥-2♥-Pass

2NT= balanced. Could be with no stopper. After 3♥ asks for stopper. First cue bid asks for distribution, second for stopper.

3♣ = Club suit and irregular hand

1♣ - 1♥-pass-1♠

Pass - 1NT = regular hand, nothing about stopper. 10HCP+. With less you could pass

- 2♣ = Good intervention +14HCP

- 2♥ = 6 cards

- 2♦ = +4♦

1♣ - 1♠ - Pass - 2♣ (always fit or strong hand +15HCP)

Pass - 2♥ = Strength not known. All voices below iteration of 1<sup>st</sup> suit could be weak

- 2♦ = The same. Undefined strength. After that, over 2♠ you could pass with minimum, say 3♠ with medium (11-13) or 4♠ with 14+

- 2NT = Regular hand 12+

1♣ - 1♥ - pass - 1♠ = good hand, but you could pass if you have said 1♥ with minimum

1NT = 9-11

2♣ = Cue. Invitational or more

2♠ = 6+cards and forcing

## Note 12 We overcall 1NT

1♣/♦ - 1NT - pass - ?? We use standard staymen and transfers. We don't hear the opening.

1♥/♠ - 1NT - pass - ?? . All voices are transfer, except transfer to opening suit that is stayman

2x\* - 2NT - pass - ?? \*(Precision, multi, any 2 weak) We answer as over 2NT opening against 2♣/♦

Over 2♥/♠ all voices in transfer, except transfer to opening suit that is stayman

1x - pass-pass-1NT = 11-14HCP. After this NT we use stayman and transfers over minors and only transfers over Majors same as over 2<sup>nd</sup> position.

1x – pass-pass-2NT = 18-20 HCP

### **Note 13: Doubles, Cue bids, Jumps, NT bids vs pre-empts**

Double vs Pre- is for take out up to 4♠

2NT voices over any kind of 2 weak is 16-18HCP balanced

Jumps are strong over any Pre-empt

2♦(weak) - 3♦ = 5-5+Majors

2♥/♠(weak) - 3♥/♠ = 5-5+ minors

- 4♣ = ♣ + other Major

- 4♦ = ♦ other Major

3♣/♦ - 4♣/♦ = Majors

4♥ - 4NT = minors

4♠ -4NT = Any two suiter

1♥ - 3♠ - Dbl = Take out, usually asking for stopper to play 3NT

- 3NT = to play

- 4♣/♦ = Control and slam try in ♥

- 4♥ = to play

1♥ -2♠ - Dbl = take out

- 3♠ = forcing with fit

- 4♥ = to play

### **Note 14: Special slam agreement:**

When ♥ or ♠ are agreed at 3 level, 3NT is slam try without singleton. Any other is singleton

Examples:

1♣ - 1♠

3♠ - 3NT = slam try with no singleton

1♠ - 2♣

2♦ - 3♠

4♣ = singleton ♣. In this kind of sequence we always show the singleton, no matter strength.

3NT = 5-4-2-2 with slam interest

4♠ = 5-4-2-2 with no slam interest

### **Note 15: Competitive biddings:**

## A) After our 1 level opening

### Vs overall:

- Dbl is negative through 4♠
- New suit is forcing by unpassed hand (Except 1m-2♥-2♠. This is the only one no forcing)
- 2NT is natural ( invitacional ), also with jump.
- Cuebids over ♥/♠ opening are raise with invitational values
- Cuebids over ♣/♦ opening are FG. Usually asks for stopper
- Direct jump raises are pre-empt over Majors and invitational over minors
- 4NT is blakwood
- Jump in a new suit is slam try

### Vs Double:

- Redouble = looking for penalty
- 1 level suit = forcing 1 round
- 2 level suit = No forcing (jump or not )
- Support at next level are standard weak raises
- Truscott: 2NT= 9-11HCP invitational with 3-4 cards fit and 3 NT= 12-14HCP the same.
- Over ♣/♦ -> 3 level support are invitational and 2NT pre-

### Vs 1NT overall:

1♣/♦ - 1NT - ??

- Dbl = penalty
- 2♣ = Michaels: 5-4 Majors. After 2♦ asks for better Major
- 2x = Natural not forcing

1♥/♠ - 1NT - ??

- Dbl = penalty
- 2x= natural not forcing
- 2NT = invitative, fit with good hand

## b) After our 1NT opening

### Vs overall :

- When suit is natural:
  - Dbl = penalty
  - 2 level = natural not forcing
  - 2NT= Levenshol (Note 2)
  - 3 level = FG. The bidding of 3♥/♠ have inverted meaning!!!
  - 3NT = to play with stopper
  - 4♣ = Majors
  - 4♦ = Texas for ♥
  - 4♥ = Texas for ♠
- When suit is artificial



- Dbl = penalty in artificial suit bid
  - Pass and after double is for penalty
  - Rdbl and after dbl is also for penalty
- When the suit is overcalled in jump
    - Dbl = Take out
    - New suit = FG

#### **Vs Dbl:**

- When dbl shows points: Redouble is for penalty and any suit is natural no forcing
- When dbl is artificial: system on (stayman, transfer...)

#### 1NT- Pass - 2♣(Stayman) – Dbl

- Pass = No majors, nothing to say
- Redouble = Propose to play. Length in the suit
- 2♦ = 5+ ♦ no majors
- 2♥/♠ = 4+ cards

#### 1NT- Pass - 2♥ (Transfer) – Dbl

- Pass = No fit
- Redouble = Propose to play. Length in the suit
- 2♠ = fit, 3-4 cards
- 2NT = Good hand with 3 cards support. After 3♥ is transfer again
- 3♠ = 4-5 support cards
- Any other suit = Fit and Max

#### **c) After our 2♣/♦ opening**

##### **Vs overcall**

- Dbl = penalty
- Pass = Nothing to say, could be waiting for
- Cue bid = any 2 suiter
- New suit = Natural and positive

##### **Vs double**

- Rdbl = Length in that suit, Propose to play
- Pass = Nothing to say, could be waiting for
- any suit = Natural and positive

#### **d) After our Pre-empt**

##### **Vs double**

- Rdbl = Suggests playing for penalty. Creates a force to the next level of opener suit.
- New suit = Forcing. May be lead directional

##### **Vs overcall**

- Dbl = Penalty
- New Suit = FG
- 2NT = Forcing and asking

**e) Other competitive situations (some examples):**

1♥ - 2♣ - 2♥ - 3♣

- ??
- Pass = Nothing to say
- 3♦ = Game invitation, any kind of hand
- 3♥ = competitive, to play
- Dbl = For penalty. Is game try only when there is no space between us; for example( 1♥-2♦-2♥-3♦-X = game try )

1♣ -Dbl - 1♠ - ??

- Dbl = penalty
- 2/3/4♠ = Natural
- 2♣ = Cue bid

1♣ -Pass - 1♠ - ??

- Dbl = Natural take out. Asks for other suits
- 1NT = 2 Unbid suits. 5-5+ at least. Strength not specified
- 2♠ = Natural, 6+♠

1♥ - Pass- 2♥ - 2NT = minors 4-4+

1♥ - Pass- 4♥ - 4NT = minors 5-5+

1♠ - Pass- 2♠ - 2NT = any two suiter

1♠ - Pass- 4♠ - 4NT = any two suiter

**Note 16: Micaels defense:**

1♣ - 2♣(michaels) - ??

- Dbl = For penalty at least at 1suit
- 2♦ = positive, but no forcing
- 2♥/♠ = asking for stopper to play 3NT. The suit we say is asking for stopper in that suit. 2♥ doesn't guarantee ♠ stopper. Oppener says 2NT with regular hand, stopper doesn't mind
- 2NT = Natural, invitative
- 3♣ = Limit bid
- 3♦ = Natural and forcing

Over 1♣ - 2♦ or 1♦-2♦ is similar

1♥ - 2♥(Micael) - ??

- Dbl = For penalty at least at 1suit
- 2♠ = Limit raise or more
- 2NT = Natural , invitative
- 3♣/♦ = Positive but not forcing. Forcing is Dbl and after the suit
- 3♥ = Competitive
- 3♠ = splinter
- 4♣/♦ = splinter

1♠ - 2♠ - ?? similar as over 1♥-2♥

1♣ - 2NT(Micael) - ??

- Dbl = For penalty at least at 1suit
- 3♣ = limit bid
- 3♦/♥ = asking for stopper to play 3NT. The suit we say is asking for stopper in that suit
- 3♠ = Natural FG

1♦ - 2NT(Micael) - ??

- Dbl = For penalty at least at 1suit
- 3♦ = limit bid
- 3♣/♥ = asking for stopper to play 3NT. The suit we say is asking for stopper in that suit
- 3♠ = Natural FG

1♥ - 2NT(Micael) - ??

- Dbl = For penalty at least at 1suit
- 3♣ = Limit support or more
- 3♦ = 5+♠, Forcing
- 3♥ = Competitive
- 3♠ = Natural 6+ ♠, not forcing

1♠ - 2NT(Micael) - ??

- Dbl = For penalty at least at 1suit
- 3♣ = FG 5+ ♥
- 3♦ = Limit support or more
- 3♥ = Natural 6+♥, not forcing
- 3♠ = Limit bid

**Note 17: Splinters:**

1♥ - 3NT = Splinter ♠ 12+. Is natural when overcall

1♠ - 3NT = any weak splinter 9-11HCP. After 4♣ asks for the singleton. Not to apply when overcall

1♥- 3♠ = any weak splinter 9-11HCP. After 3NT asks for the singleton. Also with overcall when jump is possible.

1♥ - 4♣/♦ = splinter 12+ , also with overcall when jump is possible

1♠ - 4♣/♦/♥ = splinter 12+ , also with overcall when jump is possible

1♠ - 2♥

3NT = any weak splinter 12-14HCP. After 4♣ asks for the singleton. Not to apply when overcall

### **Note 19 Artificial opening defense:**

#### **Against 1♦ Precision**

- Dbl = take out over ♦

- Any 1 level = natural, as over 1♦ natural

- 2♦ = Michaels, majors

- 3♦ = Natural +12 HCP

1♦(precision) - 1♥/♠/2♣ - pass - 2♦ = cue bid

#### **Against 2♦ Multi:**

- DBL = Take out over ♠. When we have t/o over ♥, first pass and after dbl.

- 2♥/♠ = Natural 5+

- 2NT = 16-18. After stayman and transfer

- 3♣/♦ = Natural 5+

- 3♥/♠ = Natural but 16+

2♦ - pass - 2♥ - ??

- Dbl = T/O over ♥

- Pass and after 2♠ double = T/O over ♠

- 2NT = 16-18

- Pass and after 2♠, bid 2NT = any 2 suiter (competitive)

#### **Against 1♣ Polish Club:**

Same defense as over 1♣ = 3+

#### **Against 2♣ Precision:**

- DBL = T/O
- 2♦/♥/♠ = natural 5+
- 2 NT = 16-18
- 3♣ = Majors
- 3♦/♥/♠ = Pre-
- 4♣ = Majors with great distribution or strength

### Against Multi -2- opening systems:

- Dbl = T/O over weak suit, if only one. If 2 weak suiter over the highest. Lebenshol on
- Bid weak suit if only one = Micael cuebid
- Any suit = natural and 12+
- 2NT = 16 -18
- Jump suit = Natural +16

### Against 2♦ Wilkosz-

- Dbl = t/o, balanced hand 12+ or any 18+
- Suit = Natural 12+
- 2NT = 16-18
- Jump suit = Natural +16

### Against 2♣ which shows either strong hand or 2♦ weak:

- Dbl = 12-15 balanced
- 2♦ = T/O over ♦
- Any suit = natural and 12+
- 2NT = 16 -18
- Jump suit = Natural +16

After 2♣ - pass - 2♦ - ?? -> As over 2♦ weak

2♣ - Pass - 2M or 3 any suit: Double is take out

2♣ - pass - 2♦ - pass  
pass - dbl = Penalty

2♣ - dbl - pass - ??

- Pass = Could be with ♣ or weak balaced hand
- 2♦ = cue bid. Does not promise a rebid
- 2♥/♠ natural weak
- 2NT = Invitative
- 3 any = Natural invitative

2♣ - dbl - 2♦ - ??

- Dbl = responsive t/o

- 2♥/♠ natural weak
- 2NT = Invitative
- 3 any = Natural invitative
- 3♦ = FG cue bid

2♣ - dbl - 2♦ - Pass

Pass - ??

- Dbl = 19-20 balanced
- Bids = Natural and strong
- jumps = Natural and forcing
- 2NT = 21-22

### Against 2♥ which is weak in both Majors:

- Dbl = T/O for the minors
- 2♠/3♥ = Asks for stopper to play 3NT
- 2NT = 16-18
- 3♣/♦ = Natural 12+

2♥ - pass - 2♠ - 3♥/♠ = Strong minor, asks for stopper to play 3NT

2♥ - pass - 2NT - Dbl = good hand

2♥ - pass - 3X - dbl = T/O  
- Others = Natural

2♥ - Dbl - Pass - ??

- 2♠ = asks for stopper in ♠
- 2NT = Natural, invitative
- 3m = to play
- 3♥ = asks for stopper in ♥

### Against 3♠ gambling at any closed suit:

- Dbl = t/o 16+
- 3NT = Majors
- 4NT = minors
- Suit = Natural
- Pass and later double = m + M

### Against 1♣ Precision:

- Dbl = show clubs, good hand
- Any suit = Natural overcall
- 1NT = 6+♣ pre-empt
- 2♣ = any two suiter

- 2 any = pre and natural

### **Note 20 Transfer-reply defence:**

1♣ - pass - 1♦(4+♥) - ??      Similar when is 1♥ transfer to ♠ and 1♠ transfer to 1NT

- Dbl = ♦

- 1♥ = Cue bid as if the bid is 1♣-pass-1♥-dbl

- 1♠ = standad overcall

-1NT = 5-5 ♦ + ♠

- any other = natural and weak

### **Note 21 Reverses:**

#### **A) Game Forcing Reverse**

- Any jump or 3 level reverse by opener is FG

- Any reverse by responder is FG unless he has passed originally. In that case 1 round forcing

1♥ - 1NT

2♠ = FG (could be with 6 bad ♥)

1♠ - 1NT

2NT = 18-19 balaced

-3♣/♦ = inverted ♦/♣ 6+ cards

- 3♥ = minors

- 3♠ = ♥ 5+

- 4♣ = 5♣/5♥ +

- 4♦ = 5♦/5♥ +

1♥- 1NT

2NT = 18-19 balaced

-3♣/♦ = inverted ♦/♣ 6+ cards

- 3♥ = 2 ♥ cards

- 3♠ = minors

1♠ - 1NT

3NT = 6 bad ♠ + 16-18

#### **B) Not Forcing Reverse**

1♦ - 1♠

2♥ - ??

- 2♠ = 5+ F1R, strength is not specified

- 2NT = Not Forcing

- 3♣ = FG, 4<sup>th</sup> Suit

- 3♦ = Limit bid not forcing. (After reverse support ♣ or ♦ is not forcing)

- 3♥ = slam try

1♣ - 1♥

2♦ - ??

- 2♥ = 5+ F1R, strength is not specified

- 2♠ = FG, 4<sup>th</sup> Suit

- 2NT = Not Forcing

- 3♣ = Limit bid not forcing. (After reverse support ♣ or ♦ is not forcing)

- 3♦ = Limit bid not forcing. (After reverse support ♣ or ♦ is not forcing)

- 3♠ = splinter with fit in ♦