DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE	EADS STYLE				
1 level $-8 - 17$ varies with vul/position		Lead	]	In Partner's Suit	CATEGORY: Camrose Trials 2022	
2 Level $-10 - 17$ varies with vul/position	Suit	2/4		2/4	NCBO:	
	NT	2/4		2/4	PLAYERS: Peter Pigot & Karel	
	Subseq	2/4		2/4		
	Other:					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
14-18 2 <sup>nd</sup> seat and 10-15 in 4th	Lead	Vs. Suit	1	Vs. NT		
System on over any 1NT (including protective)	Ace	Att (Ax, AK)		Att (Ax, AK)	GENERAL APPROACH AND STYLE	
	King	Count (AK, K	(Q)	Count (AK, KQ)	2/1, Aggressive	
	Queen	Att (KQ or Q	J or AQJT)	Att (KQ or QJ or AQJT)	RKC 1430	
	Jack	AJT, KJT, QJ	IT, JTx	AJT, KJT, QJT, JTx	1NT = 15 - 17, may contain a 5CM or rarely a 6 minor	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9x, T9x, T		HT9x, T9x, Tx		
Jump overcalls – Weak	9	H98x, 98x, 9x	x	H98x, 98x, 9x		
Unusual 2NT – Lowest 2 suits (wide range)	Hi-X	Even		Even		
	Lo-X	Odd		Ddd		
	SIGNALS IN	<b>NORDER OF</b>	PRIORITY [N	ote 9]		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partr	ner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cue = Michaels $(1m, 2m = \bigstar + \forall wide range)$ [Note 23]	1 O=E	nc/E = Dis	O=Enc/E = Dis	O=Enc/E = Dis		
1M, 2M = OM + minor (wide range)	Suit 2 Cour	nt (Hi/Lo=Even)	Count (Hi/Lo=E	Even) Count (Hi/Lo=Even)	2 = 4 + 4 + majors (<11  or big)	
Jump cue – stopper ask – usually based on long suit	3 Lavi	nthal/Suit pref	Lavinthal/Suit p	ref Lavinthal/Suit pref	$2 \blacklozenge = $ art big hand (equivalent of Acol 2 ♣ opener)	
	1 O=E	nc/E = Dis	O=Enc/E = Dis	O=Enc/E = Dis	$2 \vee /2 = 5 + \text{weak} (5-10) \text{ [Note 3]}$	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Cour	nt (Hi/Lo=Even)	Count (Hi/Lo=E	Count (Hi/Lo=Even)	2♣ = CBS always [Note 17]	
Hello [Note 4]	3 Lavi	nthal/Suit pref	Lavinthal/Suit p	ref Lavinthal/Suit pref	Lebenshol [note 18] SANS (also over reverse)	
$2 = \mathbf{*}$ 's or M\m	Signals (includ	ing Trumps):			Reverse Bergen	
$2 \bigstar = \bigstar$					Transfers over 1 + [Note 15]	
2♥ = Majors						
2 • = •			DOUBLES			
Dbl peno's (over weak) or <b>*</b> 's (over str)						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Style	; Responses; Red	pening)		
Neg dbl upto $4 \mathbf{v}$ . Double $4 \mathbf{v}$ = points. Double $4 \mathbf{A}$ and over penos	Upto 4♦ (4♥)	× v	, <b>,</b> ,	• •		
[Note 5+6]					1	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES	
Natural bids	SPECIAL, A	RTIFICIAL &	& COMPETITI	VE DBLS/RDLS	Over GF sequence Pass Forcing	
		es / Redouble 2 le				
OVER OPPONENTS' TAKEOUT DOUBLE	┫ ╞────				IMPORTANT NOTES	
1's and 2's forcing. 3 level tends to be fit bid.						
					PSYCHICS:	

K IF ICIAL					1	
TICH	MIN NO CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
	2+	4♦	11+2+ <b>♣</b> 's	1 level Transfers. Inverted minor, $2 \blacklozenge = 10/11 6 \blacklozenge$ Walshe. 2M = weak, $3 \clubsuit 6$ -9. 2NT is relay to $3 \clubsuit$	Bid stops up over inverted minor	
	4+	4♦	11+ 4+♦'s	Inverted minor [Note 8], $3 = 10/11 6$ 2M = weak, $3 \in 6-9$ . 2NT is relay to $3 = 10/11 = 10$	Bid stops up over inverted minor	
	5+	4♦	5+♥'s 11+	1NT - 6-11 NF, 2NT is relay to 3*, $4m/3$ splinter Rev bergen 2* = weak [Note 7]		
	5+	4♦	5+ <b>▲</b> 's 11+	1NT – 6-11 NF, 2NT is relay to $3 \clubsuit$ , rev bergen $1 \bigstar - 4 \lor$ splinter, $1 \bigstar - 3 \lor = 10-12 \And$ [Note 7]		
	bal		15-17 balanced	Stayman, 4 way tx's [Note 1] 3x = slam try, 4♣ = gerber	Break Major transfer= super accept	
~	4+/4+		4+▲\4+♥ and ( 6-10 or Big) [Note 14]	Enquiry, 4m splinter	Balanced	
~			Strong Acol 2 type hand points or tricks		2NT = 22/23. 3NT =24/25	$3 \clubsuit =$ Puppet [Note 2] $3 \bigstar/3 \bigstar/3 \aleph/3 NT =$ transfers
			5+♥'s (weak 5-10)	Splinter. 4NT = modified RKC [Note 3]		
				Splinter. 4NT = modified RKC [Note 3]		
	bal		20+-22 Balanced	$3 \bullet = Puppet, 3 \bullet / 3 \bullet = transfers, 3 \bullet = \bullet 's$ $3NT = \bullet 's [Note 2]$	(see notes for responses to 2NT)	
	6+(7+)		6+ <b>&amp;</b> 's 2-10 hcps	<ul><li>3x nat 1RF. 3NT to play. 4M ctrl ask. 4 ♦ keycard.</li><li>4NT ctrl ask in diamonds</li></ul>		
	6+(7+)		6+ ♦'s 2-10 hcps	<ul> <li>3x nat 1RF. 3NT to play. 4♣ Keycard. 4M ctrl ask.</li> <li>4NT ctrl ask in ♣</li> </ul>		
	6+(7+)		6+♥'s 2-10 hcps	3 A nat 1RF. 3NT to play. 4m & 4 A ctrl ask. 4NT modified RKC		
	6+(7+)		6+ <b>▲</b> 's 2-10 hcps	3NT to play. 4m ctrl ask. 4♥ to play. 4NT modified RKC		
$\checkmark$	7+		Long solid minor no outside stop	4♣ pass or correct. 4♦ ask for singleton. 4M control Ask in M		
	7+(8+)		7+ suit, weak (5-10)			
		$ \begin{array}{c} 2+\\ 4+\\ 5+\\ 5+\\ 5+\\ 5+\\ 5+\\ 5+\\ 5+\\ 5+\\ 5+\\ 5$	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	$2+$ $4 \bullet$ $11+2+\bullet$ 's $4+$ $4 \bullet$ $11+4+\bullet$ 's $5+$ $4 \bullet$ $5+\bullet$ 's $11+$ $bal$ $15-17$ balanced $\checkmark$ $4+/4+$ $4+\bullet/4+\bullet$ and (6-10 or Big) [Note 14] $\checkmark$ $5$ $5+\bullet$ 's (weak 5-10) $5$ $5+\bullet$ 's (weak 5-10) $5$ $5$ $5+\bullet$ 's (weak 5-10) $5$ $bal$ $20+-22$ Balanced $6+(7+)$ $bal$ $20+-22$ Balanced $6+(7+)$ $6+(7+)$ $6+\bullet$ 's 2-10 hcps $6+(7+)$ $6+(7+)$ $6+\bullet$ 's 2-10 hcps $6+(7+)$ $6+(7+)$ $6+\bullet$ 's 2-10 hcps $7+$	2+4•11+2+•'s1 level Transfers. Inverted minor, $2 \bullet = 10/11 6 \bullet$ Walshe. 2M = weak, $3 \bullet 6-9$ . 2NT is relay to $3 \bullet$ 4+4•11+4+•'sInverted minor [Note B], $3 \bullet = 10/11 6 \bullet$ 5+4•5+•'s 11+INT-6-11 NF, 2NT is relay to $3 \bullet$ 5+4•5+•'s 11+INT-6-11 NF, 2NT is relay to $3 \bullet$ , rev bergen5+4•5+•'s 11+INT-6-11 NF, 2NT is relay to $3 \bullet$ , rev bergen5+4•5+•'s 11+INT-6-11 NF, 2NT is relay to $3 \bullet$ , rev bergen6++/+4+/+5+•'s 11+INT-6-11 NF, 2NT is relay to $3 \bullet$ , rev bergen6+/+/+4+/4+4+/+INT-6-11 NF, 2NT is relay to $3 \bullet$ , rev bergen6+/+/+4+/+/+4+/+/+INT-6-11 NF, 2NT is relay to $3 \bullet$ , rev bergen7/4+/4+4+/+/+INT-6-11 NF, 2NT is relay to $3 \bullet$ , rev bergen1015-17 balancedStayman, 4 way tx's [Note 1]3x = slam try, 4* = gerber2.• = relay, 2/3/Mt to play, 3m to play, 2NT - 15-1811InvertexStrong Acol 2 type hand points or tricks2.• = relay, any other bid positive & natural7/4+/4+4+/+/+4+/+/+55+•'s (weak 5-10)2NT Feature enquiry. New suit forcing, 4m/3 • Splinter. 4NT = modified RKC [Note 3]55+•'s (weak 5-10)2NT Feature enquiry. New suit forcing, 4*/4m Splinter. 4NT = modified RKC [Note 3]65+•'s (weak 5-10)2NT Feature enquiry. New suit forcing, 4*/4m Splinter. 4NT = modified RKC [Note 3]66+(7+)6+•'s 2-10 hcps3x nat 1RF. 3NT to play. 4M ctrl ask. 4• keycard. 4NT	2+4•11+2+4*s1 level Transfers. Inverted minor, 2• = 10/11 6•Bid stops up over inverted minor4+4•11+4+*sNevreted minor [Note 8], 3 = 10/11 6•Bid stops up over inverted minor4+4•11+4+*sInverted minor [Note 8], 3 = 10/11 6•Bid stops up over inverted minor5+4•5+*v is 11+INT - 6-11 NF, 2NT is relay to 3 •Bid stops up over inverted minor5+4•5+*v is 11+INT - 6-11 NF, 2NT is relay to 3 •, rev bergenBid stops up over inverted minor5+4•5+*v is 11+INT - 6-11 NF, 2NT is relay to 3 •, rev bergenBreak Major transfer= super accept5+4•5+*v is 11+INT - 6-11 NF, 2NT is relay to 3 •, rev bergenBreak Major transfer= super acceptbal15-17 balancedStayman, 4 way tx's [Note 1]Break Major transfer= super accept3× = stam ty, 4b = gerber2* = relay, 23/4M to play, 5m to play, 2NT - 15-182NT rebid = 21-23 both majorsf>v4+/4+4+0/4+v and (6-10 or Big)2* = relay, any other bid positive & natural2NT rebid = 21-23 both majorsgalanced5*5* (weak 5-10)2NT Feature enquiry. New suit forcing, 4m/3aSplinter. 4NT = modified RKC [Note 3]55* (* (weak 5-10)2NT Feature enquiry. New suit forcing, 4m/4anSplinter. 4NT = modified RKC [Note 3]55* (* (weak 5-10)2NT Feature enquiry. New suit forcing, 4m/4an55* (* * s 2-10 hcps3* ant IRF. 3NT to play. 4M ctrl ask. 4• keycard.6+(7+)6+*(* 2-10 hcps3* ant IRF. 3NT to play. 4m ctrl ask. 4NT6+(7+

# Supplementary notes

Peter Pigot and Karel

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# Note 1. Response to 1 NT Opening (15-17 hcp)

- 2. Non-forcing stayman does no guarantee Major unless game bid.
  - 2 No Major
    - 2♥/2♠ to play weak
    - 3m Natural 5+m/4M GF \*\*
  - 2♥ 4 card heart suit
    - 2▲ 4+spades
    - 2NT no 4 card major invitational
    - 3m Natural GF \*\*
  - 2▲ 4 card spade suit 2NT invitational (may or may not have 4♥'s)
    - 3m Natural GF \*\*
- **2**♦ Transfer to Hearts
- **2**♥ Transfer to Spades
- 2. Transfer to clubs. 2NT breaking the transfer like clubs
  - 3♣ weak with clubs
  - 3 5+clubs 4+ diamonds GF
  - 3M Shortage \*\*
  - 3NT to play
- 2NT Transfer to diamonds. 3. Breaking the transfer like diamonds
  - Pass or 3♦ to play
  - 3M Shortage \*\*
- $3 \neq 4 \neq 4$  slam tries
- 3NT Natural
- 4**\*** Gerber
- 4♦ Transfer
- **4**♥ Transfer
- **4**▲ Minors
- 4NT Quantative

Breaking a Transfer to a major shows 4+ support

Bid a suit is a super accept with a feature in that suit (by inference NO feature in a suit below) 2NT = Max with 4 card support and flat hand (4333 or 4432)

Lebenshol (SANS) and takeout doubles over interference

## Note 2. System over 2NT direct and via 2 •

Over strong 2NT Opening or 2 followed by 2NT rebid 3♣ = Puppet Stayman  $3 \diamond / 3 \lor =$  Transfer  $3 \bigstar^* = clubs$ 3NT\* = Diamonds 4 = Gerber $4 \diamond / 4 \lor = \text{Transfer}$  $4 \bigstar = \text{minors}$ 4NT = Quantitve5m = to playResponses to 3. Puppet Stayman  $3 \blacklozenge = \text{Has a 4 CM}$ .  $3 \neq = 4$  card  $\bigstar$  suit  $3 \bigstar = 4 \text{ card } \checkmark \text{ suit}$ 3NT = Natural $3 \forall / = 5$  card suit 3NT = No 4 card Major

Doubles are takeout over interference.

## Note 3. Responses to partner's opening 2♥/2♠

2NT = enquiry (normally 12+) 3M = 5-7; poor hand 3OM/3m = Feature K or A or stop for NT Any raise = 3 or 4 card support, tends to be pre-emptive

Over  $2 \checkmark$ ,  $2 \bigstar$  is natural and forcing for one round Splinters (ie)

 $2 \checkmark -4 \cancel{4}/4 \cancel{3} \checkmark = \text{splinter}$  $2 \cancel{4} -4 \cancel{4}/4 \cancel{4} \checkmark = \text{splinter}$ 

All 3 level bids in a new suit are forcing for one round.

- If max show feature, if min, rebid major

4NT is modified RKC (see note 14)

Over any overcall double is penalties. Over a double a suit bid is lead directional + support. Rdbl good hand, subsequent doubles are penalties.

#### Note 4. Hello over 1NT

Dbl = If strong NT shows otherwise penalty

 $2 = 5 + \phi$  or M/m  $2 \bullet =$  relay; pass or correct. 2M = 5 + M NF**2NT Enquiry** 3 = + a major3♦ asks which major  $3 \vee / 3 = nat$  $3 \blacklozenge = 5 + \blacklozenge$ **3**♥ = ♥ + ♦  $3 \bigstar = \bigstar + \blacklozenge$  $3 \neq /3 =$ natural fair hand  $3 \checkmark / 3 \bigstar = 6 +$ suit invitational  $2 \bullet = 5 + \bullet$  $2 \checkmark = \text{to play}$  $2 \bigstar = 5 + \bigstar NF$ 2NT = Enquiry $3 \neq /3 \neq /3 \triangleq$  Feature  $3 \mathbf{v} = \mathbf{Min}$  $3 \neq /3 = \text{Nat NF}$  $3 \mathbf{v} = invitational$ 2♥ = 4+♥ & 4+♠ Pass/2 = to play2NT = Enquiry3 = Min $3 \bullet = \text{equal length} > \min$  $3 \vee /3 = \text{Longer} > \min$  $3 \neq /3 = Nat 6 + suit, NF$ 3M = invitational4M = to play $2 \bigstar = 5 + \bigstar$ 's 2NT = enquiry. Feature responses as over weak 2 opener

2NT = 5 + /5 + in Minors

Applies in 4<sup>th</sup> position too. Applies even if passed hand.

# Note 5. Defence to 2 level pre-empts

Defence to Benjamin / Tartan Two / Weak nat. 2 •

- Double = takeout
- Suit = 5+ Nat opening bid NF
- 2NT = 15-18 balanced with relevant stoppers (System on)
- Cue bid = long running suit without stopper. (Partner bids 3NT with stopper or 4\* for conversion)
- 4m = leaping michaels (5+m/5+OM <u>NF</u>). 2 (4 •) is both majors.

# Defence to Multi 2 \*\*\*\*\*\*

- dble = a t/o double of either major or a big hand.
  - dble 2♥ dble = a take out of hearts 8+. If responder to the dble has hearts, partner will double again on the way out.
- 2M = 12+ pts, 5+ in bid major, ip short in the other major
- 2NT = 15-18 balanced with stoppers in both majors, system on
- 3 minor = To Play
- 3M = a good hand 6+ suit
- 3NT = to play
- 4m = nat NOT 5/5

Lebehsohl also used here in response to dbl

# Note 6. Defence to 4 level suit openings

4 ♣/4 ◆ Opening: Double = takeout 4x = Nat NF 4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)
4 ♥ Opening: Double = "points" (do the right thing partner)
4 ▲ = to play 4NT = 5/5 in minors (partner bids better minor)
4 ▲ Opening: Double = penalty 4NT = 5/5 in two suits (partner bids better minor, for conversion)

# Note 7. Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing Rev bergen raises  $(3 \triangleq 10/11, 3 \triangleq 6-9)$ 1NT=6-bad 11 2NT= relay to  $3 \triangleq$  and either 1) 3 card support 10/11 2) pre-empt in <u>not</u> openers suit 3) Other (void splinters) 1  $\checkmark$  -  $3 \clubsuit$  =splinter 1  $\bigstar$  -  $3 \checkmark$  = 10-12  $6 \checkmark$ 1M - 3NT = 13-15 flat, to play. Does NOT promise support. 1  $\bigstar$  -  $4 \checkmark$  = Splinter 1M - 4M = Natural

## Note 8 Inverted Minors

1m-2m = 10+, denies 4-card Major, bid stops up the line 1m-3m = constructive 6-9 [normally  $5+\clubsuit$  if  $1\clubsuit$  opened], frequently unbalanced 1m-1NT = 6-10 balanced  $1m-2NT = \text{relay to } 3\clubsuit$  pre-emptive raise in some suit

\*\*Inverted Minors do NOT continue after overcalls and doubles!! \*\* Inverted is still on even if you passed (eg) PP 1m P 2m

# Note 9 Signals + discards

Odd is encouraging, Even is discouraging in that suit Attitude is odd/even Natural count, normal suit preference (odd/even does not apply when giving count) If no appropriate card we play count

## Note 10 Unusual versus unusual

Defence of 2-suited overcalls (e.g. 1 v 2NT (minors))

Double	Penalty in at least 1 of the suits
Lower cue	Raise in partner's suit (nf) (eg 3 🏶)
Higher cue	Shows 4th suit and is forcing (eg $3 \blacklozenge$ )
Opener's suit	To Play
4th suit	Natural, non forcing

# Note 11 Enquiry over a major raise

2NT after raise of responder's major is an enquiry \*\*\*\*\* e.g. 1 ◆ - 1 ♥ - 2 ♥ - 2NT

- Rebid trump suit at 3 level is 4 trumps weak range.
- Game in trump suit is moderate hand and 5-4-2-2
- 3NT is 5-4-2-2, 4-4-3-2 and good cards in the 2-2.
- A jump in Om or OM is a splinter. (includes 4441)
- 3 of a new suit is 1345 shape

## Note 12. Reverse Drury

Responding after partner opens 1♥/♠ in 3rd position ONLY. Does NOT apply to 4<sup>th</sup> position

2. enquiry. Partner rebids the opening suit if min, other bids normal.

Note 13 Gazelli.

1♥/1♠ - 1X 2♣

2♣ is artificial to try and distinguish between various hands. 2♦ in response to 2♣ is a "constructive" relay 8+ forcing. Any other bid is natural.

Over 2♦ rebidding your original suit shows that major and clubs. Anything else is natural and a "good" hand (16+).

Not playing over 1

# Note 14. $2 \Rightarrow \text{ opener } 4 + \Rightarrow 4 + \Rightarrow \text{ and } (<11 \text{ or "big"})$

#### 2**&** shows

- $4+\bigstar/4+\heartsuit$  2-10, Not 4504 or 4414, decent vul and  $2^{nd}$  seat
- 4+♠/4+♥ <=4 LTC

#### Responses :

- $2 \blacklozenge$  ART either (1) No preference for either major
  - (2) Invitational 11-14 with one or both majors
    - (3) Invitational balanced 15-18 no tolerance for major
    - (4) ART any GF hand

#### Over 2♦

- 2♥ Equal length M's or longer H's < 11 points
- $2 \bigstar$  Longer spades < 11 points

#### Over 2M

- 3♣ ART GF
  - Partner relays with 3♦ and you set the suit GF
- 3 15-18 nat
- Raise 4\5M 11-14 invit

2♠ over 2♥ 4♠ invitational 2NT – 15 to 18 no tolerance for major

- $3 4/3 \bullet$  Minor feature, big hand
  - 2NT 20-22 balanced with both majors
  - 3M big hand 6+4+
  - 3NT 22+ balanced both majors
- 2♥/2▲ to Play 3♣\3◆ minor feature, big hand. Major raise blocking (6+\4+). 2▲ over 2♥, Nat NF 6\4. \*\*\*\*\* 2NT 20-22 balanced with both majors

#### 2NT ART 15-18 invitational

3**\***'s is a minimum (or 4/4) over which

- $3 \blacklozenge$   $3 \lor 3$  in the majors
- $3 \vee / 3 \land$  Nat invitational 3 + suit
- 3NT to play convertible
- 3 Equal length both majors (Not 4/4), positive
- 3♥/3♠ positive Nat

3♣/3♦/3♥/3♠	To Play
3NT	to play Not convertible
4m	Fit bid, leadable suit + support for one major
4♥/4♠	to play

#### RHO bids over 2\* opener

#### RHO dbls

Pass 5+(normally 6) clubs to play Rdbl asks partner to bid 2♦ over which you can pass with diamonds or any other bid is invitational. 2♦ bid longest major F 2M to play 3m to play 2NT – 15-18 enquiry 4m splinter

#### RHO bids 2x

Dbl = penos 2NT = enquiry Any number of a major to play 3m nat NF

RHO bids 3x

\*\* need to be careful here. ASK what 3x is. If pre-emptive bid accordingly (\*\*dbl = TO). If strong bid naturally with care (Dbl = penos).

# Note 15 Transfer Walshe over 1. opening

This only applies over a 1 & opening.

```
1 = 4 + 2
  Refuse transfer denies 3+ hearts
   1
          4+ spades (does NOT promise 5+ \blacklozenge)
   1NT denies a 4CM 11-14
         denies a 4CM 5+  (normally 6)
   2*
          no 4CM 5+/4+ reverse 1RF
  2 ♦
          4 hearts 11-14
  2 •
          4+ spades reverse (does NOT promise 5+ \blacklozenge)
   2
   2NT 18-20 Nat NF (no 4CM)
          14-17 6+*'s, NF
   3*
   3 \neq /3 \Rightarrow Splinter for hearts
```

- 1♥ = 4+ Spades 1RF Similar to above
- 1 ▲ = 4+ Diamonds 1RF (denies a 4CM unless GF) Similar to above

Nb over an opps double system on. System off over an overcall. If playing support dbls/redbls 1M is 3, 2M is 4, rdbl is good hand

NB 1 A 1x 1y 2 A is art forcing. 1 A 1x 1y 2NT is a relay to 3 A (see below)

# Sequence 1 1x 1y 2\*

2. is art forcing 11+.

Example

- 1♣ 1♦ 1♠ 2♣
- <mark>??</mark>

1  $\bigstar$  has denied 3  $\checkmark$  and shows 4/5  $\bigstar$  and must have 4+ $\clubsuit$ 

- 2 All other bids that cannot be shown. Forcing.
- 2♥ Ax, Kx or Qx in hearts (11-12)
- **2**▲ **5**▲/5+♣ (11-12)
- 2NT No Hx in hearts, D stop (11-12)
- 3♣ 5 good or 6+♣ (11-12)
- 3 ♦ Auto splinter for clubs (GF)
- 3♥ Ax or Kx or QX in hearts (13-20) GF
- 3▲ 5♠/5+♣ GF
- 3NT 18/20 balanced, no heart honor

Rebids at the 2 level from the 2.4 opener are invitational. <u>All other bids are Nat GF</u>. Always assume opener is min.

# Sequence 1 + 1x 1y 2NT

1**↓** 1 ♦ 1▲ 2NT

<mark>??</mark>

2NT is a relay to 3. Breaking the relay is nat and shows a big hand. Over 3. relay

 $3 \blacklozenge \qquad 4/5 \blacktriangledown + 5 + \blacklozenge (11-12)$ 

- <mark>3♥ 5♥/5♣ (11-12)</mark>
- 3▲ 4♥/4▲/4+♣ (11-12)
- <mark>3NT 16/17 nat</mark>

## Note 16 Modified RKC over a weak 2 or pre-empt

As a weak two or pre-empt can never have 3 keycards we can modify the RKC response to be more precise.

4NT RKC

- 5. No keycard
- 5 1 keycard
- 5  $\checkmark$  1 Keycard + Q
- 5▲ 2 keycards
- 5NT 2 keycards +Q

# Note 17. Check Back Stayman (CBS)

Check back stayman is similar to NMF except it is ALWAYS 2♣. (eg) 1x 1y; 1NT 2♣ is CBS

Responses  $2 \blacklozenge = <3$  card support for suit y and min 2y = 3 card support for y min 2M = 4M, < 3 card support for y, min

2NT = <3 card support for suit y and max 3y = 3 card support for y and max 3M = 4M, < 3 card support for y, max

\*\*CBS is off if the opponents interfere.

As an aside 1x 1y; 1NT 2NT is a relay to  $3\clubsuit$ . Responder will pass if they want to play in clubs. 3y over the relay shows 5+y and 4♣ invitational. 3z shows 5y/5z invitational. To invite in NT bid 2♣ then 2NT. 3NT over the relay should be quantitive stronger than 3NT direct. \*\*\*\*\*\*\*

#### Note 18. Lebenshol

When the opponents overcall or 1NT (or in response to a double by pd of a weak 2 opening) – 2NT is a puppet to  $3\clubsuit$ . This allows us to distinguish between signoff and GF hands. SANS (slow arrival no stop).

```
1NT (2♦) .. ?
```

```
Dbl - cards

2^{2}/2 \doteq -weak to play

2NT - relay to 3 \ddagger

Over the 3 \ddagger by pd

Pass is to play

3 \blacklozenge is \blacklozenge stop enquiry / 4CM enquiry

3M - 4/5M

3NT \blacklozenge stop

3M is invitational 5/6 CM

3NT values for 3NT NO \blacklozenge stop

3 \ddagger -5 + \ddagger GF

3 \blacklozenge = Cue GF staymanic

3^{2}/3 \ddagger -5/6 + M GF

3NT to play \blacklozenge stop

4M to play
```

Over a weak two opener by LHO, dbl by pd, pass RHO. 2NT is again a relay to 3<sup>+</sup> generally weak with the aim to sign off in a suit. A direct bid is nat and forcing. 2NT as natural is NOT available.

If the opps dbl 1NT penos or otherwise, system is on. Rdbl is a relay to 2. to escape to 2m

#### Note 19. Interference by opps

#### **Over an overcall**

1+2's forcing

2NT is a relay to  $3 \clubsuit$  (eg) either a spade raise or a weak pre-empt hand or possibly a  $6 \clubsuit$  invite in some circumstances Cue is forcing (may be) looking for a stop or a good raise

#### **Over a double**

New suit 1 and 2 level forcing nat Jump new suit 3 level ip fit bid Jump new 4 level frequently splinter. 2NT is a relay to 3♣

# Note 20 When the opps interfere over stayman / transfer.

#### If opponents double transfer

Pass is no 3 card support Rdbl by responder is a re transfer. Any other bid natural as if double didn't happen

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there. Bid = same as if no double

#### If opponents double stayman

Pass = no club stop Rdbl by responder is a stayman ask again. 2M should be 5/4 weak

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there Bid = club stop + normal meaning

# Note 21 Good bad 2NT

We use the 2NT bid in competitive sequences to show hands which just want to compete to the 3 level. Direct bids are then better.

- The interference is at the 2 level
- LHO or RHO or both have bid.
- 2NT requests partner to bid 3.

Pass or any suit bid over the 34 is to play. A direct bid is constructive and a "good" hand.

\*\* note 2NT is used as a relay to 34 in a lot of situations

# Note 22 Defence to 3 level pre-empt

#### <mark>3x (??)</mark>

4m = Nat nf 3M = Nat nf 3NT to play 4M = nat nf Cue = 2 suiter depending on opening 4NT = 2 suiter (minors or weaker than cue) Double = points/ hand that's wants to bid

## Note 23 Michaels

1m (2m) shows the majors. 1M(2M) shows the OM and an unspecified minor

2NT over either is an enquiry. If the  $2^{nd}$  suit is unknown it enquires which it is. If the two suits are known it asks how good the michaels is (ie) 5/4, points in the suits, range etc.

# Other

In Principle, Help suit trials

1m 1M; 4m = -4 card support for major and 6 card minor (eg) AKQxxx or AKJTxx

lebenshol over a reverse (yes – agreed)

(1x) P (1y) 2y/2x is natural.

(1x) P (1y) 1NT is Nat 15-18 system on

(1x) P (1y) 2NT is other 2 suits

(2X) dbl P ??? 2NT leb, 3y constructive, 4m GF \*\*\*\*\*

DOPI = Double zero Pass 1

 $1 \clubsuit P 2M = \text{weak } 0-5 6 \text{ card suit.}$ 

 $1 \clubsuit P 2 \blacklozenge = 6 \blacklozenge 10/11.$ 

1 ♦ P 3 ♣ = 6 ♣ 10/11

1NT (2x/3x) dbl is "points / TO" depending on the meaning of bid