

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS Notes 6 and 7	
Nat nf 1-level 7-17 hcp nv , 9-17 hcp vul. 2- level opening strength and good 5-card suit or better. USC 10hcp+. New suit nat F if responder has passed, NF otherwise, Ghestem.	
Protective: 1-level suit =up to 13hcp; 2-level suit = 14-17hcp; Michaels.	

1NT OVERCALL	
Direct 1nt 15-17 hcp ; X then lowest nt 18-19 hcp Protective 1nt 11-14hcp ; X then lowest nt 15-18hcp 2nt 19-21hcp System on if responder (opener in case of protective) passes, otherwise continuations natural.	

JUMP OVERCALLS	
Direct: 5-9hcp, 6-card suit .Advancer's 2nt asks, o/c bids feature if upper range. Except : (1c)-2d= Ms ; (1c/1d/1h/1s)- 3c = Ghestem Protective: 2 level suit 14-17 hcp, 5-card suit (with or w/o jump).	

DIRECT & JUMP CUE BIDS	
(1d/1h/1s) – cue = Ghestem (direct only, not protective). Protective cue: of m = Ms ; of M= OM+ m Jump cue is nt stop ask , except (1c)-3c is Ghestem (d & s).	
Against 1NT Note 8. X of weak nt by unpassed hand is penalty; otherwise X = 54ms. Multi-Landy.	

Against pre-empts. Note 9	
Take-out X (with Lebensohl over weak2); New suit (except 4m) nat const nf . 2NT 16-19 hcp , system on if responder passes. (weak 2)- cue is nt stop ask Leaping Michaels over weak 2. Non-leaping Michaels over weak 3.	

Against Opponent's interference over 1-suit opening. Note 2.	
Against o/c : neg X ; jump shift 0-5hcp 6-card; splinter;cue GF;. support and nt nat limit ; new suit nat F . Against t/o X : XX with 10+hcp without support ; 2nt =10+hcp with support , new suit NF ; raise nat limit, jump raise pre-empt; Jump shift 0-5 hcp 6-card suit. Against Michaels/Ghestem. Raise competitive, cue inv raise, new suit F, nt nat. ; X penalty co-op.	

Against Opponents Strong Openings	
Suit nat nf; wjo ; X= Ms 54+ ; lowest NT= ms 55+	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2 nd /4 th , MUD	4 th , MUD
NT	4 th , ToN	4 th , ToN
May lead high through dummy's known or expected strength.		
Subseq leads based on remaining holding, occasionally suit preference.		

	Vs. Suit	Vs. NT
Lead		
Ace	denies K	denies K
King	AK KQ (+)	AKQ AKJ KQJ KQ10 (+)
Queen	QJ10 QJ9 (+)	QJ10 QJ9 AQJ (Q or A) (+)
Jack	J109 J108 KJ10 AJ10 (+)	J109 J108 AJ10 KJ10 (+)
10	1098 H109 (+) 10x	1098 10x A109 K109 Q109
9	98(+) 9x	98x 9x
Hi-X	X x H x	Xxx(+) H x
Lo-X	x X x (x)	

SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A? att wrt K	Trumps- occ SP	Odds and evens.
Suit 2	K? count	Count	Odd-like ; Even- dislike, and SP if feasible.
3	Occ SP		
1	A? att wrt KQ	Count	
NT 2	K/Q unblock J/10, or count	Occ SP	

Standard count, standard attitude.
All signals used with discretion wrt informing declarer, cards held.

DOUBLES	
Note 10	

Take-out Doubles to 4 spade level.
Negative doubles to 4 diamond level.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS	
Lead directing against slam (Lightner) and 3nt. Maximal doubles Competitive doubles to 2S. Responsive doubles to 4d Balancing/re-opening doubles to 4d. 1c-(p)-1d-(1s)-X= Hearts 1c-(1d)- X shows both Ms. X of transfer bid , of Stayman ,of Texas 4m= suit bid and values	

W B F CONVENTION CARD	
Teltscher Trials 2024	
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GENERAL APPROACH AND STYLE	
5542 1-level suits openings nf	
Strong NT	
2c art strong F ; 2d 2h 2s weak	
3-level and 4-level suit openings pre-empts	
Gambling 3nt	

SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
KCB 14/30 . Gerber.	
New minor forcing.	
2/1 GF ; 1M-1nt up to 12 hcp	
Lebensohl FAST	
Smolen	
Jacoby / Bergen style 4-card support M raises.	
Fourth suit . Nat F at 1-level; art GF otherwise	
Stayman response to 1nt; Puppet Stayman response to 2nt	
Ghestem	
Splinters	
Leaping and non-leaping Michaels .	
Lead directing doubles against slams (Lightner) and against 3nt	
Lightner Doubles	

SPECIAL FORCING PASS SEQUENCES	
Suit opening (incl pre-empt)-(X)-XX Interference over our 2c or 2nt opening. Opps overcall our constructive game contract or GF sequence.	

Psychics Rare	
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Note 1 . Continuations after 1M opening .

3-card support. 0-3 hcp pass; 4-6 hcp 1nt ; 7-9 hcp raise; 10-12 hcp 1nt; GF strength splinter or bid new suit (1s-2c may be 3-card) then DGR.

4-card support . 0-5 hcp jump raise(with discretion vul) ; 6-8 hcp raise; 9-10 hcp 3d; 11-12 hcp 3c ; GF splinter or 2nt Jacoby.

6-card OM . 0-5 hcp jump shift .

1H-1S nat, and 1H-1nt denies S suit.

Other : 6-12 hcp 1nt; 2/1 GF ; 3nt 13-15 hcp . 1s-2c might be 3=4=3=3 with game-going strength.

1M-2nt (Jacoby)-? Jump shift by opener is nat 55 ,and second suit is good quality ; 3-level new suit is shortage. With neither a good second 5-card suit, nor a void/singleton, show hcp range: 3 of agreed M = 16+ hcp ; 3nt= 14/15 hcp ; 4 of agreed M = 11-13 hcp.

1M-1nt-? Pass Bare opening , no game prospect opposite 12 hcp; no second suit (except 4=5=2=2) .

2m longer minor , nf (not necessarily a 4-card suit, and c bid if equal length so 2d will always be 3+ cards). 1h-1nt-2c could be 4=5=2=2 ; 1s-1nt-2c could be 5=3=2=3 .

1s-1nt-2h 4-card +, nf.

1s-1nt-2s 6-card, nf .

6-card, 16+ hcp, inv . pass/3nt/4s nat nf ; new suit cue with s slam interest (rare).

After opener's lower range continuations -? pass ,revert to opener's first suit, or bid a new suit nat nf; 2nt/ raise of either of opener's suits to 3-level shows 10-12hcp.

After opener's strong nf continuations (2nt or jump rebid)-? pass , convert 2nt to 3-opener's M (4-6hcp and 3-card support), nat nf. Other bids are GF, and 4-level m cue, with 3-card support and slam interest.

After opener's Reverse (1h-1nt-2s) nat F-? 2nt/3nt/3h/4h nat nf ; 3m nat F; 4-level m cue, with 3-card h support and slam interest.

After opener's jump shift -? 3nt ,3-opener's M (4-6hcp and 3-card support) nat nf; raise of second suit , 4-opener's M nat 10-12 hcp ; 4-level new m cue, with 3-card M support and slam interest.

Note 2 . Opponent's interfere over our 1- level suit opening.

We broadly revert to natural bidding when the opponents interfere over our 1-level suit opening .

We use Maximal doubles in competitive auctions to distinguish full-valued support from distributional competition.

Opponents overcall : With support: raise to appropriate level , though a simple raise may be light. Splinters used, but no Bergen/Jacoby/ inverted minors.

1nt, 2nt,3nt are all natural nf ;

new suit nat F, 5+card except 1c- (1d)- 1M can be 4-card as 1c-(1d)-X shows both Ms;

Any jump shift 6-card suit 0-5 hcp NF ;

Negative doubles through 4d , normally with 4-cards in the OM if any ;

Cue is GF, usually with interest in a NT stop.

Opponents t/o double : With support : raise may be a little light ; jump raise 4-card support , 0-5 hcp. ; 2NT is limit raise to 3-level +. Splinter GF.

Without support: 1nt 6-10 hcp; XX = 10+hcp (creates forcing pass) ;

New suit nat nf.

Jump shift 6-card 0-5 hcp nf.

Opponents Ghestem/Michaels : Raise competitive, lowest available cue inv. raise.

X penalty if o/c suit is one of overcaller's suits, or initiates co-operation in penalty doubling/forcing pass if artificial.

new suit nat F .

nt at any level natural limit.

Note 3. Continuations after 1nt opening.

Stayman (non-prom), 4-suit transfers, 3c 55ms weak, 3d 55ms strong, 3M shortage (no 4-card M, no 55 m), Gerber, 4d/h transfers, 4nt/5nt quant.

Stayman 2c. Includes inv. (8/9 hcp) hands with no M; hands with one or both 4-card Ms and inv.+ hcp; weak hands with 54 Ms ; GF hands with 54 M ; weak hands with a long m and a 4-card M ; and weak 3-suited hands with short clubs

1nt-2c- 2d- ? 2nt inv with/without M;

3nt nat with one or both 4-card Ms.

2M longer of 54 M, weak, nf ;

3M Smolen (4- card M, 5-card OM) GF ;

pass weak with long d + 4-card M, or 4=4=4=1/ 4=4=5=0 weak ;
3c weak with long c + 4-card M.
1nt- 2c- 2h-? 2nt inv ,no M ;
2s inv, 4-card s;
3m weak with long m and s nf ;
3nt nat with 4-card s suit.

1nt- 2d/2h -? M suit transfer . Can be weak, can be 54M inv, can be GF / slam inv.
Opener with max and support should break the transfer with 2nt (3-card support) or 3M (4-card support). After 1nt-trs-2nt, responder can re-transfer at 3-level then pass or raise to game.
1nt- 2d-2h- 6h 5-card h suit, choice of slam. (with 6-card M trs at 4-level)
1nt- 2h-2s-3h or 1nt-2d-2h-2s 54M inv. (Weaker or stronger would go through Stayman)
1nt-2h-2s-4s 6-card, mild slam interest but weaker than 4-level transfer and continuation.

1nt-2s/2nt -? Minor suit transfer(s for c, nt for d) , 6 +card suit. Initially weak , can also be GF +, and may have a 2nd suit .
Opener with Hxx and max should break the transfer (1nt-2s-2nt / 1nt-2nt-3c)
1nt-2s-3c-3h = 6c, 4h GF+

1nt- 3c-? Pass/correct.
1nt-3d -? 3nt to play.
3M 5-card M . Continuations : with 3-card support (355) raise to 4M nf or cue OM slam interest ; with 5521 or 553 (OM) responder bids 3nt (opener can pass, or bid 4 m or 5m(weaker).
4m preference, slam interest
5m preference, no slam interest.

1nt- 3M -? 3 OM 5-card M.
3nt to play
4m scramble .

1nt-4c-? Step responses 0,1,2,3,4 Aces , and DOPI or ROPI over interference . Responder subsequently bids 5c asking for number of Ks held, or signs off.

1nt -4d/h -? Opener must accept transfer. Responder with no slam interest passes, otherwise cues, or 4nt KCB, or 5nt GSF.

1nt- 4nt / 5nt -? Opener can pass 4nt , or if bidding on (must over 5nt) , can bid a 5-card suit en-route , offering a choice of slam .

Responder with 4-card M . 0-7hcp pass. 8-9 hcp Stayman then invite . 10+hcp Stayman then bid game / invite slam/bid slam . Responder with 5-card M. Transfer, then pass/ invite/ bid game/invite slam/ bid slam.
Responder with 54 or 55 M. 0-7 hcp Stayman, then bid better M over 2d . 8/9 hcp transfer to best M , then continue OM inv . GF hcp Stayman then Smolen (54), or transfer and then jump in OM(55).
Responder with 6-card M. 0-6 hcp trs at 2-level then pass . 7/8 hcp trs at 2-level then self-raise to 3-level inv. GF trs at 4-level then pass or explore/ bid slam; or transfer at two level then self-raise to 4-level showing slam interest.
Responder with 6-card m. 0- 6hcp : pass , or transfer then pass. 7-8 hcp: transfer then if opener breaks the transfer accept inv if suitable (with semi-solid suit might bid 3nt directly) .With GF transfer to m then bid 4-card M, or 3nt; or cue other m or raise to 4m (slam interest);, or raise to 5m (no slam interest) ; or, instead of transferring use Gerber (remembering 5c not available as sign-off).
Responder with 4M 6m. Weak . Stayman, then 3m if opener doesn't show your M ; Strong . transfer, then continue with 3M.
Responder with 55m. Weak respond 3c; GF respond 3d ; Inv ? Choice of pass/ 3c/3d.
Responder with 31M Weak pass. GF bid singleton M at 3-level. Inv? Choice of pass or 3M.

Note 4. Opps interfere over our 1nt.

X or XX shows at least inv values (8/9 hcp), and an interest in defending. Where opponents suit(s) are unidentified, invites co-operation in penalty doubling. X of opponents suit overcall shows values, and suggests defending rather than competing, but doesn't guarantee a good trump holding.

FAST Lebensohl used with distributional hands, or where declaring seems better than defending (eg vul game v. X of non-vul opps)

1nt-(X)-? XX = 8/9 +hcp, creates forcing pass. System on.

1nt- (art bid)-? X shows values and interest in penalty doubling; creates forcing pass .

1nt- (suit overcall) -? X shows values , and unsuited for Lebensohl. Can be left in.

FAST Lebensohl. 2-level suit is nat nf , while 3-level suit is GF .

2nt is a relay for 3c, introducing nf lower suit or inv higher suit (that could have been bid at the 2-level) , cue bidding to show 4-card OM without a stop, or 3nt without a stop.

Direct cue of M overcall is 4-card OM with a stop

Direct 3nt is natural with a stop.

1nt-(2nt for ms) - ? 3c=stayman ,3d/3h= transfer.

1nt opener can reopen over interference with a take-out double, showing a max and shortage in the suit doubled.

Note 5. 2c opening . 23+ hcp semi-balanced, or Acol 2+.

2c- 2d. Relay . May have values, but not suitable for positive suit response.

2c- suit (other than 2d) . Nat, good 5-card suit, 7+ hcp .

2c- jump suit . Nat, semi-solid 5+card suit, little else. Opener picks a contract (including possibly 4nt after 4c/4d response).

2c-2d -?

2c-2d-2nt (23/24 hcp semi-balanced) NF. Continue as over 2nt opening.

2c-2d-3nt (25/26 hcp) -? 4c Stayman ,4d/h transfers, 4s 5s minors slam interest .

2c-2d-2M (6-card 17+ hcp, 8+ playing tricks) - ? 2nt 'double negative', opener can sign off at 3 level.

raise stronger than jump raise (which denies an A) .

new suit nat GF.

2c-2d-3m (9+ playing tricks) -? new suit natural, but lacking points or quality for immediate suit response;

raise stronger than jump raise (which denies an A) .

3nt nat nf.

Note 6. Overcalls .

1nt overcall , direct position . 15-17 hcp (55 in 2 lowest unbid suits by passed hand.) Continuations as after a 1nt opening if responder passes, natural otherwise.

1nt overcall, protective position . 10-14 hcp. Continuations as after a 1nt opening if opener passes, natural otherwise.

1-level suit overcall : 5+card, 7-17 hcp nv and 9-17 vul , not suitable for a WJO.

2-level suit overcall : opening hand and good 5-card suit .

Overcaller with a stronger hand will take-out double initially then bid a new suit or lowest NT.

(1x)-1y-(p)-? With support: 3-card support raise 6- 9 hcp ,cue 10+hcp ; 4-card support jump raise 0-8 hcp, cue 9+ hcp.

Without support: 1nt 8-11 hcp, 2 nt 12-13 hcp , new suit constructive F.

(1x)-1y - (2x)-? With support: 2y or 3y is competitive .

Without support: X is other two suits ,new suit constructive nf.

(1x)-1y- (new suit)-? With support: raise/jump raise/cue retain meaning.

X is unbid suit and tolerance for overcaller's suit ; new suit nat nf.

(1x)-1y-(3x)-? 3y is competitive, X is unassuming cue, with good defensive strength.

(1x)-1y- (1nt)- ? X is competitive (either both other suits, or one other and tolerance for overcalled suit); new suit nat NF; raise competitive, cue USC.

2m overcall. With support and strength normally USC, but 2nt shows Hxx support , a stop, and is invitational to 3NT if overcaller has extra points or length .Overcaller can pass, revert to 3m or raise to 3NT .

Raise, jump raise = support but < 10 hcp, possibly barrage.

(1s)-2h-(p)-? 2nt=inv raise ; raise= barrage NF

Protective overcalls . (1x)-p-(p)- ?

1-level suit 7-13 hcp ; 2-level suit (with or without jump) ; 14-17 hcp . With a stronger hand take-out double first, then introduce the suit.

X is takeout but may be light , 1nt 10-14hcp, cue of m is Ms; cue of M is OM/m , 55 .

(1x)-p- (1nt) - ? New suit overcall nat nf ; X is take-out of 1x ; 2nt is 2-lower unbid suits .

Note 7. 2-suited overcalls .

Against 1-level suit openings. Ghestem played in immediate overcall position (55 weak or intermediate strength) . Michaels played in protective position.

Ghestem: Cue = 2 extreme suits, 2nt=lower 2 suits, 3c = other 2 suits. Except: (1c)-2c natural, (1c)-2d= Ms, (1c)-2nt = d/h , (1c)-3c = d/s.

Advancer's bid of one of overcaller's suits is nat preference, nf ; cue = range enquiry and overcaller continues lower or higher of his suits to show range ; new suit NF ; NT=nat NF .

Michaels: Cue of m shows both M; Cue of M shows OM, unid m with 3c p/c for m.

(1x)- p-(1y)- 1nt = 55 in other two suits, possibly 5M4m, but insufficient hcp for a takeout double.
Passed hand : (1x)- 1nt replaces 2nt , for two lowest unbid suits.

Leaping Michaels against weak 2s and multi 2d. 2-suited hands , 55, GF.
(2M) -4m = 55 that m ,OM GF
(2M) -4NT =55ms ;
(2d)- 4d = 55Ms.

Non-leaping Michaels against 3-level pre-empts . 4m is always 55 GF
(3m)- cue Ms
(3c)- 4d d + unident M (3h p/c)
(3d)- 4c c + unident M (3h p/c)
(3M)- 4c c + OM
(3M)- 4d d + OM
(3M)- 4nt ms

Note 8. Defence to 1NT .

nv might have as few as 7 hcp ; vul a seven loser hand with a reasonable anchor suit is needed.
X 54 minors, except X of weak nt by unpassed hand is 15+ hcp
2c 54 Ms
2d 6-card M
2h 5h/4m
2s 5s/4m

Advancer's actions after we overcall: 2nt by advancer is strength and distribution asking. We treat overcalling hands of up to normal opening strength as weak, better hands as strong. A strong response to a 2nt inquiry is GF , except 4m can be dropped. If, after we overcall, responder bids a suit or nt , then X by advancer is competitive looking for overcaller's suit/longer suit (except after responder runs from X of weak nt).
If, after we overcall, responder Xs or XXs, we ignore it and responder's bids are unchanged.
(1nt)-p-(2c/transfer) -X = suit bid and values , suggests competing in that suit, or leading it.

(1nt weak)-X (p)-? 15+ hcp

(1nt weak)- X- (XX) - ?

Pass nat
New suit 5+ card. either lacking values , or too distributional to defend.
Jump suit nat F

(1nt weak)-X-(suit)-?

X penalty
suit/nt nat nf
jump suit nat F.

(1nt strong)-X-(p)- ? 54 ms

(1nt strong)-X-(xx)- ?

2m preference nf
2M nat nf
3m/4m barrage
2nt inquiry : then 3c/3d longer m weak , ; 3h/s longer m strong (3h for c/3s for d).

(1nt)-X-(suit/nt)-? X for longer m ; 3m/4m nat barrage.

(1nt)-2c- (p)-? 54 Ms

(1nt)-2c- (X)-?

Pass/3d nat to play.
2d equal M length
2h/2s preference nf
2nt inquiry : 3c 54 weak ; 3d 54 strong ; 3h 55weak ; 3s 55 strong. After 3c, 3d asks for longer M , After 3d, 3h asks for longer M

(1nt)-2c-(suit/nt)-? X for longer M ; h/s preference nf

(1nt)- 2d-(p)-? 6-card M

(1nt)- 2d- (X)-?

- 2h p/c
- 2s/3h inv in other M, p/c
- 3m nat nf
- 2nt inquiry : 3c/3d strong h/s respectively; 3h/s weak h/s respectively.

(1nt)- 2d- (suit/nt)-? X for overcaller’s M.

(1nt)-2M-(p)-? 5M 4m

(1nt)- 2M-(X)-?

- 3c p/c for overcaller’s m
- OM/3d nat nf
- 2nt inquiry 3c/3d nat weak ; 3h strong with c; 3s strong with d.

(1nt)-2M- (suit/nt)- ? X for overcaller’s m.

Note 9. Opponents open a pre-empt .

All actions over a pre-empt require at least opening strength, except by a passed hand.

Against 2-level pre-empt .

- Suit overcalls are nat sound nf .
- X= t/o, with Lebensohl if responder passes.
 - (2x)- X- (3x)- X = values , usually two places to play ;
 - (2x)- X- (3 level new suit/nt)-X = penalty.
 - (2x)- X- any, and doubler introduces a new suit , nat. very strong.
- 2nt 16-19hcp, system on if opponents pass.
- Cue nt stop ask .
- M jump overcall strong nf (6-card, 16-18hcp)
- (2M)-4m 5-card suit and 5-card OM, GF (Leaping Michaels).
- (2M)-4nt 55ms , Strong
- (2d)-4d 55Ms, Strong

Against Multi-2d.

- Suit overcalls are nat sound nf (incl 3d)
- X= t/o, with Lebensohl if responder passes.
 - (2d)-X- (2M)- X is takeout, values. (consistent with dbls in competition generally t/o up to 2s)
 - (2d)-X- (3c) - X is penalty
 - (2d)-X- (any)- cue = GF
- (2d)- 3M nat and strong nf (16-18 hcp, 6 card suit) ;
- (2d)- 4M natural;
- (2d)- 4c or 4d 55 in that m + unidentified M GF. 4h continuation by advancer is pass/correct .

Against 3-level pre-empt.

- Suit overcall = nat sound nf (except 4c or 4d Michaels).
- X= t/o . (3x)-X-(4x)-X = penalty.
- 3nt, suit game nat nf.
- Non-leaping Michaels : 4m overcall of a weak 3 opening is always 2-suited GF. If hand isn’t strong enough, just overcall the M.
 - (3m) - cue 55 Ms GF ;
 - (3c) - 4d d + unidentified M 55 GF . 4h continuation by advancer is pass/correct ;
 - (3d) - 4c c + unidentified M 55 GF . 4h continuation by advancer is pass/correct ;
 - (3M)- 4m that m + OM 55 GF

(3M)- 4nt ms

Against 4-level pre-empt. X = t/o with strength, readily convertible to penalty . Suit overcall natural and strong. 4nt over 4h = minors ; 4nt over 4 spades = 2-suited takeout.

Against Texas 4. X= strong with the suit bid ; cue=t/o ; suit strong natural .

Note 10. Doubles.

Take-out Double: Double of an opening suit bid , or of a suit or nt response to an opening suit bid, is take-out if a) 2 or more suits are unbid, and b) partner hasn't made a positive bid, through 4s.

Doubler normally holds the OM if a M has been opened, or tolerance for both M if a minor has been opened . A t/o double followed by a change of suit is strong.

Repeat X is still takeout provided partner still hasn't made a positive bid.

(1x)-p- (1y)- Dbl is a full-valued take-out double

(1x)- p-(1y)- 1nt is take-out with distributional strength but insufficient hcp rather than hcp to make a take-out Dbl .

(1x)- p-(1nt)- Dbl is a takeout double of 1x.

Responsive Double.

When partner makes a take-out double, and responder raises opener , double by advancer is responsive , up to the 4d level(same as negative Xs). If m opened, advancer has 44 Ms; if M opened, advancer has 44ms.

Advancer requires strength of 6+ hcp at 2-level, 8+ hcp at 3-level, 10+ hcp at four level to make responsive double.

Re-opening/ balancing doubles: takeout to 4d level.

Negative double: We open, opponent's overcall, double by responder is negative (holds/can support other two suits, with emphasis on unbid M), up to 4d level.

1c-(1d)-X shows both Ms , and consequently 1c-(1d)- 1M may be a 4-card suit.

1x-(1h)- X-(p)

1s = 3-card support , while 2s= 4-card support.

Competitive doubles. Low level -up to 2s- doubles are to compete, rather than penalty . Willing to play in 2-places (might include support for partner, or nt), and hcp appropriate to the level (7+ at 2-level, 8+ at 3-level, 10+ at 4-level , knowing we probably have a fit somewhere).

(1x)- o/c- (1nt) - X is competitive. Values, and both other suits or one other and tolerance for overcalled suit.

1x-(p)-1nt-(o/c)-p-(p)-X is takeout/competitive.

Maximal double : Where we and the opponents have each bid and supported suits below the 3-level of our suit, a simple repeat bid of our suit is competitive (law of total tricks), while Dbl of opponents shows extra values, corresponding to an invitational raise.

1H-(1s)- 2h-(2s)-? Dbl invites 4h, while 3h is simply competitive .

Lead directing Doubles.

Lightner against slam : double of a slam by hand not on lead calls for an unusual lead . Against a suit slam, will usually have a void, while against nt will have or be able to establish 2 tricks. Unusual lead means – not any suit bid by our side , not a trump . Against nt, dummies first bid suit? Declarer's ?

Against 3NT: Lead directing double is rare, as opponents may redouble, or change to a suit contract.

If 3nt is bid without any suits being mentioned (real or virtual as in 1nt-2c-2h- 3nt is virtual spades) , double suggests leading your shortest M.

If suits have been bid, double means, in order, a) lead the suit you bid b) failing that, lead the suit I bid c) failing that, lead the first suit bid (or implied) by dummy, d) lead declarer's first-bid suit.

Re-doubles

1x-(X)-XX-(p)

p-(any)- p= forcing pass.

Note 11. Misc.

New minor forcing. 1x-1y-1nt-new m = art F. Asks for unbid 4-card M, or 3-card M support, and shows invitational values +. NT bidder with max must jump to 3M or 3nt.

1m-1h - 2h = 4-card support, or 3-card support & shortage .

1x-1y- 3nt = Long strong opening suit .

1c- 1M- 4c = GF in M , with long strong c suit. (sim 1d-1M-4d).

1c - 3nt- 4c = slam interest, self-sufficient c suit. Same applies to 1d- 3nt-4d

1c-(1d)-X = both M

1m-(1h)—X-(p)- 1s 3-card support/ 2s= 4-card support (no extra values, as 1c-1s-2s) .

