

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, Protective: 1-level suit =up to 13hcp; 2-level suit = 14-17hcp; Ghestem
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
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	count
Suit 2	K? count	Count	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			
Take-out Doubles to 4 spade level.			
Negative doubles to 4 diamond level.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS			
Lead directing against slam (Lightner) and 3nt.			
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
IBU Mixed Trials 2024 Feb. 2024 Miriam McConville & Paul Porteous
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.
Lebensohl FAST
2/1 GF ; 1M-1nt up to 12 hcp
Fourth suit . Nat F at 1-level; art GF otherwise
Jacoby / Bergen style 4-card support M raises.
Ghestem
Splinters
Lead directing doubles against slams (Lightner) and against 3nt
Stayman response to 1nt; Puppet Stayman response to 2nt
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

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		2c 4d	4d	Bal 12-14 or 18-19 hcp or, 6+ club suit, or 5c/4 other suit. 1d preferred to short 1c 1nt preferred if suitable	1nt/2nt/3nt 6-10/11-12/13-15 hcp, no M 1c- 4c pre-empt . 1d-4d pre-empt. 1c-1M might conceal 5-card d suit if weaker than 11 hcp. Splinters GF.2/1 GF. Jump shift 6-card suit 0-5hcp	1c-1d -1h = 4+c/4h or 4h/4s 1c-1d-1s= 4+c/4s 1c-1d-1nt includes 3=4=3=3 or 4=3=3=3. 1x-1y-1nt-new minor= art F, inv values. FSF nat 1rd F at 1-level, art GF above.	Note 2 opponents interfere Passed hand: Limit raise/nt bids; new suit nf; M jump shift nat fit-showing inv .
1♥ 1♠		5	4d	5-card suit 11-13 or 18-19 hcp ,or 6-card suit, or 55. 54 Ms open M. 5M/4m 5422 15-17hcp choice of 1M/1nt	Note 1. 1nt up to 12 hcp, may include 3-card support 2/1 gf ; 2nt Jacoby; Splinters 3c/3d 9-10/11-12 hcp 4-card support Jump raise 0-5 hcp (with disc vul)	Note 1 1M-1nt- ? rarely passed ;2m longer minor, nf. 2nt 18-19hcp; reverse, jump shift nat F. FSF	Note 2 opponents interfere. Passed hand: 1M-1nt 6-10 hcp; 1M-2nt 11/12 1M-2C= art F, 10/11 hcp & support. New suit nat nf Jump shift nat 0-5 hcp
INT		2	no	15-17 hcp semi bal, can include 5-card suit.	Note 3 . 4-suit transfers; non-prom stayman. 3c 55m weak , 3d 55m GF , 3M singleton 4c Gerber , 4d/h transfer, 4nt quant inv .	Opener can break trs with suitable hand 1nt-2h -2nt- 3h = re-transfer	Opps interfere: Note 4 FAST Lebensohl, X/XX inv +. Passed hand: unchanged.
2♣	x	n/a	no	23+ hcp semi-bal or Acol 2 +	Note 5. 2d relay ; new suit good 5+ card, 7+ hcp ; Jump suit semi-solid, little else	2c-2d-2nt-? As after 2nt opening 2c-2d-3nt-? Stayman, trs.	Opp interfere: 0-4 hcp pass(F) ; 5+ hcp bid good 5-card suit or X.
2♦ 2♥ 2♠		6	no	4 -9 hcp , denies M/OM , but wide discretion opposite passed hand.	Raise barrage, 2NT asks, new suit nat F. 2M-4M ambiguous; 2M-5M pre-empt	2x-(p)-2nt-? bid feature if upper range	Opp interfere ? New suit nf;2nt asks ; X is penalty ; XX penalty interest .
2NT		2	no	20-22 hcp semi-bal	3c puppet stayman; 3d/3h trs ; 3s 5s4h F; 3nt nat 4c Gerber ; 4d/h trs; 4s 55m ; 4nt/5nt quant.	2nt-3c-any-4m =nat ,slam interest 2nt-4d-4h-? 4nt KCB, new suit cue. 2nt- 3c-3d (4-card M held)-3M=OM 2nt-3d-3h-6h = 5-card suit, choice of slam 2nt-3d-3h-4nt = 5-card suit, slam inv. 2nt-3d-3h-4h = 6-card ,slam interest	Opp interfere: 0-4 hcp pass (F); 5+ hcp bid good 5-card suit or X.
3♣♦♥♠		7 (3c -6)	no	Pre-empt	New suit F, 3nt nat, 4nt KCB, raise barrage	If opponents interfere, new suit is lead directing with support	
3NT		7	no	Solid m, no outside controls	4c or 5c p/c. 4d ask for 3-card M.	3nt-4d-? show 3-card M, or bid 5m.	
4♣♦♥♠		8	no	Pre-empt	New suit cue, 4NT KCB ; 4M-5M trump quality ask		
4NT	x	n/a	no	Specific Ace Ask	5c=0, 5d/5h/5s = that ace only, 5nt= c ace.		
				Lead directing dbl. of 3nt. No suit bid/implied? Lead shortest M. Otherwise , in order: a) Lead your suit b) Lead my suit c) Lead dummy's first bid suit (real or implied) d) Lead declarer's first bid suit.	Lightner doubles against slams. Typically with void v suit slam . 5NT (not in RKCB / quantitative sequence) a) If trump suit is agreed- GSF (bid 7 with 2 of 3 top honours; bid suit below trumps with A or K and extra length) b) choice of slam otherwise.	HIGH LEVEL BIDDING KCB: 1430 5nt = void + even no; 6 non-trump suit = void that suit & odd no; 6 agreed suit = odd number and higher void. After 4NT KCB, 5NT by asker says all 5 key cards held and is a specific K ask. Gerber: 0,1,2,3,4. Then 5c asks re Ks, other bids to play. Interference ? DOPI X or XX = first step, pass=2 nd step, lowest suit =3 rd step etc.	

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 . 0-6 hcp jump shift .

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

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

1M-2nt-? 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).

1M-1nt- new suit/ suit rebid -? pass, preference, new suit all nat nf ; 2nt/ raise 10-12hcp inv.

1M-1nt- jump rebid (16+ hcp nf) -? 1M-1nt-jump shift/ reverse nat F -? 1M-1nt- 2nt 18/19hcp nf-?

Support for M nat nf (3-level 4-6 hcp, 4-level 10-12 hcp) ; new 3-level suit F ; raise of 2nd suit (if any) F ; new 4-level suit cue, slam interest in M(rare).

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 .

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 ;

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 , 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, 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 playing 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 .

2 nt = 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= 4-card OM with a stop

Direct 3nt = 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 2M or Acol 3m .

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 55 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 overall , 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 nf.

(1x)-1y- (1/2 z)-? With support: raise/jump raise/cue retain meaning.

X is competitive ,with two unbid suits or with one 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 overall. 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 .

Ghestem against 1-level suit opening in immediate overcall position. 55 weak or intermediate strength.

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 .

Passed hand : (1x)- 1nt replaces 2nt , for two lowest unbid suits.

Not played in 4th position, except (1x)- p-(1y)- 1nt = 55 in other two suits, possibly 5M4m, but insufficient hcp for a takeout double.

Protective: cue of m is M_s ; cue of M is OM/m , 55.

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)-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 .
X= t/o . (3x)-X-(4x)-X = penalty.
3nt, suit game nat nf.

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 = takeout/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.
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) .