

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position 4+ cards [Note 13]
2 Level – 10 – 17 varies with vul/position 4+ cards [Note 13]
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd seat = 14 – bad 18 (system on) [Note 14]
4 th seat is balanced 10 –15 (system on) [Note 14]
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak [Note 13]
Unusual 2NT – Lowest 2 suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 1m, 2m = Majors
1M 2M = Other Major + minor
Jump cue – solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Hello [Note 7]
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs multi [Note 16]
VS. ARTIFICIAL STRONG OPENINGS- eg. 1♣
[Note 17]
OVER OPPONENTS’ TAKEOUT DOUBLE
[Note 20]

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5	3/5	
Other:**if not leading partners suit with NO honour we lead 2nd			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JTx	AJT, KJT, QJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4 ♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Redouble [Note 12]			
Rdbl of a cue shows 1 st round control			

W B F CONVENTION CARD
CATEGORY:
NCBO: CBAI (Ireland)
PLAYERS: Anna Onishuk (34492)
Karel De Raeymacker (23854)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Aggressive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ 4+♠\4+♥ and (2-10 or <=4 losers) [Note 1]
2♦ Art Big hand
2♥/ 2♠ Weak 2 (can be 5)
2NT = 21/22 not both majors
Twalshe [Note 5]
Rubenshol** [Note 8]
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing [Note10]
IMPORTANT NOTES
RKC 4130, DOPI/ROPI [Note 26]
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11-20, 2+♣'s	Transfers [Note 5], Inverted minors [Note 18]	2♣ & 2NT in many sequences ART	Twashé still applies
				8 – 20 4 th pos	Art 2NT [Note 11]		Twalshe over double is on
1♦		4		11-20 4+♦'s	Art 2NT [Note 11], Inverted minors [Note 18]	2♣ over 1NT rebid = check back	
				7 – 20 4+♦'s 3 rd pos	3♣ = 10/11 6♣		
1M		5 (1 st /2 nd)		11-20 5+♥'s 1st/2nd/4th pos	Reverse Bergen [Note 19], 1NT 6-11 [Note 24]		Reverse Drury [Note 22]
		4 (3 rd /4 th)		7-20 4+♥'s 3 rd pos	Art 2NT [Note 11] 1♠ 4♥ Splinter 1♠ 3♥ Nat 6 card suit 10/11		
INT				15-17 5CM and 6cm possible 3 rd pos variable Strength	4 way transfers [Note 23] 3x nat slam try	Super accept = doubleton over a major Smolen 5/4. Tx and then other major 5/5	
2♣		4+/4+M's		4+/4+ Major's [Note 1]	2♦/2NT enquiry [Note 1] Any major bid to play 3♣/♦ Natural 6+ suit, NF	2M over 2♦ = longer M and weak 3m over 2♦ = strong hand feature in m 2NT over 2♦ = Str equal length	
2♦		ART		Art Big hand [Note 2]	2♥ relay [Note 2] Anything else nat GF	Responses to 2NT rebid [Note 4]	
2M		5-7M		Weak 2 6M or 5M/4+m or max very good 5M [Note 3]	2NT feature (stopper) ask, new suit F, any raise to play, 3NT to play, 4OM to play, splinters		
2NT				21-22 balanced [Note 4] 5CM or 6m possible	3♣ = Puppet [Note 4] 4 Way transfers 4♣ = gerber	Over 3♣ - 3♦ = 4CM, 3♥/3♠ = 5 3NT = No 4	Super accept = lowest cue
3♣		6		6+ pre-emptive	3x nat and F. 4♦ = RKC. 4M = ask [Note 21]		
3♦		6		6+ pre-emptive	3M nat and F. 4♣ = RKC. 4M = ask [Note 21]		
3♥		6		6+ pre-emptive	3♠'s = F, nat. 4♣ = RKC [Note 21]		
3♠		6		6+ pre-emptive	4♣ = RKC. [Note 21]		
3NT		7 solid suit 4 th seat to play)		Solid suit normally a minor Gambling [Note 9]	4♣ pass or correct [Note 8], 4♦ - shortage ask 4M/5♦ to play		
4♣		7		Pre-emptive	4♦ art F. 4NT = RKC. 4M/5♦ to play		
4♦		7		Pre-emptive			
4♥/4♠		6		To Play	4♠/5♣/5♦ asking bids. 4NT RKC	HIGH LEVEL BIDDING	
		6		To Play	5♣/5♦/5♥ asking bids. 4NT RKC		

Anna & Karel's Supplementary Notes

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NOTE 1 : 2♣ opener 4+♠\4+♥ and (<11 or <=4 losers)

2♣ shows

- 4+♠\4+♥ 4-10, Not 4504 or 4414, decent vul and 2nd seat
- 4+♠\4+♥ <=4LTC

Responses :

- 2♦ 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♠ Longer spades < 11 points

Over 2M

- 3♣ ART GF (opener relays with 3♦)
3♦ 15-18 nat
Raise 4\5M 11-14 invitational
2♠ over 2♥ 4♠ invitational

- 3♣/3♦ Minor feature, big hand
2NT big hand equal length
3M big hand 6+\4+
4♣/4♦ splinter 6/6 weak hand**
4M 7/4+ weak **

- 2♥/2♠ to Play 3♣\3♦ minor feature, big hand.
Major raise blocking.
2♠ over 2♥, Nat NF 6\4.
3♥ over 2♠ is 6/4 big
2NT big hand equal length

2NT ART 15-18 invitational

- 3♣'s is a minimum (or 4/4) over which
3♦ 3\3 in the majors
3♥/3♠ 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

2♣ dbl rdbl asks opener to bid 2♦. To play in ♦ or invitational else where

2♣ dbl pass implies 5+♣

NOTE 2 : 2♦ art big hand similar to normal 2♣ opener.

Responses :

2♥ Relay

Anything else positive natural

NOTE 3 : 2♥/2♠ 5 – 10 6 card suit weak

2NT = enquiry (normally 12+)

3M = 5-7; poor hand (ip denies a stop)

3OM/3m = Stopper NOT shortage

Any raise = 3 or 4 card support, tends to be pre-emptive

Over 2♥, 2♠ is natural and forcing for one round

Splinters (ie) 2♥ – 4♣/4♦/3♠ = splinter
 2♠ – 4♣/4♦/4♥ = splinter

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

- If max show feature, if min, rebid major, support with 4

4NT is modified RKC (see note 29)

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 : Responses to 2NT opener

Over strong 2NT Opening or via 2m

3♣ = Puppet Stayman

3♦/3♥ = Transfer

3♠* = clubs

3NT* = Diamonds

4♣ = Gerber

4♦/4♥ = Transfer

4♠ = minors

4NT = Quantitive

5m = to play

Responses to 3♣ Puppet Stayman

3♦ = Has a 4 CM,

3♥ = 4 card ♠ suit

3♠ = 4 card ♥ suit

3NT = Natural

4♣ = Minor suit stayman

4♦ have a 4m, 4♥ asks, 4♠ = ♣, 4NT = ♦

4♥ = 5/6♣, 4♠ = 5/6♦, 4NT = no 4 or 5m

4♦ = both majors pick

3♥/♠ = 5 card suit

3NT = No 4 card Major

Doubles are takeout over interference

Super accept is lowest cue

NOTE 5 : Transfer Walshe over 1♣ opening

This only applies over a 1♣ opening.

1♦ = 4+ ♥ 1RF

Refuse transfer denies 3+ hearts

1♠ 4+ spades

1NT denies a 4CM 11-14

2♣ denies a 4CM 5+♣ (normally 6)

2♦ no 4CM 5+/4+ reverse 1RF

2♥ 4 hearts 11-14

2♠ 4+ spades reverse

2NT 18-20 Nat NF

3♣ 14-17 6+C's, NF

3♦/3♠ Splinter for hearts

1♥ = 4+ Spades 1RF

Similar to above

1♠ = 4+ Diamonds 1RF (denies a 4CM unless GF)

Similar to above

2♦ = 10/11 6♦

Nb over an opps double system on, rdbl is a good hand

Over an overcall dbl is support OR a good hand. If they bid our suit dbl is 3 with 4 bid the suit.

NOTE 6 : Gazelli (over 1M opening).

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 NF. Anything else is natural and a “good” hand (16+).

Over 1♣ see twalshe [Note 5]

NOTE 7. Hello over 1NT

Dbl = If strong NT shows ♣ otherwise penalty

2♣ = 5+♦ or M/m

2♦ = relay; pass or correct.

2♥ = 5+ hearts NF

2♠ = 5+ spades NF

2NT Enquiry

3♣ = ♣ + a major

3♦ asks which major

3♥/3♠ = nat

3♦ = 5+♦

3♥ = ♥ + ♦

3♠ = ♠ + ♦

3♣/3♦ = natural fair hand

3♥/3♠ = 6+ suit invitational

2♦ = 5+♥

2♥ = to play

2♠ = 5+♠ NF

2NT = Enquiry

3♣/3♦/3♠ = Feature

3♥ = Min

3♣/3♦ = Nat

3♥ = invitational

2♥ = 4+♥ & 4+♠

Pass/2♠ = to play

2NT = Enquiry

3♣ = Min

3♦ = equal length > min

3♥/3♠ = Longer > min

3♣/3♦ = Nat 6+ suit, NF

3M = invitational

4M = to play

2♠ = 5+♠'s

2NT = enquiry. Ogust responses

2NT = 5/5 in Minors

NOTE 8 : Interference over our 1NT

Over interference over a 1NT we play the following

1NT 2x ???

Dbl	“cards” / TO *****
2y	Nat NF
2NT->3♥	Transfer to next suit 5+ suit [Rubenshol]
	If transfer to opps suit then accepting the Transfer shows a stop else bid 4CM

1NT dbl rdbl relay to 2♣'s else system on

1NT 3X Dbl is TO

NOTE 9 : Gambling 3NT opener

Shows a solid 7+ card suit in 1st and 2nd (normally a minor BUT may have a major).
In 4th it is to play, normally based on a 6+ suit, varying strength.

4♣ - Pass or correct

4♦ - Show a singleton if you have one

4M - To play

NOTE 10 : Forcing Pass Situations

- (1) If the opponents interfere over a GF bid
- (2) If the bidding has clearly shown we either own the hand or are going to game.
- (3) Over a double of a cue - pass denies 1st round control.
- (4) A game try with the bidding still below 3 of our suit.

NOTE 11 : 2NT relay to 3♣'s

2NT in the majority of our auctions (competitive or not) is a relay to 3C's. In competition it is rarely natural.

1x P 2NT ask pd to bid 3♣'s over which

Pass to play

3y to play

3x x = Diamonds to play, x = openers major 3 card suit 10/11 points

4m void

4♥ to play (over 1♠ 4♥ is a splinter so must go through 2NT)

Breaking the 3♣ relay shows a big hand forcing for one round.

NOTE 12 : Support Dbls/Rdbls

1x P 1y 2z where $z < y$

double shows 3 card support for y or may just have a very good hand.

pass < 3 card.

2y 4 card,

NB over sandwich NT dbl is support dbl. Over nat 1NT its penalties

NB over a double of a transfer response to 1♣ complete transfer = 3, rdbl = good hand

NOTE 13 : Overcalls

Our 1 level overcalls depending on seat and vulnerability can be 4 card suits and normally from 6 - 17 points.

2 level overcalls almost always 5+ in length and IP 9+ points

In response to an overcall bidding the opps suit at the 2 level is the strongest bid we can make and asks pd for a stop.

Opps suit at the 3 level tends to be a good raise for pd. Double jump is a splinter.

Special sequence 1x P 1y 2x or 2y is natural to play (x & y suits not NT)

1M (2M) The other major + a minor 5+/4+ (wide range with an eye on vul)

1m (2m) Majors 5+/4+ (wide range with an eye on vul)

1x (2NT) Lowest 2 suits 5+/4+ (wide range with an eye on vul)

1x (3x) Long solid suit asking pd for a stop in x

1x (3y) Pre-emptive

1m (2M) WJO, 5+ suit <11

Change of suit by pre-empters partner is forcing.

NOTE 14 : 1NT Overcall

In direct seat 1NT shows 14 - 18 and normally a stopper in the opening suit. On occasion we have been known to bid 1NT with a solid 6 card minor and an outside stop. System on.

In 4th Position after 2 passes it shows 10 - 15. System is on over 4th seat 1NT.

NOTE 15 : Versus pre-empts

Versus weak 2M opener/muiderberg/tartan 2nd & 4th

DBl 12+ TO IP 4OM. 2NT to 3♥ in response is Rubenshol
2NT 15-18, nat, system on
3x 5+suit 12+ points
3M Art big hand, pd expected to bid 3NT with a stop
4m Nat very good 6+(7+) suit good hand. **** (NOT 5+OM/5+m)
3NT To play
4OM To Play

Versus 3x opener

Dbl TO 12+
3y Nat NF
3NT to play
4x Big hand 1RF
3m (4m) 5+/5+Major
3♦ (4♣) Nat
3x (4M) Nat
3M (4m) Nat
3M (4NT) 2 places to place ip minors

Versus 4♣ or 4♦

Dbl TO
4x To Play
4NT big 2 suiter

Versus 4♥ or 4♠

Dbl Peno oriented
4♠ To Play
4NT 2 suiter initially assumed to be the minors
5m To Play

NOTE 16 : Defence versus Multi 2 ♦

Defence to Multi 2 ♦ *****

- dble = a t/o double of either major or a big hand.
- dble - 2♥ - dble = take out of hearts
- Pass 2M dble = Takeout of M.
- Pass 2M Pass Pass need to stretch to reopen here
- 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 17 : Defence vs strong 1m opening

Dbl	Opening bid, tends to be balanced
1♦/1♥/1♠	5+ suit fair hand
1NT	2 suiter ****
2♣	5+ suit, fair hand
2♦,2♥,2♠	6+ suit, Pre-emptive
2NT	6+/5+ strong 2 suiter <=4 losers over a strong 1♣
3x/4x	Nat Pre-emptive

NOTE 18 : Inverted minors

1m P 2m shows 10+ pts no 4CM 1RF

We bid stops up the line or NT with all remaining suits stopped

NOTE 19 : Reverse Bergen

1M P 3♣ -> 10-12 4+M 1RF

1M P 3♦ -> 6-9 4+M 1RF

Note - 3♣ or 3♦ may also contain much stronger hands with shortage and a slam try.

- Still apply after a 3rd/4th seat opener. Applies over doubles, NOT over overcalls [Fit bid].

NOTE 20 : Over Opps TO double

1♦ x ?	1♥ x ?	1♠ x ?
Xx = Hearts	Xx = spades	Xx = clubs
1♥ = Spades	1NT = Nat	1NT = Nat
1♠ = Clubs	1♠ = Clubs	2♣ = Diamonds
1NT = Nat [could be 10 with 3343]	2♣ = Diamonds	2♦ = Hearts
2♣ = Good ♦ raise	2♦ = Good ♥ raise	2♥ = Good ♠ raise
2♦ = Bad ♦ raise	2♥ = Bad ♥ raise	2♠ = Bad ♠ raise
2M = Fit bid	2♠ = Fit bid	2NT = relay 3♣
2NT = relay 3C	2NT = relay to 3♣	3m = Bergen
3♣ = Fit bid	3m = Bergen	3♥ = Fit Bid
3♦ = 5+♦ constructive	3♥ = weak	3S = weak
3M = splinter		

**1♣ x System on

NOTE 21 : Response to a 3 level pre-empt

3♣ - 4♦ RKC, 4M control ask in M, 4NT control ask in ♦'s. ♣'s to play

3♦ - 4♣ RKC, 4M control ask in M, 4NT control ask in ♣'s. ♦'s to play

3♥ - 4♣ RKC, 4♠/4♦ control ask in suit, 4NT control ask in ♣'s. ♥'s to play

3♠ - 4♣ RKC, 4♥ to play !! 4♦ control ask in ♦'s. 4NT control ask in ♣'s. ♠'s to play

Ctrl asks responses are 1st step none 2nd step 2nd 3rd step 1st

NOTE 22: Reverse drury over a 3rd in hand 1M opener

3rd in hand 1M can be 4 card and quite weak.

2♣ by previously passed pd asks how good the opening was

Pass or repeating the suit shows a poor opener, anything else is natural 12+. Does NOT apply to a 4th hand 1M opener

NOTE 23 : Responses to 1NT

1NT opener is 15-17 balanced may have a 5CM or a 6cm.

2♣ Stayman relay BUT does not promise a 4CM

2♦ No 4CM

3M = smolen (4M/5+OM) F

2♥ 4 or 5♥'s

2♠ 4 or 5♠'s

over the responses to stayman 3m is nat + 4CM (possibly a cue) GF

2♦/2♥ Transfer 1RF. Breaking transfer is supper accept with a doubleton. 2NT = flat 17 count Hxx

2♠ Transfer to ♣. Accepting promises Hx or 3+♣. 2NT denies support (ie) xx etc

2NT Transfer to ♦. Accepting promises Hx or 3+♦. 3♣'s denies support (ie) xx etc

3x 6+ suit, slam try

3NT To Play

4♣ Gerber (4♦ = 0 or 4, 4♥ = 1, 4♠ = 2, 4NT = 3)

4♦/4♥ Transfers

NOTE 24 : 1NT in response to 1M

1NT has the range 5 to 11. It is not forcing, but if opener has 13/14 or has distribution they are expected to bid (Note a 2♣ rebid could be as few as 2).

NOTE 25 : Good Bad 2NT

Good bad 2NT only applies when

Both opponents and pd have bid, including doubling and NT

Then 2NT is a relay to 3♣'s and shows

1. A desire to play at the 3 level in openers suit
2. 5+♣'s

Responder bids 3♣'s with no clear preference or bids 3 of openers suit with clear preference or bids something else to GF.

NOTE 26 : DOPI/ROPI

When the opps double our 4NT keycard ask Rdbl = 0 pass = one keycard

When the opps bid over our 4NT keycard ask, Dbl is zero, Pass is one keycard

Bids above the suit interference as much as possible retain their normal meaning.

NOTE 27 : Unusual vs Unusal

Against a 2 suited overcall (eg) Michaels or ghestem we play

- Double penalise one or both suits
- 2NT relay to 3♣'s
- New suit if both suits known, at the 3 level nat nf
- New suit at the 3 level if only 1 suit is known is nat forcing
- Higher cue is a gf hand in the 3rd suit
- Lower cue is a raise in openers suit
- Raise is nf

(eg) 1♠ (2♠) ? (2♠ = hearts + clubs)	(eg) 1♠ (2♠) ? (2♠ = hearts + a minor)
Double – penalise one or both suits	Double – penalise one or both suits
2NT – relay to 3♣'s	2NT – relay to 3♣'s
3♣ – spade raise	3♣ – forcing with clubs
3♦ – nat nf	3♦ – forcing with diamonds
3♥ – gf in diamonds	3♥ – ART F (may include good spade raise)
3♠ – to play	3♠ – to play

NOTE 28 : 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♦ = <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 ON if one opp bids (double or overcall) even passed hand. CBS is off if both opps bid. 2NT relay same.**

As an aside 1x 1y; 1NT 2NT is a relay to 3♣. 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 quantitative stronger than 3NT direct. *****

NOTE 29 : 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♥ 1 Keycard + Q
- 5♠ 2 keycards
- 5NT 2 keycards +Q

NOTE 30 : 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 2x = club stop + normal meaning

If opponents overcall naturally

Double – Takeout by either player

Bid – natural + stop

Pass – No stopper

In pass out seat dble is takeout, so 3X is nat + 4 of the other Major

NOTE 31 : RKC

RKC 1430. NOT specific kings – up the line

NOTE 32 : Defence vs 2NT both minors

2NT (both minors) ?

3♣ = Short in Clubs

3♦ = short in diamonds

3M = Nat

3NT to play

Dbl = points at least 1 major

4m = ?

4M to play

Other

- In Principle, Help suit trials
- 1m 1M;
4m = 4 card support for major and 6 card minor (eg) AKQxxx or AKJTxx
- Rubenshol EVERYWHERE lebenshol applies
- 1♣ P 2M = weak 0-5 6 card suit.
1♣ P 2♦ = 6♦ 10/11.
- 1♦ P 3♣ = 6♣ 10/11
- 1x (1y) P new suit at 1 or 2 lowest level is forcing
- 1♣ 1x; 1y 2NT is a relay to 3♣