

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/ 2 Level; Reopening)
Aggressive, wide range (6+ no upper limit). Good 4 cd suit possible at 1-level; Normally good suit at 2-leve+ (maybe light hcp);
RESPONSES: NSNF thru 3D; 2-leve Q=limit+;
Jump raise=PRE; Jump-Q=mixed raise; JS=F; NSF if 3H+ or 3/3;
Competitive 2NT may be limit raise [37]
INT OVERCALL (2nd/4th Live; Responses; Reopening)
14-19, system on. Usually natural in any seat. T/O by PH.
Balancing 1NT: 9-14, system on
2NT/O/C: usually natural; natural after opps bid and raised suit or
After (2X)-P-(2Y); jump to 2NT in p.o. seat=strong with minors
Mod. Stayman & trans after 2NT & 3NT O/C (no stayman after 3N)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: PRE-wide range (based on pos & vul) []
2 suit: UNUSUAL 2NT (2 lowest unbid, any range); J/O vs. pre;
4C/D vs PRE;
2NT asks desc; Q-bid=INV; 3H+=F; JS=F; jump=PRE
Reopen: Invitational (intermediate)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS, any range: (1C)-2C=5/4 majors (either way)
Natural only vs. short D; jump Q below 3NT: asks stopper, creates F;
VS. NT (vs. Strong/Weak; Reopening; PH)
VS STRONG (14+) DIR, UPH ONLY: X=C+S or D+H; 2C=C+H or D+S;
2D=H+S; 2H/S=natural; 2NT=C+D (or GF 2-suiter); 3-any=nat, not constr.
VS ALL OTHER: X=cards, not nec. bal; 2C=H+S or 1 minor;
2D=1 major; 2H/S=natural w a minor; 2NT=C+D (or GF 2-suiter);
3-any=nat, not constr; X of stay or trans=cards
VS 2NT: X=1 suiter (not S); 3CDH=lowest of 2 suits
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O; Q below 3NT asks stopper; Q above 3NT=2 suits (F);
Jump O/C=2 suited (F); (3C)-X-(P): 3D=art (F), usu weak; 3HS constructive
After NT O/C: mod trans & stay (no stay aft 3NT); (4x)-4NT= 2 or 3 suit T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Aggressive, 5/4+, 5/5+ at 2-leve+, 5/5+ at UF
CRASH VS ALL: X=C+S or D+H; 1D=H+S or C+D; 1N=C+H or D+S;
NT always 2 non-touching; same after str 2C/D opening;
Modified after (1C)-P-(1D)
OVER OPPONENTS' TAKEOUT DOUBLE
NSF at 1-leve; 1NT trans to 2C (many hands); 2CD=7-9rse(3cd/4cd);
JS=fit(F); 1C-2D and 1D-3C=unbal lim; 1m-2NT=bal lim; JR=PRE;
1M-2NT=Lim+(4+); 3NT=gd 4M; XX=4/4 in 2 other suits, desire to defend

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd =even; low=odd; ACE	3 rd (not raised); ATT (raised); K
NT	4 th ; High from bad holding	Sxx if raised; low, not raised
Subseq	ATT	ATT
Other: Lo=honor in pd's raised suit; KING at 5-lev+; KING in pd's suit; KING if shifting to singleton; J,10, or 9=3 rd from even, 2 nd from odd		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x)(+) Ax(+)	AK(+); Asks ATT
King	AK KQ(x) AKx at 5-lev+	Strong suit, Asks UB/CT
Queen	QJ QJx(+)	QJ KQx AQJ10(+) KQT9
Jack	J10 J10x(+) KJ10(xx)	JT QJx(+) AQJx
10	T9 KT9(xx) KJT _x	HJT _x (xx) T9 JT _x (+)
9	9 _x HT9 _x	HT9 _x T9 _x (x) 98 98 _x (+)
Hi-X	S _x	S _x S _{xx} SS _{xx} xS _{xxx}
Lo-X	H _x S H _x S _x	H _x S H _{xx} S _{xxx} S _x

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Att – Hi=Enc	Count if needed	Att – O/E
Suit 2	Hi/lo=Even	S/P	Count if needed
3	S/P		S/P
1	Hi=Enc	Smith Echo	Att – O/E
NT 2	S/P	Count if needed	Hi/lo = Even
3		S/P	

Signals (including Trumps): Generally, tell pd only what she needs to know

Suit preference signal possible in trumps; no count signal in trumps

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10+, emphasis on majors, minors unclear. 4x3 okay; lighter in 4th seat;
ELC: C to D only; Q resp maybe bal 9+, no rebid promised;
Jump resp=5+ cd suit; JumpQ resp asks stopper;
After Q: doubler's 2NT is minimum – any 3-level = GF

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG & RESP thru 4D=no upper limit. Tend to be balanced with convertible
Values—OFTEN PASSED. 1C(1D)X=4/4 majs. 1m(1H)X=not 5 spades

SUPPORT X thru 3Q; 3-level NEGX=inv, creates F; 2nd NEGX=T/O, xtras;
NEGX then NSF 3H+; NEGX thru 3S if we open 1NT; RESPX thru 4D;
Denies 4 cds in other maj thru 2S; most 2-lev dbls=t/o or card-showing [1,6,22,23]
Anti-lead doubles [22]; many lead-directing doubles [22]

W B F CONVENTION CARD
CATEGORY: Green – Aggressive Std American NCBO: USA PLAYERS: Lynn Baker & Karen McCallum
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive std. American; light initial actions; 5cd majors;
Open & respond light [3,18]; wide range 2&3-lev openers;
Weak 2DHS (0-10hcp); freq. wide-range preempts [16]
Playing strength compensates for hcp at any level
1NT opening = 14+ to 17 (odd shapes ok)
Many fit-showing bids [9]; freq WJO; freq art. comp 2NT [37]
Freq low-level comp Xs; picture bids; light 3 rd seat openings
2/1 response promises rebid unless opener rebids 2NT [14]
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
WEAK 2DHS-NV: 0-10 hcp; usually 5-cd suit, any quality [15]
GAMBLING 3NT: 1 st & 2 nd . ANY solid suit – 7 winners
NAMYATS: Solid Suit – 7-1/2 to 8-1/2 winners [19]
GOOD-BAD 2NT [21]
Frequent 2NT for TAKEOUT in competition [7]
TRANSFER LEBENSÖHL (FASS) + Many VARIATIONS [8]
FIT-SHOWING JUMP SHIFTS; if RHO bids JS=fit [9]
MANY FIT-SHOWING BIDS: In & out of comp [9]
ESCAPING FROM 1NTX: We don't play in 1NTX [11]
COMPETITIVE CUE = LIMIT RAISE or better (2-level only)
COMPETITIVE 2NT: May be LIMIT RAISE or better [37]
MIXED RAISE: (6-10), 1H-3H, 1S-3S
AFTER OPPONENTS' 1NT OVERCALL [2]
2NT OPENING: 5+/5+ minors, 4-10 or strong (9-12 UF)
SPECIAL FORCING PASS SEQUENCES
If we show ownership, FP exists [5]; 2C, 4CD openings create F
1x – (x) – xx: F thru 2N; comp F thru 3OS;
1NT – (x) – any – P: No FP unless opp is “running”
IMPORTANT NOTES
If 2NT can't be invitational, it isn't natural;
3 rd seat opening may be 8-9 bal (1M may be 4-cd suit)
Rarely pass partner's opening bid; freq resp with 0-5 hcp [3]
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4D	Nat – open 1C w 3-3 minors or 5C & 4D; [18] for opening style	Resp w 0-5 [3]; 1D usually 5+; 1M maybe 4M/5D; 1NT=7-10; 2N=10-12; 1N=no maj; raise=F jump raise=PRE; SPL; SJS [31]	1M=44+; 1N maybe 4HS; 2-way CB[29]; 4SF1[25]; picture bids; 1m-1M-2M-2N=art[27]; 4st trans/2NT [28] 1m-2m=F to 3m; Raise of 1M art [26]	FSJS – [9] No forcing bid by PH; No 4SF; inverted raise NF; 2-way CB (but may be passed)
						No Fast Arrival; FSJS [9]	
1♦		3	4C	Nat [18] for opening style; 1CD w 4C/4D; 1D w 3D/2C	See 1C; also: 1N=6-10	See 1C; Also: 1D-2C-any-3D=F after 2/1, no reverse, 2NT or resp raise=NF [14]	See 1C
1♥		4	4D	Nat [18] for opening style Usu 5 cds – freq 4 cds in 3rd	Resp 0-5 [3]; 1N=5-11 (nf); 2/1 F1 [14]; SPL [13]; Help-suit game try. SJS. 3C may be lim raise [31]; PRE Jump Raise	See 1C & 1D	See 1C. Also: Vul 2NT=5/5 minors; NV 2NT=Cs bal inv; 2CD=lim 3 or 4 cd raise
1♠		4	4D	See 1H	See 1H	See 1C & 1D	See 1H
INT			3S	14+ to 17, freq 5 cd major; Odd shape ok	2C=NF stay; 4-suit tr; 3DHS=FG (w longer Cs); SA Texas; 5C=Gerber	2C-2x3CD=GF 3-suiter; smolen; trf; retrf; 2C-2HS-3SH=slam try raise; 2C-2HS-4CD=nat. ST raise [33]	Resp same as UPH; 1N w 5 cd major less frequent
2♣	X	0		23+ bal or 8.5 playing tricks	Cntrl: 2D=0-1; 2H=2; 2N=3; 3C=4; 3D=5; 2S=any gd 5+suit (2 of top 3 honors); 3HS=any AKQ(J)5+suit; 4CD=HS 7+, 0 cntrls	Puppet & 4st trans/2N rebid [32]; 2D-2H>2S=Hs or 24+bal. Opnr JS= solid suit, asks Q; SPL; C3L2N.No BW by resp[20]	Same as by UPH
2♦		5		NV: 0-10, 5cd suit, any qual or Shape; VUL: 5-10, std but wk suit ok	[15]; NV: NSNF 0-18; VUL: 3 lev-F 2NT=mod. ogust; raise=PRE; NV jump to 3M=inv; 4m=ask; rarely pass w singleton [15]	[15] opener bids again w fit or max; Many art follow-ups [15]	Wide range in 3 rd seat; PH resp: 1 step scramble; NS=fit 2NT=fit, asks sing [15]
2♥		5		See 2D	See 2D	See 2D	See 2D
2♠		5		See 2D	See 2D	See 2D	See 2D
2NT	X			5+/5+ minors PRE; 4-10, or strong; UF: 9-12 good suits	3m=to play; 3M=nat F; 4m=PRE; 4NT=BW		
3♣		6		Aggress; wide range, 0-15 [16] Anything ok opp PH	3C-3D ask Maj; 4D singleton ask; 4C RKC [16]		
3♦		6		See 3C	See 3C	See 3C	See 3C
3♥		6		See 3C	See 3C	See 3C	See 3C
3♠		6		See 3C	See 3C	See 3C	See 3C
3NT	X	7		Any solid st; no A/ K (1 st / 2 nd st)	4CD=P/C, 4HS to play; always pass 3 rd / th seat 3NT		
4♣	X	7		NAMYATS-solid Hs- 7.5-8.5 tr	1step=ST, 1 or 3 aces; > 4M=2 aces, 2-loser suit		
4♦	X	7		See 4C – solid Ss	See 4C		
4♥		6		Wide rng – not solid, maybe gd	4NT=BW (not RKC); controls & trump asks [34]		
4♠		6		See 4H	See 4H		
4NT	X			Asks specific aces	5C=no ace; 5N=CA [30]		
5NT	X			Minors		HIGH LEVEL BIDDING	
						Q: 1 st or 2 nd round control. Last Chance Q: no cntrl promised if only Q below game; SERIOUS 3NT if we show 9-cd major fit or 8-cd fit w sing; RKCB (no RKC on first round); EXCLUSION. SUPERGERBER. 4C=RKC after preempts; R2D2: after BW/RKC interf [39]; in FP auctions: PASS IS WEAKEST ACTION; PASS & PULL is weak, passer is prepared for reopening dbl, has made decision, and has automatic action regardless of partner's tempo [5]	

NOTES: LYNN BAKER & KAREN MCCALLUM

Note 1: In P/O SEAT after OPPONENT'S 1NT RESPONSE or REBID:

X=Penalty (probably wants lead of RHO's suit)

DONT - bids in suits we could have bid naturally on the 1st round are the lowest of 2 suits. Suits that we could NOT bid naturally earlier are just natural (i.e., opener's minor is natural)

Note 2: AFTER OPPONENT'S 1NT OVERCALL:

NSNF. JS=Pre. 1m-(1NT)-2m' = takeout for Majors (but may be fit for opener's minor with only one major).

X=Penalty. Creates a competitive force thru 3OS,

2NT:5/5+ (2-low unbid), or GF 2-suiter

Note 3: RESPONDING TO AN OPENING BID WITH LESS THAN 6 HCP

1) Non-vulnerable: We respond on any hand with 0-3 hcp. Our normal style is always to bid what we have, but with a very bad hand it's

conceivable that we might psych a suit, or fail to raise with a big fit.

2) We always respond at any vulnerability (with 0-5 hcp) with:

a) a 5-card or longer major

b) a singleton in opener's minor

c) an Ace

d) a 4-card major and doubleton in opener's minor (4-5 hcp).

Note 4:

Note 5: FORCING PASS AGREEMENTS:

Whenever we've shown ownership (usually by inviting a game), we are in a competitive force through three of our highest ranking suit. When a force exists, the opponents can normally play the hand undoubled ONLY in 4CD. They may play undoubled in 4CD ONLY if we've had an opportunity to bid a game and failed to do so.

Other Forces: Some openings (2C and 4CD) and overcalls (3NT, 3Q, 4Q) create a force. Also, when the opponents are OBVIOUSLY SAVING we're in a force. But, auctions like (3C)X(5C)P are NOT forcing on us.

Whenever we are in a force, at any level, PASS IS OUR WEAKEST ACTION.

Therefore, since "PASS&PULL" is weak, the passer is prepared for a reopening double, has already made his decision, and has an "automatic" action at this point, regardless of partner's tempo.

Note 6: NEGATIVE, RESPONSIVE AND COMPETITIVE DOUBLES:

Tend to be balanced, flexible hands. OFTEN PASSED at the 3-level+. May be very light if opponents are still at 2-level.

NEG DBL of 1H tends to deny 5S. NEG DBL of 1S guarantees 4H. NEG DBL of 1D guarantees 4H-4S. NEGX above 2S doesn't promise any

particular shape, but does suggest invitational values and creates a force

After any Card-Showing Double (of weak NT, Multi, etc) X by both sides is negative until the weak hand shows values, then PENALTY.

2-level Doubles tend to be T/O or Card-Showing, 3-level Doubles tend to be PENALTY. (2-lev X ix never penalty vs. bid & raised suit.)

"Under-the-Suit" double tends to be cooperative (Hxx), "Over-the-Suit" Double tends to be PENALTY.

If pass is forcing, DBL is PENALTY.

If we've agreed a trump suit DBL is normally PENALTY.

1CDH-(P)-1NT-(2DHS)-Double:

Note 7: 2NT FOR TAKEOUT IN COMPETITION (2 places to play) in all of the following:

- 1) In response to a balancing double
- 2) In response to a takeout double, or other takeout, whenever game is not possible for our side.
- 3) In passout seat (unless we are in a force, then 2NT natural)
- 4) Anytime 2NT is ambiguous or "impossible," the default meaning is takeout. 2NT is almost never natural in competition - normal meaning is either takeout or Lebensohl, depending upon whether or not game is still possible for our side.

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Note 8: LEBENSOHL-SLOW (FAST AUCTION SHOWS A STOPPER)

Used in competition vs NT openings & overcalls, opponent's 2-level openings, and in every conceivable situation, discussed or undiscussed.

The general rules governing an ambiguous 2NT in competition are:

- 1) If 2NT can't be invitational, it isn't natural.
- 2) If game is possible for our side 2NT is Lebensohl, if game is not possible, 2NT is takeout.

Other Lebensohl Applications:

If we enter the auction at 2-level with T/O Double, and if game is still possible, 2NT response is weak (forcing doubler to bid 3C) and 3-level response shows some game interest in light of the previous auction. Applies wherever Lebensohl will be useful.

LEBENSOHL-FAST (FADS): Applies when our side has not yet bid NT, i.e., the 1st to bid NT has a stopper.

TRANSFER LEBENSOHL (FASS) when they interfere over our 1NT opener with an overcall other than 2C

Note: 9: MANY FIT-SHOWING BIDS: (Usually jumpshifts, Usually Invit+)

Fit-showing jumps show 9 cards in 2 suits, 5+length in a major, 4+ in a minor, invitational values or better. May occasionally be

only 3-cd support for a major. Exception: 1M(X)4m is defined as a weak FSJS (no force created)

After we open or overcall, if RHO bids or doubles, any JS is FS (unless previously defined otherwise, e.g. 1D-X-3C is

specifically defined as an unbalanced limit raise in D's, saying nothing about C's).

Any JS by a PH is FS (4-cd support guaranteed).

Any 3-level bid by a PH is fit-showing.

No FS bids in suits bid naturally by the opponents.

FS bids show ownership & create one-round force (except where defined as weak)

2H/2S by non-vul PH is FS (4-cd suit)

In addition to the above, if a bid meets 2 of the following 3 conditions, it's fit-showing, even if it's not a jump. 1) The bid is 4m

2) Partner has implied a 6-cd suit 3) The bidder is a passed hand

Note 10: VS OPPONENTS 1NT OPENING: (MODIFIED CRASH vs STRONG (14+) DIRECT ONLY BY UPH ONLY; MODIFIED MECKWELL vs ALL OTHER)

Aggressive: Usually bid with a singleton. More conservative at Red. Sound at UF. Balance very aggressively when opp's are non-vul (esp at matchpoints)

Vs Strong NT (direct seat, uph): X=C+S or D+H; 2C=C+H or D+S; 2D=H+S;

2HS=natural. 2N=C+D (or GF 2-suiter)

Vs ALL OTHER (all seats): X=Cards; 2C=H+S or one minor, 2D=one major; 2H/S = natural with a minor; 3-lev overcalls are always preemptive
- wide range.

By PH: NOTE that PH cannot make a card-showing double. Double is one minor and 2C is just majors

After penalty double of wk NT, we use neg dbl by both sides until the weak hand shows values, then penalty double. (A neg dbl, a voluntary bid, or a pass of a runout xx all show values.) No force is created by the first double. Once the weak hand shows values, we're forced to 3 of our highest suit in competition).

Note 11: ESCAPING FROM 1NTX. (We don't play in 1NTX - must XX or run)

Pass: forces XX - either to play or 2-suited with higher suit longer or equal length in upper two (usually H+S), or weak S one-suiter

XX: 4x3, or equal length in upper two suits, or good with spades (forcing)

Bids are presumed natural til proven otherwise, but might be 2 other suits

After a suit bid is doubled: XX=next two suits, Bid = two non-touching suits

If we bid immediately with a two-suiter, the higher suit is longer. If we pass, then bid later, the suits are equal length, or the lower suit is longer.

If we bid immediately with a one-suiter we are suggesting that partner compete with a fit. Exception: with a good S one-suiter (XX followed by 2S = 6-cd suit)

Same approach used after we open or overcall 1NT. Might also try to extrapolate at the table after a 1NT response is doubled for penalty.

Note 12: FREQUENT CHOICE OF GAMES CUE-BIDS:

Q-Bid below game is always presumed to be "Choice of Games" if possible - NOT a slam try. (It may later turn out to be a slam try, but

is first treated as COG.) The same is true above game, but less so.

GENERAL RULE: If we're below two of our possible games, and there is no other flexible forcing call available, then a Q-bid is COG.

In general, Q-bidding of controls is rare, and virtually always suggests a balanced flexible hand. If we know where we're going we try

to say so. Slow auctions should be regarded as "we may not have found a fit" or "we may have a better place to play than the fit

we've found" - as opposed to slam investigations.

Note 13: FREQUENT SPLINTERS:

Anytime a suit bid would be forcing, a jump in that suit is a splinter, a double jump is a void.

After 1CD: 1CD-3HS=Splinter. 1D-4C=splinter. 1C-3D=splinter. 1C-4D = void splinter.

Other Void-Showing Splinters:

After Texas, any new suit is Void (Exclusion RKC).

Any Five-Level "Q-bid" is presumed to be a void-showing splinter, even non-jump.

RESPONSES: Respond optional RKC to ALL splinters (Exclusion responses if splinter shows a void). Minimum bids in the agreed suit are

natural, 4 of a previously bid major is natural, 4NT is RKC. No BW or BW response below 3NT. All else is RKC response (0314)

showing slam interest.

Note 14: 2-OVER-1 STRUCTURE:

Usually 10+. Maybe much lighter w long suit. 2/1 Promises rebid unless opener rebids 2NT. Creates competitive force.

After 2/1: 2NT is NF by both sides. Responder's raise is invitational and jump raise is forcing. Raise of opener's 2nd suit is F.

Opener's Rebids: 2NT=NF. 1S-2H-3H=NF. 1M-2m-3m=GF. JS=splinter.

Other: 1S-2H; any-any; 3H=F. 1D-2C: Responder's later 3D=F.

Note 15: WEAK TWO BIDS:

NON VUL:

0-10, Usually 5-cd suit - any suit quality is okay. No requirements or restrictions, but usually 4-10. May have another long(er) suit.

RESPONDING:

We usually don't pass with singleton in opener's suit.

Opener is expected to bid again with max or a fit (unless very weak).

Raise is preemptive or competitive, not invitational.

2HS-2NT = F(Modified Ogust): 3C/D=min, bid longer minor; 3HSNT= NAT max.

Opener's rebids over NF response: 3OS=good raise; Raise = weak raise;

NS=Sing+good raise;

2D-2M-2NT or 2D-2H-2S= Nat max. 2H-2S-2NT= 2nd 5cd suit & sing S.

2x-2NT-3any: 3OS=NF; 3NS=F (maybe artificial); 4NT= RKC; 4C asks singleton

VUL:

Tend to be closer to "Classic," but weak suits are not impossible

2HS-2NT = F(Modified Ogust): 3C bad/bad; 3D good suit; 3M"-natural max; 3M'=good hand, bad suit; 3NT=NAT max.

ALL:

JS to 3M=Inv, 17-18 with 6+ cd suit.

JS to 4C = RKC (in or out of comp). 4NT= BW not KC

2D-2NT: F(Modified Ogust): 3C=max w singleton, no 4cd Maj (GF); 3D=min;

3NT=natural max; 3H=4S max; 3S=4H max

2DHS-(Dbl): 2NT+=transfer (maybe lead-directing, maybe "one-under")

2HS-(Dbl): Raise to 3HS or 4HS bars partner (transfer to invite cooperation).

2HS or 3HS-(Dbl)-4DH: Creates F (trans back to HS)

Note 16: 3-LEVEL PREEMPTS:

WIDE RANGE: 0-15. Dependent upon position & vulnerability. 6-cd suit is normal

NV. Many standard Weak 2's are opened at 3-level NV.

Anything ok facing PH.

VUL: Tend to be closer to "Classic," but weak suits are not impossible

RESPONDING: NV-NSNF. Vul-NSF if 3H & higher. Std BW, not RKC. If opener bids over a NF response, new suits are shortness w fit.

3C-3D asks for 3cd major; 3H= No, 3S= 3+ H's, 3NT= 3+ S's, 4x=both.

4C response is RKC

4D response asks sing: (respond no, lo, mid, hi)

A PH is expected to respond with a fit.

3HS-(Dbl): Raise to 4HS bars partner (one-below transfer to invite cooperation).

Note 18: OPENING BID STYLE:

Light Initial Action. We open most 11's NV unless 4x3. Some discretion allowed when Vul. May open with 8-9 HCP if distributional. In theory, a 7-loser hand is an opening bid regardless of high-card strength, but we try to have approximately the equivalent of an Ace and a King.

In third seat, opening bids may be extremely weak, occasionally as little as 8 hcp balanced with a bad 4-card major.

May open a little light in fourth seat with spades. Open 12+ balanced, otherwise same as 1st and 2nd seat.

Note 19: NAMYATS: (SOLID MAJOR, SLAM TRY, 7½ to 8½ Tricks)

Creates force in competition. Responses:

Next step: Slam interest, 1 or 3 Aces
 4M': To play
 NS above 4M': Slam interest, 2 Aces, 2-losers in bid suit
 4NT: Slam interest, 2 Aces, void in opener's major
 5M': Slam interest, 2 Aces, no two-loser suit
 After 4C-4D-4H or 4D-4H-4S: As above with 3 Aces instead of 2
 Competition: Can't play in 4C or 4D.
 4CD-(Dbl)-P: Forcing, no slam interest
 4CD-(Dbl)-4M': Some slam interest, PASS is weakest action
 4CD-(Dbl)-XX: F, slam interest, 1st round control

Note 20: 2C OPENING: Bal 23+ or 8½+ Tricks.
 RESPOND CONTROLS: 2D=0-1, 2H=2, 2N=3, 3C=4, 3D=5, 3N=6+. 2S=ANY 5+suit w 2 of top 3 honors. 3H=ANY 5+suit headed by AKQ. 3S=ANY 5+suit headed by AKQJ.
 4CDHS = one-suited dbl neg, Astro linked.
 Response of 2H+ is GF. 2NT+ is usually F to 4N, 3D&3N F to slam.
 2C-2N-3C: Opener has bal 23+ (can get out in 3N), 3D=Stayman.
 After 2C-2D: Responder's cheapest 3-lev rebid is double negative.
 2C-2D-2H relays to 2S, then 2N=24+ bal GF, else = natural H's.
 2C-2D-2H: any bid other than 2S = double neg, astro-linked.
 Controls in competition:
 Thru 2S: X="he stole my bid," Pass=lower bid, all else normal
 2N thru 4H: X=penalty (maybe not trumps), Pass=force, Bid=slammish
 4S+: Dbl=penalty but may be bal yarborough, Pass=F(2+useful cards); Bid=Slam force.

Note 21: "GOOD-BAD 2NT":
 Applies only by the opening bidder, only at his 2nd turn to bid and only if an opponent has made the last bid. (Applies vs an opponent's 1-level or 2-level bid.)
 2NT is never a "reverse" suit.
 2NT may conceal a weak raise.
 3-level bids show extra values only insofar as to say that opener is "happy to bid" again.
 Respond to 2NT as if opener had made a weak rebid in C's, except that responder's 4C (NS) is natural and forcing.
 X by opener in GOOD/BAD 2NT position is usually a SUPPORT DOUBLE (3-cd raise), but may occasionally be a strong 2NT rebid.

Note 22: DOUBLES:
 L/D VS 3NT: 1) We bid: X=don't lead. 2) We both bid: X asks ldr's suit 3) Dummy's 1st suit 4) Lowest logical suit
 L/D VS SLAM: 1) Ruff 2) Dummy's 1st suit if logical, otherwise 3) Lead lowest ranking logical suit.
 VS. 6NT&7NT: X=lead our suit
 X of a Q-BID: 1) If doubler hasn't bid the suit, X asks lead 2) If doubler has bid the suit, X="he stole my bid" if auction is live,
 or 3) ANTI-LEAD X: If doubler has preempted or raised partner's preempt
 OUT-OF-THE-BLUE: "I'm leading a singleton" or "find my singleton"
 L/D VS SPLINTER: Usually asks for lower side-suit, but 1) X of minor below 3NT says lead it, and 2) X asks save if partner has suggested length
 SUPPORT DOUBLE: Used only by opening bidder. Not mandatory if opener has balanced minimum. Shows extras if above 2Q. May also show normal strong 2NT rebid, with or without support, if in GOOD/BAD 2NT position. [17]

Note 23: DOUBLES: more...

UNSOLICITED DOUBLE BY PREEMPTOR: 1) Looking for a ruff 2) Penalty

DOUBLE BY PREEMPTOR IN COOPERATIVE AUCTION: 1) Extra defense, usually a singleton and an Ace

VS BERGEN RAISE et al: X=L/D if opponent's bid shows game invitational strength or better. X=T/O of their partnership suit if

opponent's bid is less than invitational strength.

VS NF BID (Neg Free Bid): X=Penalty.

Note 24: PREEMPTIVE JUMP OVERCALLS:

Wide range (0-15), Aggressive, 95% weak, may be much weaker than "normal" or expected. Occasional 5-card suit (rare). Strength

depends upon position and vulnerability

Anything goes facing PH - may be very strong in 3rd or 4th. May be very strong if 5/5+ with 5 cards in RHO's suit.

UF: Always good hands. 6-7 losers at 2-level, 5 or fewer losers at higher levels.

RESPONSES:

2NT asks for description. Respond on Vul Weak 2-bid structure [15]

NSF only if 3H+ or if 3/3.

NT responses at all levels are suspect - presumed serious, but may suggest a save with no defense and an appropriate amount of offense for the level.

Note 25: FOURTH SUIT FORCING:

Usually GF, but either side can get out at the 2-level after initial 1HS response.

1C-1D-1H-1S = Weak with S's or good without S's

1C-1D-1H-2S = Natural, GF.

Jumps in 4th suit: Natural, Invitational if below 30S. Splinter if above 30S.

Rebid of 4th suit: May be Marking time (not natural).

Raise of 4th suit: May be Marking time (not natural).

Note 26: OPENER'S MAJOR SUIT RAISES AFTER 1m-1M:

With some exceptions, our normal rules are:

3M'-1 = Unspecified singleton, Invitational or better; or balanced invitational raise

3M' = Based on shape (2½ raise)

3M+1 = Unspecified singleton, GF (some balanced raises)

4m' = Solid suit

4m" = Balanced raise (5422 if room)

4M" = More balanced raise (4432 or 4333)

4M' = Preemptive, maximum 4 controls

EXCEPTIONS:

After 1C-1S: 3D=invitational three-card raise

After 1D-1H: 3S=either unspecified singleton or 5422, 3N asks which

Similar principles after 1H-1S: 4C=unspecified sing, 4D=bal raise, 4S=preempt. Same rules apply in competition as long as opponents have not consumed useful space.

Note 27: 2NT INQUIRY AFTER 1m-1M-2M:

1m-1M-2M-2NT = Artificial inquiry about opener's hand.

RESPONSES: Steps as follows (3344):

3C = 3 trumps minimum

3D = 3 trumps maximum

3H = 4 trumps minimum

3S = 4 trumps maximum

3N = 3 trumps maximum + length & quality in the opening suit.

4x = 4 trumps maximum (NS=SPLINTER, 4m'=good 5+card minor.)

After 1H-1S-2S, same principles apply, except that 3H is 3-card raise with 6 H's. 4-trump max with long good hearts is shown with 4H rebid.

Note 28: FOUR SUIT TRANSFERS AFTER 2NT REBID:

After 1m-1M; 2NT:

3C: relays to 3D, for 1) 5332, choice of games, 2) Slam try in opener's minor, 3) Signoff in D, 4) slam try in other minor

3D: trans to H

3H: trans to S

3S: three-card raise of opener's minor

4NS: self-splinter

4OS: good suit slam try

Opener can preaccept any transfer.

Responder's second suit is GF.

Simple four suit transfers apply after 1H-1S-2N and 1C-1D-2N (no relay or artificial slam try)

Note 29: TWO-WAY CHECKBACK AFTER 1X-1Y-1NT:

2C = artificial relay to 2D and starts all invitational sequences

2D = artificial game force; opener's rebids are natural

all jumps are forcing after opener's 1NT rebid

OFF by PH, or if opps have bid a suit (use Q-bid of their suit to force)

Note 30: 4NT OPENING or OVERCALL ASKS FOR SPECIFIC ACES:

Responses:

5C = No Ace

5DHS = That Ace

5N = AC

6C+ = 2 Aces (Crash Style)

(4NT overcall after 4HS opening bid is takeout - same vs. Namyats)

Note 31: STRONG JUMP-SHIFT RESPONSES.

3 hand types;

1) My suit, 5+controls,

2) Your suit, 4+controls,

3) NT, 16-18, 5-card suit (occ 6), no control requirements.

Solid majors are always jumpshifted. Solid minors are not jumpshifted

2-suited hands are not jumpshifted. 8+ controls are not jumpshifted.

RESPONSES:

Opener's cheapest step rebid is an artificial neutral waiting bid. Non-neutral bids are slam tries in that suit (cheapest NT replaces

the suit lost to the artificial relay). JS is splinter. Raise is slammish, raise to 4-level is nearly slam-forcing.

REBIDS by jumpshifter: NT rebid promises stoppers in all unbid suits. New suit is splinter in support of opener's suit. Jump rebid in

JS suit is exactly 8 or 9 tricks with a solid suit and a side Ace.

Note 32: PUPPET & 4-SUIT TRANSFERS AFTER 2C-2X-2NT:

3C asks 5-cd major, 3DHS and 4C are transfers. Transfer to minor shows 4+ length in other minor - 99%.

After 3C-3D:

3H = 4S's or no 4-card major

3S = 4H's, maybe 5S+4H

3NT = 4/4 majors

4C/D = Natural, single suited, F1

Note 33: AFTER WE OPEN 1NT: NF Stayman & 4-suit Transfers

After Stayman:

2C-2D-2H: s/o, both majors, any length

2C-2R-2S: 4S, longer minor, s/o

2C-2D-2NT: inv - may conceal 5 S's

...3C: GF 3-suited, 3+ cards in opener's "suit" - 3 asks sing

...3D: GF 3-suited, singleton in opener's "suit"

2C-2D-3HS: GF, 5/4 majors, exactly 5422 or 4522 (bid is 4-card suit)

2S = transfer to C: 1-suited s/o, inv, or GF planning to follow with singleton showing bid, or 5/5 minors invitational.

2N = transfer to D: usually at least invitational, 1-suited, may follow with singleton showing bid. May have weak 5/5 minors

3C = transfer to D: either s/o or 2-suited GF.

3DHS = natural, primary length in clubs, GF.

After Transfer: Retransfers (invitational+), Splinters

Note 34: ONE-UNDER RULES:

In a competitive auction, if we make a non-forcing bid which is "one-under" the opponents' game which is likely to be bid, and likely

to make, partner (including preemptor) is allowed to act. His normal action is pass, but he is invited to bid again with extra offense, or double with extra defense.

Applies primarily when we have already bid and raised a suit, and are known not to "own" the hand.

Usually applies after we have preempted, but may apply to overcalls & occasionally even after we've opened.

Note 35: SINGLETON RULE:

In a competitive auction after the opponents have bid a game, whether or not we are in a force, if it is reasonable that we may take some action, a pass in direct seat shows:

1) A singleton in the opponents' suit if partner has suggested a balanced hand.

2) No wastage in the opponents suit if partner has suggested an unbalanced hand.

Note 36: REVERSE STRUCTURE:

Reverse is normally F1 and promises a rebid. (Reverse is NF on PH, also NF on 1NT responder)

RESPONSES:

Cheaper of 4th suit or 2NT is relay & probable negative. (May be positive - "marking time.")

Direct preference is FG & at least mildly slam positive.

4th suit resp above 2NT is GF & Nat with good 5+cards.

No reverse after 2/1

2-level JS is treated as a reverse, but we're in GF (Same responses apply).

Reverse may be light with fit (5431-15 HCP)

Note 37: 2NT IN COMPETITION RARELY NATURAL

If 2NT isn't invitational it isn't natural

If Game is possible 2NT is Lebensohl [8]

If Game is not possible 2NT is takeout

2NT in Passout Seat is takeout unless specifically defined otherwise

2NT as Limit Raise: After our one-level overcall or 2 overcall, if 3rd makes any non-invitational call, our non-jump 2NT is a limit raise. If both cue-bid and 2NT are available as limit raises below three-of-our-suit, then the cheaper of the two shows a defensive limit raise usually three trumps) and the higher shows an offensive limit raise (usually 4 trumps). DOES NOT APPLY AFTER OUR 2CD overcall.

Note 38: AFTER OPP'S TAKEOUT DOUBLE

1CDHS (Dbl): JS = fit-showing, inv+, F1

1CD-(Dbl): JS other minor = limit raise+ w shape (F); 2NT = bal limit raise (NF); Jump Raise = weak; 3NT = bal GF raise (NF)

1HS-(Dbl): 1NT trans to 2C (many hands) 2CD=gd raise (3/4 trumps). 2N=limit+ (4 trumps); 3NT=good 1/4 pre; 4CD=wk FSJS (F)

Note 39: R2D2

In artificial step sequences: Redouble or Double is the 2nd step.

Anytime we're in a step-sequence ("counting on our fingers"), if opponents interfere we stay on structure. Pass is the first step,

and double (or redouble) is the 2nd step. Applies: RKC, Sing Asks, SBW, etc.