

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level=4+ cards; 2-level=5+ cards; Aggressive style
Wide range (can be light); 2* O/C often light as WJO not available
New suit=F1; TRANSFER ADVANCES; MIXED RAISES
JUMP RAISE=PRE; 2NT IS SUPPORT OR TRANSFER
FIT JUMPS; JUMP CUE=MIXED RAISE OR SPL
1NT SOMETIMES TRANSFER; FREQ TRF IN COMP
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd/4th Live: 15-18-HCP; (2nd) SYSTEM ON
(4th) 2NT INV, 2(RHO SUIT) normally F1, others sign-off
Reopening: 11-16HCP; 2* relay, 4-way txf, 3m INV, 3M SPL
PH: 4M, 5+m (aka Raptor)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suiter: 3-9HCP
2-suiter: 1*–2♦=♥+♠; 1*–2NT=♥+♦; 1♦–2NT=♥+♠; [A1]
1♦–3*♠=♣+♠; 1M–2NT=♦+♠; 1M–3*♠=♦+OM
Reopen: INTERMEDIATE (10-16HCP); 2NT=19-21 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1*–2*♠=NAT; 1♦–2♦=♥+♠; 1M–2M=♠+OM; [A1]
1*–3*♠=♦+♠; 1♦–3♦=♣+♠ STRONG [A1]
1M–3M=solid suit asking for stop; Double jump cue=good 4M
Reopening: CUE=STR 2-SUITER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
MULTI-LANDY: 2*♠=4+♥, 4+♠, then 2♦ asks for better major
2♦=ONE MAJOR; 2♥=♥+m, 2*♠=♣+m; 3X=PRE
2NT = minors or any FG 2-suiter
vs STR (ex/3rd seat) or PH: DBL=4+M + 5+m or STR BAL
vs WEAK: DBL=PEN; vs 3rd seat 1NT: DBL=PEN
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
GUCCI LEB after (WK2M)–DBL–(P) [A2]; (WK2)–2NT=15-18
(WK2M/3M): 3M=stop ask; 4m=m+OM; 4♥ cue=STR 4♠
(WK2m/3m): 3m=stop ask; 4*♠=om+M (4♦ rel); 4♦=♥+♠
(WK3)–3NT–(P):4*♠=REL; 4♦=F1, END SIGNAL; 4M/5m=S/T, NF
LEBENSÖHL (SLOW SHOWS) after (WK 2♦)–DBL–(P);
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*</b>
(1*): PASS can be STR BAL; DBL=5+♥; 1♦=5+♠ or 4♥4♠;
(1*): 1♥=♥+♠ or ♠+♦; 1♠=♥+♦ or ♠+♠; 1NT=MM or mm
(1*)–P–(1♦): DBL=MM; 1NT=mm
(2*): DBL=Touching 2-suiter; 2NT=Non-touching 2-suiter
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1* (X) RDBL=5+♦, 1X TRF, 2*♠=ART, 2♦=MM, 10+, 2M=3-9HCP
1♦ (DBL) RDBL=4+♥, other TRF, 2M 3-9HCP
1♥ (DBL) RDBL=4+♠, others TRF, 2*♠=4♥, mixed raise
1♠ (DBL) RDBL = 9+, others TRF, 3♥=4♠, mixed raise
Direct raises PRE, 2NT=LIM+ RAISE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Good suits: 3 <sup>rd</sup> from 4; 4 <sup>th</sup> from 6; LOW from odd		
	LOW from doubleton non-honour and 10x;		
	HIGH from xxx(+) (occasionally second highest from 10xx(+))		
NT	Same		
Subseq	ATT (including low from xx) except same as trick one thru declarer		
Other: Same leads in partner's suit [B2]			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) AKQ(+)	AKx(+) Ax(+) AK	
King	AK <sup>1</sup> AKJ AKJ10(+) KQx(+) KQJ(+) [AKx(+)]	KQ AKJ AKJ10(+) KQx(+) AKQx [AKx(+)]	
Queen	KQ <sup>1</sup> KQ10(+) QJ10(+) QJx(+)	QJ KQ10(+) KQJx(+) QJx(+)	
Jack	QJ <sup>1</sup> J109 J10x(+) AQJx(+) QJ10(+) QJ9(+)	J10 J109 J10x(+) AQJx(+) QJ10(+) QJ9(+)	
10	J10 <sup>1</sup> 109x(+) (A/K)J10x(+) 109x(+) [10xx(+)]	109x(+) (A/K)J10x [10xx(+)]	
9	109 (A/K/Q)109x 9xx(+)	109 (A/K/Q)109x 9xx(+)	
Hi-X	Sxx Sxxx Sxxxx 10Sx(+)	Sxx Sxxx Sxxxx 10Sx(+)	
Lo-X	xS HxS HxSx HxxxS HxxSxx	xS HxS HxSx HxxxS HxxSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCRG*	S/P	O=ENCRG; E=S/P
Suit 2	S/P	Hi/lo=Odd	Hi/lo=Odd
3	Hi/lo=Odd		
1	Hi=DISCRG*	S/P	O=ENCRG; E=S/P
NT 2	S/P	Hi/lo=Odd	Hi/lo=Odd
3	Hi/lo=Odd		
<b>Signals (including Trumps):</b> Trumps: S/P; ORIGINAL COUNT=U/D			
*With known 5+ card suit, MIDDLE is ENCOURAGE, others S/P			
<sup>1</sup> If seeking ruff, otherwise top [B1]			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize majors, minors unclear; (1M)–X–(P/2M)–4m=5OM, 5m [E1]			
May be light (9+) w/classic shape; offshape OK at higher levels			
Over RDBL: Pass is NEU; ELC (minors); CUE-BID=F to S/A;			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
ANTI L/D DBL; SOME SPL DBL for LOWER SUIT [E6]			
TRF AFTER 1X – (1R) and 1♣/1♦/1♥ – (DBL)			
SUPP DBL/RDBL AT 2-LEVEL THRU 2M; MAXIMAL DOUBLES			
DBL OF 3NT AFTER WE OPEN 2♦ = DO NOT LEAD YOUR SUIT [E4]			
(1X) – 1Y – (DBL) – RDBL=COMPETITIVE, 8-10, TYPICALLY 2-card support			
PASS/DOUBLE INVERSION IN FORCING PASS AUCTIONS [E2]			
1NT (X=PEN) XX=SINGLE-SUITED RESCUE; THRUMP DOUBLES [E7]			
XX BY 1NT OPENER SHOWS 5+ SUIT AND SUGGESTS RESCUE			

W B F CONVENTION CARD	
CATEGORY:	RED
NCBO:	ENGLAND
PLAYERS:	Paul <u>GIPSON</u> – Alex <u>GIPSON</u> (EBU66982/SBU12178 & SBU15913/EBU83472) (ACBL 9082352 & 8979367)
SYSTEM SUMMARY	
5-CARD MAJORS	
1♠=2+♠ (NF, NAT or BAL) with TRANSFER RESPONSES (can be 2♠/5(6)♦ when BAL)	
1♦=5+♦ UNBAL UNLESS 1444/4441	
OPEN LIGHT (Rule of 18 UNBAL; 10+NV/11+V BAL);	
RESPOND VERY LIGHT; WIDE RANGE OVERCALLS	
1NT: 13+16 (1st/2nd); 14+17 (3rd/4th) (5M/6m/(5422) OK, no agreement to open w/SPL so rare, 5M only if min)	
LEAD LOW FROM xx and 10x at T1 and through declarer	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MULTI 2♦ (5+ MAJOR, 3-9HCP)	
NV: 2♥ = "3-9HCP MAJOR TWO-SUITER"	
2♠ & VUL 2♥: 3-9HCP 5M + MINOR (5m UNLESS NV)	
3NT = GOOD 4M PRE-EMPT (1/2), GAMBLING (3/4)	
TRANSFER RESPONSES TO 1♠ (1♠= 5+, no major)	
1♠ – 1NT = FG RELAY, TYP CLUBS/BAL, 1♠ – 2♠ = 5+♦, FG	
1♠/1♦ – 2M = 5+♠, 4+♥; 1♠ – 2NT = 6+♠, 4-7HCP	
1♠ – 2♦ = 6+(5) MAJOR, 3-9HCP	
1♦ – 1M = 4+M UNLESS (3334/3325/2335/3235, 5-12HCP)	
1♦ – 1NT = FG RELAY, TYP BAL/CLUBS/DIAMONDS	
1♦ – 2♠ = 5+♠, 5-10, NF; 1♦ – 3♠, 1♠ – 3♥ = NAT, INV, NF	
TRF REBIDS AFTER 1♦ (1♦-1M-1NT=4+♠ OR ANY 16+)	
1M – 2♠=ART, FG; 1M–"2M-1"=3-7HCP RAISE OR 5+♦, FG;	
1M–2M=CONSTR; 1M–2NT=LIM RAISE; 1M–3m=NAT, inv	
1♥ – 2♠ = 5♠/5♦ (9)10+; 1X–(1Y)–2Y = TWO-SUITER, (9)10+	
1M – 1X – 2♠=NAT OR ANY (15)16+, F1	
1NT–3♦=(14)44; 1NT–3♥=4414; 1NT–3♠=4441	
(1m) – 2♦ = BOTH MAJORS; (1♠/1♦/1♥/1♠)-3♠=TWO SUITER	
TRANSFERS AND SWITCH BIDS IN COMPETITION [D1, D2]	
INVERT 1NT AND SUPPORT DBL/RDBL AT ONE-LEVEL	
1♠ – (DBL/1M) – 2♠ = 4+♠, 4+♦, 5-9HCP	
SPECIAL FORCING PASS SEQUENCES	
(WEAK 1NT) – DBL – (any) – Pass: F thru 2♠	
1X – (5Y) – Pass=F; 1X – (Pass) – 1Y – (5Z) – Pass=F	
IMPORTANT NOTES	
(MULTI 2♦)–2♥=5+♠ /STR BAL;2♠=6♠ no 4M;2NT=6♦ no 4M	
1NT–2♠–2X–2NT GUARANTEES 4M;	
GUCCI LEBENSÖHL [A2], RUBENSÖHL OVER 1NT COMP [A3]	
PSYCHICS:	31 October 2020

	ART	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠	Yes	2	6♠	10+ (BAL, NV) or Rule of 18 (NAT)	1♦=4+♥; 3+HCP; 1♥=4+♠, 3+HCP; 1♠=5+HCP no 4M	1♠-1♦-1♥=10-13(14) BAL w/2(3)♥	1♠=5-10, both minors or 4+♦
				2+♠, NF; Either NATURAL or	1NT=FG, typ clubs or semi-bal; 2♠=5+♦ FG	1♠-1♦-2♥=single 3+♥ raise;	1NT=5-10, NAT, no 4M
				BAL outside of 1NT range	2♦=6M, 3-9HCP; 2♥=4+♥, 5♠, 3-8; 2♠=4+♥, 5+♠, 9-11;	1♠-1R-1NT=17-19 BAL	(PH) 2♠ inverted; fit jumps
				Can have 5(6)♦ and 2♠ if BAL	2NT=6+♠ 4-7HCP; 3♠=6+♠, 8-10HCP	1♠-1R-2NT=3-6/4-5, 15+HCP	
1♦		4	6♠	Rule of 18, NF; 4 or more ♦	1M 4+M unless 3334/3325/(23)35;	1♦-1M-1NT=10-16 4+♠ or any STR	1NT natural, 2M/3♠ fit
				(4♠ only if 4441/1444)	1NT=FG, typ BAL or clubs or diamond support;	1♦-1M-2♠=6+♦; 1♦-1M-3♠=55m, 14-16	2NT limit raise (typ bal)
					2♠ NAT, NF; 2♦=3+♦, 4-9; 2M=5+♠, 4+♥, as 1♠;	1♦-1♥-2♦=3♥, NF; 1♦-1♥-2♥=4♥, NF;	3♦ limit raise (typ 5♦)
					2NT=4+♦ INV; 3♠=6+♠, 9-12HCP, NF; 3♦=PRE	1♦-1♠-2♦=4+♥, NF; 1♦-1M-2NT=36/45	Fit jumps
1♥		5(4)	6♠	Rule of 18, NF, 5 or more ♥	1NT 5-11(12), NF; 2♠=FG, NAT/BAL/w/FIT/Sl;	1♥-1♠/1NT-2♠=10-15 w/4+♠ or any 15+	2♠=3+♥, 8-10HCP
				Rarely 4♥ in 3rd position	2♦=3-7HCP 3+♥ or 5+♦ FG; 2♥ CONSTR;	1♥-1♠/1NT-2NT=6♥-4m, 16+HCP	2♠=4+♥, any singleton
					2♠=(9)10+, 5-5mm; 2NT=LIMIT OR 10-12 w/SGL;	1♥-1♠/1NT-3m=5-5, 16+HCP, F1	Fit jumps (2NT=spade fit
					3m=INV, NAT; 3♥=MIXED; 3♠=10-12, any void	1♥-1♠/1NT-3♥=14-16HCP, good 1-suiter	jump), 3♥=5♥, limit raise
1♠		5(4)	6♥	Rule of 18, NF, 5 or more ♠	1NT 5-11(12), NF; 2♠=FG, NAT/BAL/w/FIT/Sl;	1♠-1NT-2♠=10-15 with 4+♠ or any 15+	2♠=3+♠, 8-10HCP
				Rarely 4♠ in 3rd position	2♦=5+♥, F1; 2♥=3-7HCP 3+♠ or 5+♦ FG;	1♠-1NT-2NT=6♠-4m, 16+HCP	2NT=4+♠, any singleton
					2♠ CONSTR; 2NT=LIMIT OR 10-12 w/SGL;	1♠-1NT-3m=5-5, 16+HCP, F1	Fit jumps
					3m/3♥=INV, NAT; 3♠=MIXED; 3NT=10-12, any void	1♠-1NT-3♠=14-16HCP, good 1-suiter	3♠=5♠, limit raise
1NT			4♠	1st/2nd: 13+ - 16HCP	2♠=STAYMAN; 2♦=5+♥ or (5+♠, 5+♦, FG)	TRF BREAK WITH SUPPORT (♥/♠)	DBL=TAKEOUT
				3rd/4th: 14+ - 17HCP	2♥=TRF; 2♠=RANGE ASK or CLUBS (S/O or FG)	TRF AFTER MAJOR-SUIT TRF	RUBENSOHL (2NT+) [A3]
				May hold 5M (only if min) or 6m	2NT=PUPPET STAYMAN; 3♠=TRF 5+♦	1NT-2♠-2♦-3M=4M, 50M, FG	
				OFFSHAPE OK; SPL rare	3♦=(14)44; 3♥=4414, FG; 3♠=4441, FG		
2♠	Yes			23+ BAL OR ANY FG	2♦=REL, 7+HCP; 2♥=0-4HCP; 2♠=5-8 (semi) BAL	2♦ FORCING TO 4NT	DBL weaker than Pass
					2NT/3♠/3♦/3♥=TRF, 5+ suit, 4-6HCP;		
2♦	Yes			MULTI (3-9HCP, 5+M)	2M=P/C; 2NT=REL; 3♠=5+♥, 14+;	2♦-2NT-3♠=MAX; 3♦=MIN, 5+♥,	DBL OF MAJOR=P/C
				5M common when NV	3♦=5+♠, 14+; 3M=P/C; 4♠=TRF TO MAJOR;	3♥=MIN, 5+♠	2♦(X)-PASS asks opener to
				4th: 5+♦, 10-13HCP	4♦=BID MAJOR; 4M TO PLAY		pass with 3+♦
2♥	Yes	NV 4		NV: 45/54/55MM, 3-9HCP	2NT=RELAY; 3m=INV, NF; 3M=PRE	(NV) 2♥-2NT-3♠=54/45 min, 3♦=55xx min	
		VUL 5		VUL: 5+♥, 5(4)+m, 3-9HCP	2NT=RELAY, 3♠=P/C; 3♦=♥ INV	(VUL) 2♥-2NT: 3m=4+m, min;	
				4th: 5+♥, 10-13HCP		(VUL) 3♥=4+♠, max; 3♠=4+♦, max	
2♠	Yes	5		5+♠, 5(4 NV)+m, 3-9HCP	2NT=RELAY, 3♠=P/C; 3♦=♠ INV; 3♥=F1	2♠-2NT: 3m=4+m, min; 3♥=4+♠, max;	
				4th: 5+♠, 10-13HCP		3♠=4+♦, max	
2NT				20-22 BAL (5M/6m/SPL poss)	3♠=STAYMAN, 3♦/3♥=TRF;	2NT-3♠-3NT=4♥, 4♠	DBL=TAKEOUT
				OFFSHAPE OK	3♠=MINOR SUIT STAYMAN; 4♠/4♦=TRF	2NT-3♠-3♦-3M=4M, 50M, FG	
					4♥/4♠=T/P; 4NT INVITE	MAJ TRF ACCEPT WITH SUPPORT	
3♠		6		Undisciplined	3♦ = REL; 3M=F1; 3NT=T/P; 4♦ = KEYCARD	3♠-3♦: 3M=3+OM, 4♠=33MM	DBL = PEN
3♦		6		Undisciplined	3M=F1; 3NT=T/P; 4♠ = WEAK KEYCARD		DBL = PEN
3♥		6		Undisciplined	3♠=F1; 3NT=T/P; 4♠ = WEAK KEYCARD		DBL = PEN
3♠		6		Undisciplined	3NT=T/P; 4♠ = WEAK KEYCARD		DBL = PEN
3NT	Yes			(1/2) GOOD 4M PRE-EMPT	4♠=TRF TO MAJOR; 4♦=SHORTAGE ASK	HIGH LEVEL BIDDING	
				(3/4) GAMBLING	4m=PASS OR CORRECT	ROMAN KEYCARD 3041 (D1P0, DOPE above 5); KICKBACK	
4X		6		PRE (4M often distributional)	(over 4M) NEW SUIT ASKS FOR CONTROL	EXCLUSION KEYCARD; SERIOUS 3NT; LAST TRAIN;	
4NT	Yes			SPECIFIC ACE ASKING	5♠=NO ACES, 5♥/5♥/5♠/6♠ SHOWS ACE	PASS/DOUBLE INVERSION; CUE BID 1ST BEFORE 2ND; DENIAL CUE BIDS	
5X		7		PRE-EMPTIVE		WEAK KEYCARD (0, 1, 1+Q, 2, 2+Q) [A4]	

**A. CONVENTIONS USED**

1. Ghestem  
Two-suited overcalls are made with any strength when non-vulnerable and intermediate+ when vulnerable. A subsequent bid by the overcaller shows extra length, not necessarily extra strength. A subsequent double by the overcaller shows extra strength.
2. Gucci Lebensohl  
In a Lebensohl position, except over competition over our 1NT opener, unlike standard Lebensohl a 2NT response asks for the doubler's better minor and a direct 3♣ response is natural with 0-11 HCP. With stronger hands, those with a 4-card major go via 2NT and the direct 3NT and cue bid deny a 4-card major.
3. Rubensohl  
Rubensohl is used instead of Lebensohl when the opposition overcall a 1NT opener. Rubensohl adopts the following rules:
  - a. Double is generally STAYMANIC over interference of a minor; over major suit interference it is optional and shows at least 9-12HCP generally with a useful hand. A 2♣/2♦ that shows a major (or both) is treated as major suit interference
  - b. The response 2 of a suit is natural and competitive, but not forcing (could be very weak)
  - c. The responses 2NT/3♣/3♦/3♥ are all TRANSFERS including the cue bid of their suit
  - d. The TRANSFER responses are strong or intermediate, but never weak
  - e. Response of 3♠ is a natural 5-card suit FG, without a stopper
  - f. 3NT is natural, showing a stop
  - g. TRANSFER cue bid assumes many meanings. Basically partner completes the transfer without a stop while making a descriptive bid with a stop. EXCEPTION: If the opposition have shown spades, then the response 3♥ shows 4♥ with or without a stop, while the response 3♠ shows a FG balanced hand without a stopper.
  - h. The transfer cue bid is STAYMAN which is used to look for at least one 4-card major or a stop in their suit. Partner responds:
    - i. Completing the transfer means "I DON'T have a stopper", but could still have a 4 card major. Now the responder starts looking for a fit in a suit knowing the lack of a stopper. Note that the responder bids the major he does not hold.
    - ii. Bid a major --- I have a stop, and this four-card major
  - i. If the partner of the opener has shown a hand at least invitational the simple completion of the TRANSFER tells the partner to pass in the case of an invitational hand. Therefore opener with a maximum or a good fit should not just complete the TRANSFER but look for another descriptive bid
4. Weak keycard  
We use weak keycard or the weak keycard responses whenever a hand is known to be weak, typically less than nine points. This includes all pre-emptive openers and overcalls, 2♦/2♥/2♠ openers, responses to opening bids that are weak (such as 1m-(P)-2♦/2♥).

**B. LEADS AND SIGNALLING**

1. Signalling
  - a. Upside down count and attitude. Regular suit preference. Upside down original count is shown. Primary signal is almost always attitude.
  - b. Count only when necessary and attitude already known, normally we show suit preference rather than count. We try to give the signal partner needs to know.
  - c. Suit preference in trump suit common. Suit preference with idle cards as much as possible.
  - d. When we have a known 5+ suit, we signal middle for continuation with high and low signals being suit preference (this only applies to following suit, not discards)

## 2. Opening leads

The leading conventions are:

- a. From two small and 10x – lowest
- b. From three or more small – top, unless that card is a 10 and considered valuable then second. Second card to be played is next highest from original odd number, lowest from original even number if count is to be shown (suit preference tends to take precedence)
- c. From good suits – third and fifth, apart from six when we lead 4th. Next card played is lowest held if even original count is to be shown (suit preference tends to take precedence)
- d. Honours:
  - i. Lowest from doubleton honour sequence if you want a ruff otherwise, and in no trump, lead higher.
  - ii. Highest from unsupported honours, that is. K from KQxxx, Q from QJxx
  - iii. Second from broken sequences, that is Q from KQT and J from QJ9. In a suit contract we may lead highest from a broken sequence (depending on auction and whether we consider showing the third card to be important).
  - iv. Lowest from interior sequences, that is. J from AQJ, T from AJT and from KJT, and 9 from KT9 and QT9
  - v. Top or middle from full sequence i.e. A or K from AKQ depending on which other honour you want to show

Subsequent leads: We use the same leads, including honours, the first time we lead a new suit through declarer. Otherwise, more general attitude principals apply. High leads tend to deny interest in the suit, low shows interest including small from doubleton. Suit preference signals can also apply at any time. If showing count is clear, then low from even, high from odd.

**SUMMARY**

x x      10 x

x x x

x x x x

x x x x x

If the lead of the highest spot card from three or more small might cause the loss of a trick – then the lead should be the second highest.

Most commonly second highest led when the highest card is a 10

H x x

H x x x

H x x x x

H x x x x x

HH      AK KQ QJ J10 109

When wanting a ruff from doubleton honour – lead the lower honour!

HHH      AKQ KQJ QJ10

If not wishing to emphasise the lowest honour for it will not be significant – lead the highest!

HHh      AKJ KQ10 QJ9

If not wishing to emphasise the lowest honour for it will not be significant – lead the highest!

Hhh      AQJ AJ10 A109 KJ10 K109 Q109

## C. BIDS THAT MIGHT REQUIRE A DEFENCE

**D. DEFENSIVE AND COMPETITIVE BIDDING**

1. Transfers in many competitive auctions - in particular, 1♦-(1♠)-1NT=5+♥, F1, 1♦-(1♠)-2♥=5+♠, F1, 1♥-(2♠)-2♦=5+♠, F1, 1♥-(2♠)-2♠=5+♦, F1, 1♦-(2♠)-2NT=5+♥, F1, 1♦-(2♠)-3♥=5+♠, F1, 1♥-(3♠)-3♦=5+♠, F1, 1♥-(3♠)-3♠=5+♦, F1. After 1X-(1♠), then 1NT is a transfer to clubs so double is either takeout or a balanced (8)9+ hand - minimum hands will have four hearts and opener bids accordingly.
2. After we have opened we often switch bids in the remaining suits so that we can transfer into the remaining suits. For example, 1♠-(1♠)-2♦=5+♥, F1 and 1♠-(1♠)-2♥=5+♦, F1. We do not switch bids after we have overcalled, although transfers may be used.

## 3. Relay auctions

We are most likely to relay with game-forcing hands with: (1) primary support (2) balanced or semi-balanced hands (3) hands that can control the auction in the face of competition.

We relay with (almost) all game forcing hands with primary support. We tend not to relay hands with shortage in partner's suit or hands with no, or limited, slam ambitions.

- a. If the opponents double or overcall an asking bid, then Pass shows the first response, Double (or Redouble) shows the second response.
- b. If the opponents double or overcall an asking response, then (in order of availability) Pass/Double/Redouble is the next asking bid
- c. If the opponents bid more than two steps higher than the asking bid, then we revert to natural

## 4. Four-level bids in competition over one no trump

- a. When the overcall, or double, shows a single-suited minor, or minor with unknown major, then four diamonds shows the majors and four clubs is Leaping Michaels.
- b. When the overcall, or double, shows a single-suited major, or known major with unknown minor, then we play Leaping Michaels and, over a heart overcall, the four-level cue bid is a transfer to four spades.
- c. When the overcall, or double, shows two specific suits, then the unbid suit at the four-level shows the other two-suiters and the cue bid is a transfer to the unshown major.
- d. When the overcall, or double, shows both minors, then four clubs shows the majors with equal or longer hearts and four diamonds shows the majors with longer spades.
- e. When the overcall, or double, shows both majors, then four clubs shows the minors with equal or longer clubs and four diamonds shows the minors with longer diamonds.

## 5. When the opponent's double our artificial bid, outside of a relay auction, and we need to establish whether we stop the suit there are different rules depending on whether the opener has shown a balanced hand or not.

- a. If opener has shown a balanced hand and playing redoubled is feasible, then:
  - i. Redouble suggests playing in the contract
  - ii. Pass denies a stop
  - iii. Bidding shows a stop
- b. If opener has not shown a balanced hand or playing redoubled is not feasible, then:
  - i. Redouble – shows the worse option and so, in most contexts, denies a stop
  - ii. Bidding no trump should show stop and desire to play hand
  - iii. Pass shows doubt so either a half stop or a hand which wants no trump to be played from the other side if partner has half stop. Over pass responder bids no trump with half stop, bids something sensible without stop but redoubles without a stop with nothing else to say (recognising that partner may have a stop and therefore rarely would you go past no trump)
- c. A redoubled contract is not feasible when the double shows support for partner's suit.
- d. The exceptions are:
  - i. We use different methods if 1NT-(Pass)-2♠ is doubled.
  - ii. We use different methods if 1NT-(Pass)-3M is doubled.

## 6. Passing a redouble – penalty or no preference?

- a. Pass is penalties if opener guarantees only two or less in suit (eg, Precision 1♦, short or Polish 1♠)
- b. Pass is penalties in sequences when redouble is by the bidder of the suit
- c. Pass of a redouble of any immediately raised suit is not penalties
- d. Pass of a redouble of any later raised suit or mere preference is penalties
- e. Pass of a redouble of any opening pre-empt is penalty

## 7. Forcing in Doubt – in an undiscussed auction, if there is confusion over whether a bid is forcing or not, then the bid should be treated as forcing.

## 8. The general principle is that 2NT in competition is (in order):

- a. Natural if opener can have a balanced 17-19 points and no other way to show (so does not apply after 1♦ opener).
- b. The strong 6-3/5-4 hand (after 1m-(any)-1X-(Pass)-2NT).
- c. Shows a good 4-card raise to the three-level or higher.
- d. After a 1♦ opener, 2NT can show 6-4 minor 2-suiter and 3♠ shows 5-5.
- e. Typically in the later auction, 2NT is a scramble showing two places to play.
- f. Rarely natural.

9. Some general principles in competitive auctions:
  - a. When we are forced to a certain level, the weakest action is to sign-off at that level.
  - b. Below the four-level, doubles of pass or correct bids are two-way, either penalty or takeout.
  - c. In context, typically when partner has shown a two-suited hand and the opposition have doubled, redouble shows a single-suited hand and bids are pass or correct.
  - d. In context, when you have shown a two-suited hand and have the opportunity to redouble, then redouble shows the highest and lowest suits (if three suits in play) or that the higher suit is longer (when two suits in play).
  - e. In non-competitive auctions a simple raise to 4m is forcing.
  - f. When we have two ways to raise, the lower raise is typically the limit raise or better and the higher raise is a mixed raise. When there are three ways to raise, the order is 3-card raise, 4-card raise, mixed raise.

## E. DOUBLES

1. Takeout and penalty doubles general rules: a general principle is that low-level doubles are takeout unless the doubler has implicitly shown suit (eg, by doubling another suit for takeout). If we have established a forcing pass situation, then other specific rules apply. If one of us has shown suit then, in subsequent competition,
  - a. double by bidder that has shown suit is penalty
  - b. double by other hand is penalty and shows something like Hx (to cater for other hand having Hxx)
  - c. pass by other hand is forcing and leaves partner to double with good holding in suit
2. Doubles in a forcing pass situation  
In forcing pass situations at all levels, double is takeout, pass is forcing asking partner to double (if he would stand a penalty double in the context of the auction). The following two cases follow the general rule:
  - a. When we are in a forcing to a level in a non-fit auction (eg, after a two-suited overcall and value-showing double), but not game-forcing, auction then double is takeout and pass is forcing. In a fit auction the general rule applies, eg, 1M (P) 3m (3X) where double is takeout and pass is game invitation OR interest in penalty.
  - b. Where we have doubled a no trump bid (showing a balanced hand or scramble) for penalty, either direct or later in auction, then the next double at the two-level is takeout with pass forcing. Doubling showing three suits rather than one, giving us more chance of doubling further bids for penalty.
3. The double of any no trump bid (not specifically defined elsewhere) is for penalty and requests, in order of priority, the lead of:
  - a. Leader's suit if both leader and doubler have shown suits
  - b. Doubler's suit
  - c. Dummy's suit unless leader can safely lead his own shown suit
  - d. Leader's shown suit
  - e. Leader's weaker major
4. Woolsey double of three no trump after we open multi two diamonds: after our multi two diamonds opener, if responder doubles three no trump then it asks the opener to not lead his suit.
5. Doubles of suit slams: the double of a suit slam by the non-leader requests, in order of priority, the lead of:
  - a. Leader's longest suit not bid by his side
  - b. A side suit bid by the enemy
6. Doubles of artificial suit bids are lead directing unless otherwise defined or qualified as exceptions below:
  - a. Double by an unpassed hand of an artificial (or 1NT) response (through 3♦ to any natural opening bid is a takeout double of the suit opened.
  - b. Doubling of an opposition splinter bid (except when we pass an opening bid and splinter is the initial response, when it is takeout) suggests leading the suit below, except when they splinter into our suit when it suggests a save.
  - c. In competitive auctions, doubling the opponent's cue bid of our suit shows no good reason to lead it; this applies primarily but not solely below 3NT. An exception is where double is competitive indicating extra values.
7. After a 3-level overcall of our one-level opening bid, doubles asks opener to bid three no trump with a stop unless both majors are unbid.

## F. BACK OF CARD

## G. OTHERS

## H. PREPARED DEFENCES