

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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 [D3]; MIXED RAISES [D1]
JUMP RAISE=PRE; 2NT IS SUPPORT OR TRANSFER
FIT JUMPS; JUMP CUE=MIXED RAISE [D1] OR SPL
1NT SOMETIMES TRANSFER; FREQ TRF IN COMP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
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 TRF, 3m INV, 3M SPL
PH: 4M, 5+m (aka Raptor)
JUMP OVERCALLS (Style: Responses; Unusual NT)
1-suiter: 3-9HCP; TRANSFER ADVANCES
2-suiter: 1♣-2♦=♥+♠; 1♣-2NT=♥+♦; 1♦-2NT=♥+♠; [A1]
1♦-3♣=♠+♠; 1M-2NT=♦+♠; 1M-3♣=♦+OM
Reopen: INTERMEDIATE (10-16HCP, 6+ suit); 2NT=19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
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
VS. NT (vs. Strong/Weak; Reopening;PH)
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
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
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♦ RELAY); 4♦=♥+♠
(WK3)-3NT-(P):4♣=RELAY; 4♦=F1, END SIGNAL; 4M/5m=S/T, NF
LEBENSÖHL (FAST SHOWS) after (WK 2♦)-DBL-(P);
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(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
OVER OPPONENTS' TAKEOUT DOUBLE
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♥, 7-9HCP (mixed)
1♠ (DBL) RDBL = 9+, others TRF, 3♥=4♠, 7-9HCP (mixed)
Direct raises PRE, 2NT=LIM+ RAISE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Good suits: 3 rd from 4; 4 th from 6; LOW from odd		
	LOW from non-honour doubleton and 10x;		
	HIGH from xxx(+), normally 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 but may lead 10 from 10xx(+)			[B2]
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) AKQ(+)	AKx(+) Ax(+) AK	
King	AK ¹ AKJ AKJ10(+) KQx(+) KQJ(+) [AKx(+)]	KQ AKJ AKJ10(+) KQx(+) AKQx [AKx(+)]	
Queen	KQ ¹ KQ10(+) QJ10(+) QJx(+)	QJ KQ10(+) KQJx(+) QJx(+)	
Jack	QJ ¹ J109 J10x(+) AQJx(+) QJ10(+) QJ9(+)	J10 J109 J10x(+) AQJx(+) QJ10(+) QJ9(+)	
10	J10 ¹ 109x(+) KJ10x(+) 109x(+) [10xx(+)]	109x(+) (A/K)J10x [10xx(+)]	
9	109 (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		
Signals (including Trumps): Trumps: S/P; ORIGINAL COUNT=U/D			
*With known 5+ card suit, MIDDLE is ENCOURAGE, others S/P			
!If seeking ruff, otherwise top		[B1]	
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasise majors, minors unclear; (1M)-X-(P/2M)-4m=40M, 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 GIPSON – Alex GIPSON (EBU66982/SBU12178 & EBU83472/SBU15913) (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 DEFENCE	
MULTI 2♦ (5+ M, 3-9HCP); 2♦-(P)-2♠ doesn't guarantee ♥ SUPP	
NV: 2♥ = "3-9HCP MAJOR TWO-SUITER"	
2♠ & VUL 2♥: 3-9HCP 5M + MINOR (5m UNLESS NV)	
3NT = SOLID MAJOR 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 [D2, D3, D4]	
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♦ DEFENCE [H1]	
1NT-2♣-2X-2NT GUARANTEES 4M	
GUCCI LEBENSÖHL [A2], RUBENSÖHL OVER 1NT COMP [A3]	
PSYCHICS:	10 December 2021

	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) 2+♣, NF; Either NATURAL or BAL outside of 1NT range Can have 5(6)♦ and 2♣ if BAL	1♦=4+♥; 3+HCP; 1♥=4+♠, 3+HCP; 1♠=5+HCP no 4M 1NT=FG, typ clubs or semi-bal; 2♣=5+♦ FG 2♦=6M, 3-9HCP; 2♥=4+♥, 5♠, 3-8; 2♠=4+♥, 5+♠, 9-11; 2NT=6+♣ 4-7HCP; 3♣=6+♣, 8-10HCP	1♣-1♦-1♥=10-13(14) BAL w/2-3♥ 1♣-1♦-2♥=single 3+♥ raise; 1♣-1R-1NT=17-19 BAL 1♣-1R-2NT=3M-6♣/4M-5♠, 15+HCP	1♠=5-10, both minors or 4+♦ 1NT=5-10, NAT, no 4M (PH) 2♣ inverted; fit jumps
1♦		4	6♠	Rule of 18, NF; 4 or more ♦ (4♦ only if 4441/1444)	1M 4+M unless 3334/3325/(23)35; 1NT=FG, typ BAL or clubs or diamond support; 2♣ NAT, NF; 2♦=3+♦, 4-9; 2M=5+♠, 4+♥, as 1♣; 2NT=4+♦ INV; 3♣=6+♣, 9-12HCP, NF; 3♦=PRE	1♦-1M-1NT=10-16 4+♣ or any STR 1♦-1M-2♣=6+♦; 1♦-1M-3♣=55m, 14-16 1♦-1♥-2♦=3♥, NF; 1♦-1♥-2♥=4♥, NF; 1♦-1♠-2♦=4+♥, NF; 1♦-1M-2NT=3M6♦/4M5♦	1NT natural, 2M/3♣ fit 2NT limit raise (typ bal) 3♦ limit raise (typ 5♦) Fit jumps
1♥		5(4)	6♠	Rule of 18, NF, 5 or more ♥ Rarely 4♥ in 3rd position	1NT 5-11(12), NF; 2♣=FG, NAT/BAL/w/FIT/SI; 2♦=3-7HCP 3+♥ or 5+♦ FG; 2♥ CONSTR; 2♠=(9)10+, 5-5mm; 2NT=LIMIT OR 10-12 w/SGL; 3m=INV, NAT; 3♥=MIXED; 3♠=10-12, any void 4♣=5♥, LIM RAISE; 4♦=GOOD PRE; 4♥=PRE, 4♠=T/P	1♥-1♠/1NT-2♣=10-15 w/4+♣ or any 15+ 1♥-1♠/1NT-2NT=6♥-4m, 16+HCP 1♥-1♠/1NT-3m=5-5, 16+HCP, F1 1♥-1♠/1NT-3♥=14-16HCP, good 1-suiter 1♥-1♠-1NT: 2♣=PUP 2♦, T/P or INV, 2♦=FG C/B	2♣=3+♥, 8-10HCP 2♠=4+♥, any singleton Fit jumps (2NT=spade fit jump), 3♥=5♥, limit raise
1♠		5(4)	6♥	Rule of 18, NF, 5 or more ♠ Rarely 4♠ in 3rd position	1NT 5-11(12), NF; 2♣=FG, NAT/BAL/w/FIT/SI; 2♦=5+♥, F1; 2♥=3-7HCP 3+♠ or 5+♦ FG; 2♠ CONSTR; 2NT=LIMIT OR 10-12 w/SGL; 3m/3♥=INV, NAT; 3♠=MIXED; 3NT=10-12, any void 4♣=5♠, LIM RAISE; 4♦=GOOD PRE; 4♥=T/P, 4♠=PRE	1♠-1NT-2♣=10-15 with 4+♣ or any 15+ 1♠-1NT-2NT=6♠-4m, 16+HCP 1♠-1NT-3m=5-5, 16+HCP, F1 1♠-1NT-3♠=14-16HCP, good 1-suiter	2♣=3+♠, 8-10HCP 2NT=4+♠, any singleton Fit jumps 3♠=5♠, limit raise
1NT			4♠	1st/2nd: 13+ – 16HCP 3rd/4th: 14+ – 17HCP May hold 5M (only if min) or 6m OFFSHAPE OK; SPL rare	2♣=STAYMAN; 2♦=5+♥ or (5+♣, 5+♦, FG) 2♥=TRF; 2♠=RANGE ASK or CLUBS (S/O or FG) 2NT=PUPPET STAYMAN; 3♣=TRF 5+♦ 3♦=(14)44; 3♥=4414, FG; 3♠=4441, FG, 4m=TRF to M	TRF BREAK WITH SUPPORT (♥/♠) TRF AFTER MAJOR-SUIT TRF 1NT-2♣-2♦-3M=4M, 50M, FG 1NT-2♣-2X-2NT GUARANTEES 4M	DBL=TAKEOUT RUBENSOHL (2NT+) [A3]
2♣	Yes			23+ BAL OR ANY FG	2♦=RELAY, 7+HCP; 2♥=0-4HCP; 2♠=5-8 (semi) BAL 2NT/3♣/3♦/3♥=TRF, 5+ suit, 4-6HCP;	2♦ FORCING TO 4NT	DBL weaker than Pass
2♦	Yes			MULTI (3-9HCP, 5+M) 5M common when NV 4th: 5+♦, 10-13HCP	2M=P/C; 2NT=RELAY; 3♣=5+♥, 14+; 3♦=5+♠, 14+; 3M=P/C; 4♣=TRF TO MAJOR; 4♦=BID MAJOR; 4M TO PLAY	2♦-2NT-3♣=MAX; 3♦=MIN, 5+♥, 3♥=MIN, 5+♠ 2♦-2♠: P=5+♠, 2NT=MIN, 5+♥, 3♣=MAX, 5+♥	DBL OF MAJOR=P/C 2♦-(X)-PASS asks opener to pass with 3+♦
2♥	Yes	NV 4 VUL 5		NV: 45/54/55MM, 3-9HCP VUL: 5+♥, 5(4)+m, 3-9HCP 4th: 5+♥, 10-13HCP	2NT=RELAY; 3m=INV, NF; 3M=PRE 2NT=RELAY, 3♣=P/C; 3♦=♥ INV+	(NV) 2♥-2NT-3♣=54/45 min, 3♦=55xx min (VUL) 2♥-2NT: 3m=4+m, min; (VUL) 3♥=4+♣, max; 3♠=4+♦, max	2♥-(X)-XX=rescue 2♥-(X)-XX=own suit
2♠	Yes	5		5+♠, 5(4 NV)+m, 3-9HCP 4th: 5+♠, 10-13HCP	2NT=RELAY, 3♣=P/C; 3♦=♠ INV+; 3♥=F1	2♠-2NT: 3m=4+m, min; 3♥=4+♣, max; 3♠=4+♦, max	2♠-(X)-XX=rescue
2NT				20-22 BAL (5M/6m/SPL poss) OFFSHAPE OK	3♣=STAYMAN, 3♦/3♥=TRF; 3♠=MINOR SUIT STAYMAN; 4♣/4♦=TRF 4♥/4♠=T/P; 4NT INVITE	2NT-3♣-3NT=4♥, 4♠ 2NT-3♣-3♦-3M=4M, 50M, FG MAJ TRF ACCEPT WITH SUPPORT	DBL=TAKEOUT
3♣		6		Undisciplined	3♦ = RELAY; 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) SOLID MAJOR PRE_EMPT, NO OUTSIDE ACE (3.5-5.5 losers) (3/4) GAMBLING	4♣=STRONG SLAM TRY; 4♦=MILD SLAM TRY; 4M=P/C, 5m=T/P 4m=PASS OR CORRECT	HIGH LEVEL BIDDING	
4X		6		PRE (4M often distributional)	(over 4M) NEW SUIT ASKS FOR CONTROL		
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+ (11+) 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 (Rubensohl) and over a weak 2♦ opener (standard Lebensohl), a 'Gucci Lebensohl' 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 invitational, 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 have less than opening values. This includes all pre-emptive openers and pre-emptive 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. Subsequent leads: We use the opening leads, including honours, the first time we lead a new suit through declarer. Otherwise, more general attitude principles 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 it is clear a count signal is required, then low from even, high from odd.

C. BIDS THAT MIGHT REQUIRE A DEFENCE

D. DEFENSIVE AND COMPETITIVE BIDDING

1. A MIXED raise normally shows 4-card support and 7-9 HCP. It shows more than a pre-emptive raise and less than a limit raise.
2. 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.
3. Transfer responses to overcalls are constructive, typically 10+ but less with a good suit. It is rare for this to be lead-directing with support, we tend to show support immediately. Transfers are rarely accepted with a singleton unless minimum with no suitable call. It is common to accept the transfer with doubleton support and minimum hand.
4. 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. Switch bids are constructive, typically 10+ but less with a good suit, but do not promise another call.
5. 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, voids 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. In these cases double is takeout and pass asks for a double (if partner would pass a penalty double).
6. 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.
7. 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 a 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 their 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.

8. Passing a redouble – penalty or no preference?
 - a. Pass is penalty if opener guarantees only two or less in suit (eg Precision 1♦, short or Polish 1♣).
 - b. Pass is penalty in sequences when redouble is by the bidder of the suit.
 - c. Pass of a redouble of any immediately raised suit is not penalty.
 - d. Pass of a redouble of any later raised suit or mere preference is penalty.
 - e. Pass of a redouble of any opening pre-empt is penalty.
9. 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.
10. 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 (often 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.
11. 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.
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♦/3♥/3♠ of our one-level suit opening bid, unless both majors are unbid then double asks the opener to bid three no trump with a stop.

F. BACK OF CARD**G. OTHERS****H. PREPARED DEFENCES**

1. Defence to Multi 2♦

2♦	?	Double	13-16 semi-balanced or very strong
		2♥	5+ spades (would bid 2♠ over weak 2♥) or 19+ balanced
		2♠	6(5)+ clubs without a four-card major
		2NT	6(5)+ diamonds without a four-card major
		3♣	5+ clubs with a four-card major
		3♦	5+ diamonds with a four-card major
		3♥	natural (would bid 3♥ over weak 2♠ and treat as such)
		3♠	strong jump overcall
		3NT	both minors, non-forcing
		4m	5+m, 5+M, strong, NF
		4M	to play (not necessarily strong)

SUMMARY OF OPENING LEADS

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

HHH AKQ KQJ QJ10

HHh AKJ KQ10 QJ9

Hhh AQJ AJ10 A109 KJ10 K109 Q109

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

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

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