

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide range but sound; new suit NF(F BUPH after Preempt- OC)
Advancer's jump in new suit invit.
1NT = 8-11, stopper. Jump Raise = PRE. Jump CUE = Mixed Raise
RESP DBL = Values or T/O. Cue = good raise to 2(+) or strong
If 3 <sup>rd</sup> hand bids new suit: DBL = 4 <sup>th</sup> suit & "safety"
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18- HCP Reg. Stayman + transfers; 4 <sup>th</sup> Live: Same
<b>4<sup>th</sup> Balance:</b> 11-14+ HCP/1m; 11-15+ HCP/1M; then:
2♣ Stayman/range ask; 2 suit natural, NF; 3 suit natural, invit.
(1X)-P-P-2NT=18+-21 HCP, System as over 2NT opening except
Txfr to opener's suit =♦s + values, 3♠=♣s + values
Over (1X)-1NT-(2X or 2Y)-DBL = T/O, Xfer lebensohl [6]
.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Direct:</b> Preemptive (vulnerability conscious); 2NT Ogust responses
<b>Reopen:</b> Intermediate (6+ suit, opening values)
(1X) 2NT=5+-5+ in 2 lower unbid suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels [1] direct and reopen and (1X)-P-(1NT)-2X
(1X)-3X=stopper ask if 4+X promised; After (1x)-P-(1y): 2x/y = NAT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=♥s + 2 <sup>nd</sup> suit (if 2 <sup>nd</sup> suit ♠s, ♠s stronger/longer)—2NT = GT
2♦=♠s + 2 <sup>nd</sup> suit (if 2 <sup>nd</sup> suit ♥s, ♥s stronger/longer)—2NT = GT
2M Natural (2NT F1); DBL = Strong. DBL BPH=1 minor
Dbl of 2♣/Txfr = L/D vs Strong NT, good hand (15+) vs Weak NT
Advancer's DBL when 3 <sup>rd</sup> hand bids suit after OC=T/O
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Multi 2♦ Defense [14] LEBENSOHL after (Weak 2X)-DBL
(2M)-3M = stopper ask. (2/3m)-3/4m = Majors (higher = stronger)
Vs 2X, 4NT=BW but vs 3/4♥/♠, 4NT=minors, and vs 4m, 4NT=nat.
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: DBL = Majors (also after neg. 1♦), 1NT=Minors
After OC, 2♣: by Advancer=Cue if no suit bid naturally by Opps
Vs 2♣: DBL = Majors (also after artif. 2♦/♥/♠/NT resp., 2 higher)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
NSF 1 level JR=Preempt 2NT=LR+ (Majors); Opposite (Minors)
JS=Preempt BUPH; JS=Fit BPH; 1M-(DBL)-1NT->2M-1=TXFR
After 1♣-(DBL)-2X=Fit (5+X & 4+♠s)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Low from odd; 3 <sup>rd</sup> from even	Xxx if raised; xxX not raised	
NT [10]	4 <sup>th</sup> or highest or 2 <sup>nd</sup> highest	Xxx if raised; xxX not raised	
Subseq	Attitude	Attitude	
<b>LEADS (*=if known 4+ length—see Note 9 below)</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax(+), AK	? Attitude—suggests AKx(x)	
King [9]	AKx+, KQ(x+), Kx	AKJ10+, KQ109(+), Kx,	
Queen [9]	QJ(+), Qx; or KQxx+*	QJx, Qx, KQx+	
Jack [9]	J10(+), Jx, KJ10+, QJxx+*	J10, Jx, J10x, or QJxx+	
10 [9]	(H)109(+), 10x, (K)J10x(x)+*	10x, 109x, H109, (A/K)J10x+	
9 [9]	9x or 109xx+*, H109x+* [23]	9x, 9xx or 1098x+, H109x+	
Hi-X	Hi	Hi	
Lo-X	xxX, xxxX, xxxxxxX, xxXx(xx+)	9Xxx(x) but XXxx(x) (highest or 2 <sup>nd</sup> highest if ≤8)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: HI = ENCRG	Count Hi/Lo = E	HI=ENCRG [10]
Suit 2	Count HI-LO=E	S/P	Count or S/P
3	S/P	In Trump: S/P or HI/LO=Odd	If ruffing HI/LO=Odd
1	ATT: HI = ENCRG	Smith, then count	ATT: HI = ENCRG
NT 2	Count: HI/LO = E	Count or S/P [10]	Present count
3	S/P	S/P	S/P
Signals: HI=Encouraging, LO=Discouraging			
Trumps: S/P or count (HI/LO=odd; LO/HI=even)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Direct & R/O DBL is either support for unbid suits or very strong hand			
Expect opening values in support of unbid suits (including distribution)			
(In response to Dbl, 1NT = 6-10 HCP w/ stopper. CUE = F to S/A or 2NT)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low-level doubles are T/O. 1♣-(1♦)-DBL = (4+-4+) Majors			
1m-(1♥)-DBL = exactly 4-card ♠ 1m-(1♠)-DBL = 4+ card ♥			
<b>Support DBL after 1M response and T.O. 1NT OC</b>			
Repeat same suit NEG DBL is T/O. RESP DBL & EXT-RESP DBL			
(1x)-Overcall-(DBL)-RDBL= doubleton honor and raise L/D DBL [11]			
MAXIMAL DBL if no other G/T. (1x)-1y-(1NT)-DBL = T/O			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: ACBL</b>
<b>PLAYERS: John Lusky &amp; Allan Falk</b>
<b>EVENT: Transatlantic Senior Teams</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card Majors in 1 <sup>st</sup> & 2 <sup>nd</sup> with 1NT response semi-forcing
Transfer response to 1♣ opening after intervening pass
BAL min opening 12 HCP NV, 12+-13 HCP VUL
TXFR response to 1♣ may ignore longer ♦ with nonGF values
<b>2/1 Response:</b> GF (no competition); F1 after OC (may be light if 6+ card suit or fit for opener) 2♣/1M = 2+ GF
<b>1NT Opening:</b> 14+-17 HCP, 5-card Major common
After interference at 2-level, Transfer LEBENSOHL (Slow) [6]
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
MICHAELS CUE [1]; Gambling 3NT opening [2]
FIT Jumps by PH [3]; 2NT BPH/1M = Fit [4]
REVERSE DRURY FIT [7]; 3 level JS by uph 9-11 inv
VS. FLANNERY 2♦: DBL = Strong bal, 2NT = minors, 2♥ = T/O
VS. FLANNERY 2♥: DBL=T/O, 2NT=Strong NT (15+-18)
<b>Defenses VS 2-suited overcalls:</b> both suits known [15]; Unusual 2NT [16] Michaels/our Major [17]
VS. NAMYATS or TFR: Direct DBL = T/O, may be light HCP
When we PEN DBL 1NT opening we are in a force thru 2♥
Wolff signoff after jump 2NT rebid by opener
After 1m-1NT Overcall (natural): 2om=majors, competitive
After reverse, cheaper of 4 <sup>th</sup> suit/2NT = weak
(1/3♥)-4♥ Michaels, 4♠ strong, 4NT = minors
(1/3♠)-4♠/Michaels, 4NT minors.
After 1M-1♠/1NT, 2♣ forcing (natural or artif. strong—"Gazilli")
<b>SPECIAL FORCING PASS SEQUENCES</b>
In Forcing Pass sequence, Pass then Pull=strongest
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2* (*3+ unless 4=4=3=2)	4♥	BAL 12+ hcp or long clubs, unbal. ~11-20+	1♦ = 4+ ♥s; 1♥ = 4+♠s; 1NT=8+-11- HCP. INVERTEDMINOR RAISE. 2NT=GF 3♦/♥/♠ SPL; 1♠=5-8 or 11+ bal., no major or ♦s any range (with 4 major if GF);	1m-2m = F to 2NT; 4SFG After 1♣-1♦/♥ -1M, rebid=XYZ After 1♣-1♠-2M: 2♣ weak, 2NT GF [22]; <u>3♦ NF, 3OM=GF with long ♦s</u>	1m-2m is still INVERTED RAISE but opener may pass (not in comp.) After 1♣ Dbl 2X=5+X w 4+♣
1♦		4	4♥	4+♦s 11-20+ HCP bal or not	2♦ Force; 3♦ WEAK; - 2♣ GF; 2NT/3♣ invit.	1♦-2♣-3M = SPL, 4+ card ♣	2♣ nat; 2♦ LR (not in comp.)
1♥		5	4♠	We Pass BAL 11 HCP	1NT semiF; 2/1 FG. "JACOBY 2NT" [5].	1M-1♠/1NT-2♣ Gazilli; 1M-3M=LR (3+)	1NT = 6-11 (6-12 VUL) NF.
		May be		May be 4 cards in 3 <sup>rd</sup> only	JS>2NT inv. 9-11; 3M = LR (no competition).	1♥-1NT-2♦-2♠ strong diamond raise	JS= FIT [3] 2NT = M + ♣
1♠		4 in 3 <sup>rd</sup>	4♥	if minimum	2-tier Splinters incl. 3NT (10-12/13+)	After LR, next higher asks shortness [21]	2♣ Drury [7]; 3M = Preemptive
INT			At 2- or 3-level	14+-17 HCP. 5-card M common	Puppet STAY (2♣=invit+). JTB. 2♠=Minors or wk ♦s; 2NT=>3♣; 3♣ and 3♦ = nat. INV; 3♥/♠=fragment [20]; Texas; 4♣ Gerber; 4♠ strongest notrump invite; 4NT weaker invite; Walsh relay(2♦=hts or slam try in any suit[24])	Mod. SMOLEN; modified Baze after JTB [25] Special seqs. after 2♣/2NT/3♥/♠ [19, 20]	Modified System on over 2club overall other than majors (Regular Stayman instead of Puppet, no Walsh relays)
2♣	√	0		Only forcing open exc. 4NT	2♦ waiting; 2NT one-loser minor; 3NT solid	SPL; 2♣-2♦-3M = 5+ ♦s & 4 card M	DBL/RDBL=double negative
					suit; 3M=nat., weak with texture	cheapest 3X/4♠=WK	
2♦		6 (5)		Natural, 5-11 HCP	2NT=INQ.; NSF1; 3♣ asks shortness	2♦-2NT-3♣/♥/♠ = feature, max, 3♦=min	Same except NS NF
					4♣=RKCB (5-step)	2♦-3♣-3♦=no short; 3♥/♠/NT=♣-♥-♠	
2♥		6 (5)		Natural, 5-11 HCP	2NT=INQ.; NSF1; 3♣ asks shortness	2♥-2NT-3♣/♦/♠ = feature, max, 3♥=min	
					4♣=RKCB (5-step)	2♥-3♣-3♥=no short; 3♦/♠/NT=♣-♦-♠	
2♠		6 (5)		Natural, 5-11 HCP	2NT=INQ.; NSF1; 3♣ asks shortness	2♠-2NT-3♣/♦/♥ = feature, max, 3♠=min	
					4♣=RKCB (5-step)	2♠-3♣-3♠=no short; 3♦/♥/NT=♣-♦-♥	Same
2NT			√	20-21 HCP	STAY. JTB; GERBER; Texas; 3♠ = minors QUANT INV: 4♠ = strongest, 4NT=mild	SMOLEN Opener's rebids after 3♠ resp. show "key" cards + fit[13]	
3♣		6; usu. 7		Natural, goodish suit	NS<game F (not after DBL) 4♦=RKCB(5)		Same
3♦		6; usu. 7		Natural, goodish suit	NS<game F (not after DBL) 4♠=RKCB(5)		Same
3♥		6; usu. 7		Natural, goodish suit	NS<game F (not after DBL) 4♣=RKCB(5)		Same
3♠		6; usu. 7		Natural, goodish suit	NS<game F (not after DBL) 4♠=RKCB(5)		Same
3NT				Solid suit, no O/S A or K 1 <sup>st</sup> 2 <sup>nd</sup> or 3 <sup>rd</sup>	4♣/5♣/♦/6♣ = P/C. 4♦ = INQ. (shortness)	After 4♦ INQ.=4♥/♠/NT = short m/♥/♠/	
					4M = to play.	5♣/♦ = my suit, no shortness	
4♣		7+		Natural, wide range	4♦ RKCB(5); New major nat.,NF; 4NT nat. NF		
4♦		7+		Natural, wide range	5♣ BW; New Suit natural, NF; 4NT nat. NF		
4♥		7+		Natural, wide range	New minor suit asks control; 4NT RCKB		
4♠		7+		Natural, wide range	New suit asks control; 4NT RCKB		
4NT	√			Asking for aces	Step responses start with 5♣ 0-1-2-3-4		
5♣		8+		Natural, wide range		<b>HIGH LEVEL BIDDING</b>	
5♦		8+		Natural, wide range		We Cue 1 <sup>st</sup> or 2 <sup>nd</sup> rd control (unless Partner short); LAST TRAIN. Serious 3NT.	

5♥		8+		Demands raise with ♥ A or K		SPLINTER; LIGHTNER DBL; GERBER; EXCLUSION RKCB
5♠		8+		Demands raise with ♠ A or K		RKCB/KICKBACK (0314); after Q ask—5NT/return to suit=No
						D[R]OP1 or 4; DEPO ≥ 5♥; (3X)-4m-(P)-4NT natural; 4m-4NT natural
						After GSF, 6-level differentiates A/K/extra length (lower=better/longer)

## SUPPLEMENTAL NOTES

### FALK – LUSKY

#### [1] MICHAELS CUE-BIDS

(1M)-2M = 5+5+ OM + m:

- 2NT asks for minor; if followed by 3OM = game try.
- In comp, cheapest NT (excluding 3NT) always asks for minor.
- Minor suit advances are pass or correct at 4 level

(1m)-2m = 5+5+ Majors (presumed range is approx. 8-14. Bid again over 2M with more); also, if 1♣ = 2+ with possible 4+ diamonds. Then 1♣ 2♦ = Michaels, 1♣ 2♣ natural

- 3♣ invit in hearts, 3♦ invit in spades 3M = 4+ trumps – less than “mixed raise values”

(1x)-2x-(3x)-Double = game try.

(1M)-2M-(DBL)-RDBL=INVIT. in overcaller's major

#### [2] GAMBLING 3NT IN 1<sup>ST</sup>, 2<sup>ND</sup>, & 3<sup>RD</sup> POSITION

SOL suit, no O/S Ace or King. 4♣/5♣/♦/6♣ = P/C. 4M = to play. 4♦ = shortness INQ then 4♥=short other minor [4♠ Transfer me to your minor]; 4♠=short ♥s ; 4NT=♠ shortness; 5m=no shortness

[3] FIT JUMPS BY PH = INV, F1, with 5+cards in responder's suit & 4+cards in opener's suit and concentrated values. But P-1M-3♣ natural invit,

[4] P-1M-2NT = INV, F1, with 5+♣ and 3+ M. Now 3♣ by opener to play.

#### [5] 2NT RESPONSE TO 1M = GF 4+M

3♣ = most min., 3♦ = extras with sing., 3♥ = extras with Void, 3♠ = extras 6322 or 7222, 3NT = extras 5332/5422; 4 lower suit=5+-5+ with 1<sup>st</sup> or 2<sup>nd</sup> rd control of both side suits  
4M rebid—minimum, good trump

#### [6] TRANSFER LEBENSÖHL – SLOW SHOWS STOPPER

Transfer Lebensöhl after natural 2D/H/S, or transfer 2red overcall, or other 2red/2S overcall showing D/H/S with no other known suit, and may apply on second round when overcaller now known to fit those parameters  
Direct Cuebid at 3-level is Stayman without a stopper (may possibly be a jump).

2NT puppets to 3♣ and now:

- 3NT shows a stopper (if they have a suit identified).
- Cuebid is Stayman with a stopper

**[7] REVERSE DRURY FIT** Style is to use Drury aggressively. Off in COMP.

After P-1M-2♣:

- 2♦ = game interest
- 2♥ after 1♠ opening is natural and forcing.
- 3-level rebid by opener/responder = shortness (unless raising natural suit rebid)
- 2♠ rebid by responder after P-1♥-2♣-2♦/♥ = spade shortness
- 4-level new suit by opener = 5+-5+, slammish (no worse than Kx-x in unbid suits)
- 2NT by opener = strong NT
- Jump above 4M is Exclusion RKCB.
- If 2♣ is doubled, pass = game interest, 2♦ is natural game try, redouble is interest in playing 2♣ rdbl; 2M = weakest

**[8] JUMPS IN FG AUCTIONS USUALLY SHOW EXTRA VALUES.**

Fast Arrival only where specifically agreed:

- After Jacoby 2NT (either player).
- After Drury (opener only).
- After Natural Non-forcing 1NT or 2NT bid (partner only).
- After partner preempts.

**[9] RUSINOW** Leads only from KNOWN LENGTH (4+) vs suits; RUSINOW from 4+ (or KQx) vs NT

**[10] Defensive Signalling**

General – vs. Suits or NT

- First signal on declarer's lead is usually count; next signal shows present count or S/P.
- First discard in suit previously played by our side is present count if important, otherwise S/P.
- After trick one, leads in a new suit usually attitude, but count if important. The lower the card, the stronger the desire to have the suit returned.

Trick One Signals vs. Suits:

- Signals primarily attitude regarding whole hand, not only suit led.
- Suit preference when no more tricks can be cashing (or set up) in suit led, whether or not opening leader is winning trick (except third hand gives count when ruff is possible). Also applies in obvious situations when leading after trick one.
- If we lead absolutely obvious shortness, third hand gives count or suit preference (situational).
- On lead of King, third hand signals count if Qxx(+) in dummy

Spot Cards Lead vs. NT

- 4th best usually from an honor (T optional), but may be weak suit if no desire for shift
- Second highest when want shift, possible even with honor in suit led
- Top from xxx (low in partner's suit if not supported) but may lead second holding the 9
- Usually second highest from xxxx(x) (but low in partner's suit if not supported).

Signals vs. NT:

- At trick one, if Q wins in dummy, give attitude about J. If J or lower wins in dummy, or anytime third hand obviously has no honor, give count.
- Usually play second highest from four small in count situations; play either lowest or second lowest (more

- often) from four small in attitude situations.
- Smith Echo (high from either side=continue)

### [11] LEAD DIRECTING DOUBLES

- Double of 3NT = lead my bid suit.
- After we preempt, double by partner of preemptor (not having raised) = lead another suit.
- Double of 1NT-3NT asks for weaker (not shorter) Major.
- Blind double of slam = Lightner (make a lead other than “normal”)

### [12] “WOLFF SIGNOFF”

After 1♣-1♦/♥-2NT:

- 3♣ = relay to 3♦ for signoffs or start of club or M-D (5+-5+) slam try (3♠ rebid after 3♦)
- 3♦ Checkback for 3♥s/4♠s (after 1♦) or for 3♠s (after 1♥)
- 3 of major already shown=6+ length (slammish); 4 level transfers for signoff or RKCB

1♣-1♦ (showing ♥s)-2NT-3♠ = 5-6 in majors, GF; 1♣-1♦/♥-2NT-3♣-3♦-3♠=5+-5+ ♥/♠ and ♦s

1♣-1♥ (showing ♠s)-2NT-3♥ = 5+♠s-4+♥s GF (same after 1♦-1♠-2NT).

1♣-1♥-2NT-4♦=5+-5+ majors, no slam interest (direct 4♥ over 2NT=transfer to 4♠)

1♣-1♥-2NT-3♥-3NT-4♦=transfer to 4♠; 1♣-1♥-2NT-3♥-3NT-4♥=5+-5+ majors, slam interest;

1♣-1♦-2NT-3♦-3♥-4♦=checkback for 4 spades

After 1♣-1♠-2NT-3♦=natural and game forcing; 1♣-1♠-2NT-3M=natural with longer ♦s, slam interest;

1♣-1♠-2NT-3♣-3♦-3M=5+ ♦s, shortness in M, GF.

1♦-1♥-2NT-3♠ = 4-5 in majors; 1♦-1♥-2NT-3♣-3♦-3♠ = 4-4 majors; 1♦-1♥-2NT-3♦Nat. GF

1♥-1♠-2NT-3♣ = relay to 3♦ for signoffs or club slam try

### [13] 2NT-3♠ response for minors:

Opener's rebid:

3NT=no 4+ card minor OR <3 “important cards” [“Important Cards”=4 aces, 2 minor kings, 1 minor queen]

4m=3 “important cards” and 4+ length in that minor

4M=4+ length in corresponding minor with 4 “important cards”

4NT=4+ length in both minors with 5+ “important cards” in each

5m=5 “important cards” and 4+ length in that minor

6m=6 “important cards” and 4+ length in that minor

After 2NT-3♠-3NT:

4m shows 4 in bid minor, 6 in other minor. Now opener's rebids of 4♥=4 “important cards” for long minor, 4♠=5

“important cards” for long minor, 4NT or 4/5 of long minor= <4 “important cards” for long minor, desire to play

NT/minor

### [14] DEFENSE TO MULTI 2♦

Double = 13-15 (13+-16 if partner is PH) or any strong hand (19+ bal. or 18+ unbal.)

2M = Natural (then bids of other major are cue bids—but jump in other major natural)

Pass then X = T.O  
 2N = 16-18+ system on as after 2NT/weak 2 (3♠ one or both minors)  
 3m = Natural (after 3♣ OC, 3♦ artif. [like a Q bid]); after 3♦, 3♥ two-way)  
 3M = Natural – Strong (other major is Q bid)  
 3N = Natural based on long minor (see below for follow-up)  
 4m = Leaping Michaels, major unspecified (after 4♣, 4♦ asks major)  
 4M = Strong

(2♦) P (2M/3M/4♥) X = T.O. or overcall of that suit (Leb. ON over pass—2 level only).  
 (2♦) P (P) X = 12+ (other bids as if they opened weak 2♦)

(2♦) 2M (Dbl) (where Dbl is Pass or Correct):

Rdbl = good hand;  
 2NT=running;  
 Suit bids=natural, NF

(2♦) 2M (Dbl) P

P Overcaller will/should usually pull where double is Pass or Correct

### After Direct Double:

- Double by advancer shows cards, at least xx in suit doubled.
- Cue-bid is artificial GF (includes 3♦ if third hand passes)
- (2♦)-BID-(2♠/3X)- DBL = Values; 4♥ natural, including over 3♥

**Auctions after (2♦)-DBL-(P/RDBL)**, where P/Rdbl = neutral or ♦s:

Pass=Willing to defend 2♦ doubled/redoubled (may not be big diamond hand)

Pass, then major suit Q bid asks for stopper

2M=Natural, competitive

2NT=5+ ♣s (“Puppet” to 3♣ when doubler has 13-15 hand type; then 3♦ = GF club one suiter (if 3<sup>rd</sup> hand showed diamonds), all other bids natural, GF)

### **Choosing between Pass and 2NT with weak hands:**

Avoid 2NT to prevent wrong-siding the contract. If responder’s P/Rdbl showed ♦s, bid 2NT with 3-3-2-5 or 6 clubs. If P/Rdbl was neutral, usually Pass.

3♣= Stayman, GF (3♣-3♦-3M—worry about stopper in other major if P/Rdbl was neutral, worry about ♦ stopper if P/Rdbl showed ♦s)  
 3♦/♥ = Txfr, at least invitational values  
 3♠=3NT bid with no diamond stopper

3NT=11-16 HCP with diamond stopper  
4m Strong invitation  
4M Natural  
4NT Blackwood, aces

**Auctions after (2♦)-Dbl-(P/Rdbl/2♥)-2NT (showing clubs or diamonds)**

**(P):**

3♣ 13-15 hand type (with stronger doubler does otherwise) (then if 3<sup>rd</sup> hand did not show diamonds,

Now: Pass/3♦ to play, 3♥/♠ GF with corresponding minor, 3NT balanced, GF, stopper only in ♠s)

3♦ Artificial, 19+ Bal., Forcing to game or 4♣

Now: 3♥/♠ show corresponding minor, may be weakish; 3NT natural; 4♣/♦ GF 12+ Natural—(doubler responds in steps as to RKC, 4NT natural); 4NT natural, invitational

3♥ Natural, 18+, unbal., Forcing to game or 4♣ (3♠ now Q bid)

3♠ Natural, 18+ unbal., Forcing to game or 4♣ (now 4♣ NF, 4♥ Q bid)

3NT Natural, good hand with long minor

4M Slam try

**Auctions after (2♦)-Dbl-(P/Rdbl/2M)**

- (2♦)-Dbl-(P/Rdbl/2M)-3R\*-(P): \*Transfer  
3R+1=13-15, reject invitation;  
4m, 4NT Natural, 19+  
4R+1= 13-15, accept invitation
- (2♦)-Dbl-(P/Rdbl/2M)-3♦-(P):  
3♠ Cue bid, choice of games or 19+  
4♠ RKCB♥s
- (2♦)-Dbl-(P/Rdbl/2M)-3♥ (Txfr)  
(P):  
4♥ Q bid  
4NT RCKB♠s

**Auctions after (2♦)-Dbl-(2♥), where 2♥=P/C:**

P Not forcing (Dbl of correction=T.O.)

Dbl 10-12 bal. or semi-bal., some defense, at least 2♥s

2♠ Natural, NF, 5+♠s

2NT “Puppet” to 3♣ (signoff or GF with a minor or balanced with stopper only in ♠s; signoff type implies 6-9 HCP)

3♣ Artificial, GF, asks for 4 card majors (does NOT promise a major)

3R TXFR, at least invit. values (with weak hand and hearts, Pass 2♥, then bid 3♥ over 2♠)

3♠ GF with heart shortness and <4 spades (with spades bid 3♣)

3NT 11-16 HCP, stopper in both majors

4m Strong invitation

4M Natural

4NT Blackwood, aces

- (2♦)-Dbl-(2♥)-P

(P/2♠):

Dbl=19+ bal. takeout (lebensohl by advancer, so 2NT=~-0-5)

2NT=19-21 Bal., stopper in opener’s major (respond as to 2NT OC of weak 2)

#### **Advancer Doubles:**

- (2♦)-Dbl-(2♥)-Dbl:

(P):

P Good defense

2♠ Natural, 4+ spades (not both maximum and heart stopper)

2NT Natural, non-maximum

3m Natural, non-maximum

3♥ Maximum, 4 spades+heart stopper (now 3♠→3NT, 4♥→4♠) OR 19+ Bal. or semibal. with 4♠s  
(bid again)

3♠ Maximum, NOT 4♠s, no heart stopper OR 20+ bal. (bid again)

3NT Maximum, not 4♠s, heart stopper

4m Natural, 19+ (now 4♥ RKC, 4NT natural)

4♥ Huge 3-suiter

4♠ Natural, 19+ (now 4NT=RKC)

4NT 20-22 bal.

- (2♦)-Dbl-(2♥)-Dbl:

(2♠):

Dbl Penalty

Pass Not forcing

2NT Natural, non-minimum

3m Natural, non-minimum



3♥ Natural, 4+ ♥s, non-minimum, Forcing  
3♠ Maximum no stopper OR good 20+  
3NT Natural  
4m/♥ Natural, 19+ (now 4♠ RKC, 4NT natural)  
4♠ Huge 3-suiter  
4NT 20-22 Bal.

- (2♦)-Dbl-(2♥)-Dbl:  
(2♠)-P-P-Dbl: Extra values, defensively oriented

#### **Advancer bids 3♣:**

- (2♦)-Dbl-(2♥)-3♣  
(P):
  - 3♦ No 4-card major, either 13-15 or 19+ bal. (3M = stopper, no stopper in other major)
  - 3♥ 4♥s (now 3♠ asks for spade stopper, 3NT shows a ♠ stopper)
  - 3♠ 4♠s, either no ♥ stopper or 19+ (3NT shows a ♥ stopper, 4m NF)
  - 3NT 4♠s, ♥ stopper, 13-15
  - 4X Natural, 18+, one round force (Kickback, 4NT natural except over 4♠)

#### **Auctions after (2♦)-Dbl-(2♠) where 2♠ is Pass/Correct:**

P Not forcing (Dbl of correction is Takeout)  
Dbl 10-12 Bal. or Semi-bal., some defense  
2NT “Puppet” to 3♣ (signoff or GF with a minor or balanced hand with a stopper only in ♥s); when signoff type, advancer will have ~6-9 HCP  
3♣ Artificial GF, asks for 4-card majors but does not promise a major  
3R TXFR, at least invitational values  
3♠ GF with ♠ shortness, fewer than 4♥s (with 4♥s bid 3♣)  
3NT 11-15 HCP, stoppers in both majors  
4m Strong invitation  
4M Natural  
4NT Blackwood, aces

- (2♦)-Dbl-(2♠)-P  
(P):
  - Dbl 19+ bal., takeout (lebensohl applies, so 2NT= ~0-5)
  - 2NT 19-21 bal.. ♠ stopper (respond as to 2NT OC of weak 2♠)
- (2♦)-Dbl-(2♠)-P  
(3♥):

Dbl 19+ bal., takeout

Other Natural, 19+

- (2♦)-Dbl-(2♠)-2NT (showing clubs or diamonds)

(P):

3♣ 13-15 hand type (with stronger doubler does otherwise) (then Pass/3♦ to play, 3♥/♠ GF with corresponding minor, 3NT balanced, GF, stopper only in ♥s)

3♦ Artificial, 19+ Bal., Forcing to game or 4♣ (now 3♥/♠ show corresponding minor, may be weakish; 3NT natural; 4♣/♦ GF 12+ Natural—(doubler responds in steps as RKC, 4NT); 4NT natural, invitational)

3♥ Natural, 18+, unbal. , Forcing to game or 4♣ (3♠ now Q bid)

3♠ Natural, 18+ unbal., Forcing to game or 4♣ (now 4♣ NF, 4♥ Q bid)

3NT Natural, good hand with long minor

4M Slam try

### Advancer Doubles

- (2♦)-Dbl-(2♠)-Dbl:

(P):

P Good defense

2NT Natural, non-maximum

3m Natural, non-maximum

3♥ Maximum, 4 hearts F1 (now 3♠ asks ♠ stop for 3NT, 4♥ to play) OR 19+ Bal. or semibal. with 4♥s (bid again)

3♠ Maximum, NOT 4♥s, no spade stopper OR 20+ bal. (bid again)

3NT Maximum, not 4♥s, spade stopper

4m/♥ Natural, 19+ (now 4♠ RKC, 4NT natural)

4♠ Huge 3-suiter

4NT 20-22 bal.

- (2♦)-Dbl-(2♠)-Dbl:

(3♥):

Pass Forcing, either 13-15 without 4♠s or 19+

Dbl 13-15, 4♠s

3♠ Natural, 18+, 5+♠s (4NT RKC)

3NT Natural NF (stopper 13-15 but not minimum)

4m Natural, 18+ (4♥ RKC, 4NT natural)

4NT 20-22 bal.

- (2♦)-Dbl-(2♠)-Dbl:

(3♥)-P-(P):

DBL Desire to defend opposite 13-15

3♠ No ♥ stopper, poor defense

3NT Natural

- (2♦)-Dbl-(2♠)-Dbl:

(3♥)-Dbl-(P):

Pass Desire to defend

3♠/4♠ Natural

3NT Natural (probably invit. values with ♥ stopper and ≤3 spades)

4m Natural, invitational (with signoff or GF with a minor, bid 2NT over 2♠)

4♥ TXFR to 4♠

### Advancer Bids 3♣

- (2♦)-Dbl-(2♠)-3♣

(P):

3♦ No 4-card major, either 13-15 or 19+ bal. (3M = stopper, no stopper in other major)

3♥ 4♥s (now 3♠ asks for spade stopper, 3NT shows a ♠ stopper)

3♠ 4♠s, either no ♥ stopper or 19+ (3NT shows a ♥ stopper, 4m NF)

3NT 4♠s, ♥ stopper, 13-15

4X Natural, 18+, one round force (Kickback, 4NT natural except over 4♠)

### Auctions after (2♦)-Dbl-(3X):

- (2♦)-Dbl-(3♣):

Dbl Cards

3R TXFR, invitational (after 3♦, 3♠=Q, looking for club stopper)

3♠ Diamonds, GF unless doubler bids 4♦

- (2♦)-Dbl-(3X), where 3X is natural or 3♠ is pass or correct:

Dbl Responsive (wide range)

3y One round force BUPH

4X Q bid

4 new suit Natural

- (2♦)-Dbl-(3♥), where 3♥ is pass or correct:

Dbl Responsive (wide range)

3♠/4m Natural, forcing

4♥ Natural

- (2♦)-Dbl-(3♥)-P  
(3♠)-P-(P) Dbl Takeout

**Auctions after (2♦)-P-(Bid):**

**Auctions after (2♦)-P-(2♥):**

Dbl Either takeout of hearts or some strong hand (17+ HCP takeout of spades)—lebensohl advances

**Note:** Dbl can be light if doubler is short in hearts

2♠ Natural, limited by failure to double

2NT 14-18, respond as to 2NT opener (3♠=one or both minors)

3m Natural, responses as to 3m OC of 2♦

3NT Natural, 19-21 or equivalent with long suit (Stayman, Texas, 5♣ ace-asking apply)

4m Two suits (that minor + unknown major, 5+-5+ GF)

3M/4M Natural

- 2♦)-P-(2♥)-Dbl  
(P): Advancer assumes double was takeout of hearts (lebensohl applies)
- (2♦)-P-(2♥)-Dbl  
(2♠): Advancer assumes double was takeout of hearts  
Dbl Penalty opposite takeout of hearts (now 3♠s strong TO of ♠s)  
2NT Natural  
3♥ Natural (assuming double is short in hearts)  
3♠ Short ♠s

**DELAYED ACTIONS**

**After Pass then X of 2M (T.O.):** Lebensohl in EITHER POSITION.

2NT Minors (after 2♥, 2 suits after 2♠), moderate values

Suit bids Weaker than direct bids

- (2♦)-P-(2♥)-P  
(2♠)-P-(P):  
Dbl Takeout, 10-17 HCP (with more, double 2♥); lebensohl applies  
2NT Any 2 suits, moderate values (also 3NT over 3♠ raise)  
Suit bids Weaker than direct bids

**After (2♦)-P-(2♠):**

Dbl Takeout of ♠s or any 18+ (lebensohl applies) (Note: double can be light if short in ♠s)

2NT 14-18, respond as to 2NT opener (3♠=one or both minors)

3m Natural, responses as to 3m OC of 2♦

3NT Natural, 19-21 or equivalent with long suit (Stayman, Texas, 5♣ ace-asking apply)

4m Two suits (that minor + unknown major, 5+-5+ GF)

3M/4M Natural

- (2♦)-P-(2♠)-P

(3♥):

Dbl Takeout of ♥s

3NT Minors, moderate values

Suit bids Weaker than direct bids

- (2♦)-P-(2♠)-Dbl

(3♥) or any other action showing ♥s:

Dbl Cards

3♥ (if available) Shortness

3♠ = Natural, assuming partner is short in ♠s

- (2♦)-P-(2♠)-Dbl

(3♥)-P-(P)-Dbl OR

(2♦)-P-(2♠)-Dbl

(any)-P-(3♥)-Dbl 18+, takeout

#### **After Minor Suit Direct Overcall:**

- After 2♦-3♣-p-3♦:

3♥ = Natural or heart stopper

3♠ = Presumed Natural, NF

- after 2♦-3♦-P-3♥: Natural or heart stopper for NT;

Then: 3♠ = 4♥s and interest in a ♥ contract (now 3NT shows ♥ stopper, desire to play NT if advancer stops spades)

3NT Spade stopper, no interest in playing ♥s

#### **After (2♦)-P-(3/4X):**

Dbl Takeout or 18+

Pass then Dbl: Takeout

3NT Natural

Others Natural (including 4M)

- (2♦)-P-(4m artificial): Dbl That minor + values to compete
- (2♦)-P-(4m)-P  
(4X):  
Dbl Lead directing if artificial (expected also length if 4♦ [showing hearts])
- (2♦)-P-(4m)-P  
(4X)-P-(P/4M):  
Dbl Lead directing—but takeout if they bid 4 of their major

### Over Other Actions by 3<sup>rd</sup> Hand

- (2♦)-P-(2NT) where 2NT = Positive inquiry  
Dbl 15+  
3m Natural (responses as over direct 3m OC)  
3M Natural  
4M Strong  
4m That minor + unknown major, 5+-5+ GF
- (2♦)-P-(2NT)-P  
(3m) where 2NT = Positive inquiry and 3m shows a specific major:  
Dbl Lead directing
- (2♦)-P-(P): Bid as over weak 2♦

### After 3N Overcall (whether in 2<sup>nd</sup> or 4<sup>th</sup> seat):

4♣	=	Enquiry (immediate 5♣ follow-up is natural), and now:
-4♦	=	♣, now 4♥ is KC in ♣
-4♥	=	♦, now 4♠ is KC in ♦
-4♠	=	18+-20-
-4N	=	2N opening – slam force
4♦	=	Transfer to ♥
4♥	=	Transfer to ♠
4♠	=	Transfer to ♦
4NT	=	Invites 18+-20- (shows ~14 HCP)
5♣	=	Gerber (respond 5♦ 0 or 4 Aces, etc.)

After non-jump to 3N, play as if they opened with a 3-level preempt (4♣ Stayman, 4R=Txfr, 4♠ shows ♦s. Bid 4♣, then 5♣ to show ♣).

### Other Points

- Balancing 2N by 2nd seat is Unusual.
- (2♦)-P-(2M)-3M = Natural
- Leaping Michaels, major always unspecified: (2♦)-4m and (2♦)-P-(2♥)-4m =m+M

[15] Vs. 2-suited OC both suits known: cheapest bid =values, balanced, stoppers uncertain (after 1m-2m or 1♣-2♦ =majors);

**otherwise**, cheaper CUE = lower suit invit+, other CUE = higher suit invit+; raise of opener's suit NF; 4th suit NF; 2NT natural invit [BUT see #17]; Q=Forcing raise.; Jump Q=splinter

[16] Unusual VS. Unusual NT: Cue of corresponding minor =Limit Raise, Cue Om=invit+ in OM; 3 of our M<LR; 3OM Forcing not slammish; 3NT= FR of opener's major; 4 either minor splinter

[17] Vs. Michaels/our Major: Cue of opp's M=FR in our M; 2NT=LR; New Suit forcing, jump to 4m=fit jump unless m is suit opponents have shown

[18] After our 2♣ Opening:

2♣-2♦-2M-3M: 3NT = ART S/T, new suit = 4+cards.

2♣-2♦-3M = long diamonds and 4 card major

2♣-2♦-2M/3X: Responder's cheapest 3X/4♣=WK;

raise of 2M to 4M = trumps, no O/S Control; 3NT = good raise

[19] After 1NT-2NT-3♣:3♦/♥/♠/NT=shortness (3NT=short ♣, 4♣=short clubs, too strong to stop in 3NT)

After 1NT-2NT-3♣:4♦=RKCB♣; 4♥=RKCB♦

[20] 1NT-3♥=1-3-(4-5) or 0-3-(4-6); now 3♠ asks for further description

1NT-3♠=3-1-(4-5) or 3-0-(4-6); now 4♥ asks for further description

[21] After 1M-3M, cheapest rebid asks shortness; opener's new suit at 4-level=shortness slam try; after 1♥ 3♥, 3NT= slam try with short spades

[22] After 1♣ 1Red 2♥/♠ (showing 4 card support ~12-14), 2♠/NT = artif. game try asking further description

[23] Vs. suits, when opening leader has not shown length, may lead 9 from 987xx or 98x when unlikely to be short.

**[24] Walsh Relays:** After 2D 2H, 2S (by UPH) cancels previous message, puppets to 2NT, then 3m=slam try in that minor needing trump help, 3M=slam try in corresponding minor not needing trump help, 4m=slam try in corresponding major not needing trump help. If opener bids 2S (only superaccept where responder is UPH), responder bids 2NT to confirm hearts, his other bids show the slam try hands—over responder's 2NT, opener's 3C is stronger than 3H, and responder's 3D over 3C is a retransfer.

**[25] Modified Baze:** After 1NT 2D, 2H, 3S=strong slam try in hearts with some shortness, opener relays to ask shortness (LMH), while 4C=strong slam try in hearts without shortness and with club control, and 4D=strong slam try in hearts without shortness and without club control. After 1NT 2H, 2S, 3H=strong slam try in spades with some shortness, opener relays to ask shortness (LMH), while 4C=strong slam try in spades without shortness but with club control, and 4D=strong slam try in spades without shortness and without club control, and 4H=nonforcing slam try with at least 5-5 in majors. 1NT 2red, 2red+1 4red+1=mild slam try in red+1.

**[26] Other:**

- a. After 1x 1y, 1z, 4NT=quantitative, then 5 of 4<sup>th</sup> suit is simple Blackwood, 5NT asks for cue of aces up the line.
- b. Our DBL of opponent's strong 2NT opening or other strong 2-level opening showing a strong balanced hand shows the majors.
- c. Fit jumps to 4m over 1H (1S or 2S) or 1S (2H).