DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS A
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPEN	NING LEADS S	TYLE	
Vatural style, if M maybe 4+ cards at 1 level.			Lead	
Natural responses.	Suit		1/3/5	
Cue = 12^+ with fit or any GF.	NT		1/2/4	
Jump cue = fit, 4^+ cards support, Splinter.	Subs	sequent	1/3/5	
New suit = Major over minor is F1, minor over Major is NF.			Attitu	de bei
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				L
15-18, system on. (2 nd)	Lead	Vs. Suit		
10-14 on reopening if 1m opening. System on. (4th)	Ace	Ax, AKx, AK		
10-16 on reopening if 1M opening. System on. (4th)	King	AK, KQ(+), K	QJ(+) -	→ attitu
11-14 on reopening if 1NT opening. System on. (4th)	Queen	1 QJ (+), AQJ x		
Lebenshol (Note 13)	Jack	Jx, JT (+), H J'	$\Gamma(+) \rightarrow a$	attitud
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 (T)	Tx, H T9 (+), 7	Г9 (+)	
Modified Michael's cue-bids (Note 4)	9	9x		
Other jump overcalls = pre-emptive.	Hi - lo) x x, x x x x		
	Lo - h	i x x x, x x x x x	x	
Reopen : 2M after $1m = 6^+$ cards, 11-14 HCP			NALS I	N OR
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	1	Partner's	Lead	D
Direct cue over RHO = natural.	SUI	T * UDCA		Reve
Cue on LHO suit = two suit hand.		NT UDCA		Reve
		* O/E, when s	singleton	ı in du
	┨			<u> </u>
VS. NT (vs. Strong/Weak; Reopening; PH)	┫┠───			-
Multilandy: $2 = Majors$; $2 = one undefined major$; $2 = / = / = / = minor$; $2NT = minors$; $Dbl = 5^+ m + 4 M$ (Note 5)				
Landy on reopening: $2 = Majors$; others=natural; $Dbl=5^+m+4M$.	Signal	ls (including Tru	imps): oi	n decla
Over weak NT : Dbl= 15+ bal or any strong hand; 2♣= majors;				
$2 \bigstar / \heartsuit = \text{transfer}; 2 \bigstar = \text{Minors strong or } \bigstar; 2\text{NT} = \text{minors weak or } \bigstar.$				
Reopening vs weak NT: $Dbl = 5^+ m + 4 M$; 2* = Majors;				DO
Others = natural.	11			
VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKI	EOUT DOUBL	ES (Styl	e; Re
Natural style. Weak 2 defence (Note 14)		al TO with stand		
Leaping Michaels		ard responses	and anoth	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	(DE C			<u>co) -</u>
Over 14: 1NT = Minors (Note 21)		IAL, ARTIFIC		
		ive and competi		
	Suppo	ort doubles and r	edoubles	8
OVER OPPONENTS' TAKEOUT DOUBLE	┫┠───			
1M - (DBL) \gg 2 $=$ good support (8 ou +) with 3 cards (Note 23)	┨┠───			
With 4 or + cards » 2NT Jacoby (10 or +) and Bergen (Note 3)	┨┣━━			
$1M - (DBL) \gg RDBL = 10 \text{ or} + HPC, \text{ no fit. Over 1NT (Note 22)}$				

			DS AND	SIGNALS		
NI	NG LEADS S	TYLE				
		Lead			In Partner's Suit	
t		1/3/5			1/3/5	
		1/2/4			1/2/4	
seq	uent		efore du			
		Attituc	le before	declarer		
			LEAI	DS		
	Vs. Suit			Vs. NT		
A	Ax, AKx, AKJ	$10x \rightarrow a$	ttitude	Ax, AKx, A	$AKJx \rightarrow attitude$	
A	AK, KQ(+), K	$QJ(+) \rightarrow$	attitude	AKJT(+), KO	$QJ(+) \rightarrow unblock \text{ or } c$	count
n (QJ (+), AQJ x	\rightarrow attitu	de	QJ(+), AQJ	$I(+), KQTx \rightarrow attitute{A}$	ude
	x, JT (+), H JT				, JT9 (+) \rightarrow attitude	
	Гх, H T9 (+), Т				\rightarrow attitude	
)x	- (')		J9x, 9x, T9		
	X X, X X X X				H : 2^{nd} (1 st if 3 ⁻ cards	2)
_	x x, x x x x x x x x x			Suit with H		<i>י</i> י
			I ODDE	R OF PRIO		
TT .	Partner's	Lead		arer's Lead	Discarding	
	* UDCA		Reverse		O/E	
	UDCA		Reverse		O/E	
	* O/E, when s	ingleton	in dumm	У		
ıls (including Tru	mps): on	declarer	played suit,	UDCA.	
			DOUB	LES		
EO	UT DOUBLE	ES (Style	Respor	ises: Reonei	ning)	
					nds or any for 18 ⁺ H	CD
		aru uisuri	button to	r normai nai	Ids of ally for 18 H	CP
iard	responses					
~	-					
	L, ARTIFIC				LS/RDLS	
tive	and competit	ive doub	les until 4	4♦		
ort	doubles and re	doubles				

	CONVENTION CARD
CATEGORY: GREE	2N
	DI AVEDC
	PLAYERS
Matilde Branco	Isabel Correia
POR1083	POR2565
SYS	STEM SUMMARY
GENERAL	APPROACH AND STYLE
2 OVER 1 GF and 1NT	
2♣ = Strong	
$2 \blacklozenge = Ekren (both majors)$	s, weak) (Note 1)
	ul 8-10 HPC, with 6 or + cards
1NT = 15-17; 2NT = 20-	
3NT = Gambling.	21.
3 X = Preemts (Note 19)	N
SPECIAL BIDS T	HAT MAY REQUIRE DEFENSE
Walsh over 1 🌲	
Inverted minors (Note 2)	
Bergen Raises and Jacob	y (Note 3)
Modified Michaels' cue-	bids (Note 4)
SPECIAL FO	RCING PASS SEQUENCES
After suit overcall by opp	ps, "pass" may be penalty.
TN/T	
	PORTANT NOTES
PSYCHICS: Very unus	nal
LO LOLLEON VOLY UNUS	

Last Update: 21 April 2025

IJ	LF MAL	. OF	<u>د</u>				
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		3	4♥	Natural, 3+ cards If 3-3 minors open 1 *	Walsh. Inverted minors (Note 2).	2 Way check-back over 1NT (Note 6A). After $1 \clubsuit - 1M - 2M$, same trials as 1M-2M Check-back over 2NT (Note 6B)	
1 ♦		3	4♥	Natural, 3+ cards If 4-4 minors open 1 ♦	Inverted minors (note 2).	2 Way check-back over 1NT (Note 6A). After $1 \blacklozenge - 1M - 2M$, same trials as 1M-2M Check-back over 2NT (Note 6B)	
1♥		5	4♦	Natural, 5+ cards	1 ▲=4+▲, F1; 1NT= F1; Bergen raises & Jacoby. 3NT= 13-15 without doubletons.		Drury (2* with 3 cards support Note 7). Bergen with 4 ⁺ cards (Note 3).
1 🛦		5	4♦	Natural, $5+$ cards If $5 \bigstar + 5 \clubsuit$ open $1 \bigstar$	1NT= F1; Bergen raises. 3NT= 13-15		
1NT				15-17 bal, may have 5 M	2 * = Stayman (may have no majors); 2 * = Transfer to * ; 2NT = Transfer to * ; 3 * = Minors weak; 3 * = Minors strong; 3 * / * = 3154 with singl. * / * ; 4 * = Gerber; 4 * = Majors; 4NT= Quantitative.	After Stayman (Note 8); after transfer for Majors (Note 9); after transfer for minors (Note 10);	
2*	Х			Strong (maybe not FG); 22 or + if bal, 19 or + if one suit.	$2 \blacklozenge = 0/1$ IC; $2 \blacktriangledown = 2$ IC; $2 \blacklozenge = 3^+$ IC, com $5^+ \blacklozenge$; 2NT= 3^+ IC, bal; $3 \blacktriangledown = 3^+$ IC, com $5^+ \blacktriangledown$; $3 \bigstar / \blacklozenge = 3^+$ IC, com $6^+ \bigstar / \blacklozenge$.	 After 2NT from opener, same as 2NT opening 4♣ from opener, 2 majors suiter with more ♥ 4♦ from opener, 2 majors suiter with more ♠ 	
2♦	Х			EKREN		(Note 1)	
2♥		6		NV 5-8 HPC; Vul 8-10 HPC, 6+ cards	Ogust type after 2NT	(Note 12)	
2♠		6		At least 1 honour			
2NT				20-21, may have 5M	3♣= Puppet Stayman; 3♦/♥= Transfer; 3♣= Minors; 3NT= 5♣+4♥ not forcing; 4♣= Gerber; 4♦= Majors; 4♥/♣= Slam try in ♣/♦. 4NT= Quantitative	$2NT - 3 \blacklozenge - 3 \blacktriangledown - 3 \blacklozenge = denies 4 \blacktriangle$ $2NT - 3 \blacklozenge - 3 \blacktriangledown - 3 \image = 5 \blacktriangledown + 4 \clubsuit$, not forcing after Puppet Stayman (Note 11).	
3*		(6)7		Pre-emptive	(Note 19)		
3♦		(6)7		Pre-emptive	(Note 19)		
3♥		(6)7		Pre-emptive	(Note 19)		
3♠		(6)7		Pre-emptive	(Note 19)		
3NT				7 cards solid minor	4 = Pass or Correct; 4 = ask for shortness.		
4*		8(7)		Pre-emptive			

4 ♦ 4 ♥						
4♠						
4NT	Х		Minor two suit			
				HIGH LEVEL BIDDING		
				RKCB (Re: 30-41, 5NT= even KC w/ useful void, 6X= odd KC w/ void in X, 6 in trump suit= odd KC w/ void above suit); Exclusion Blackwood; if ♥ is agreed,		
				RKCB is in 4 A and 4NT is A control; after 5NT (ask kings), responder names the first useful king. (Note 20)		

NOTE 1 -EKREN 2D

Non Vulnerable = at least 4-4 in the majors and 3-8 HCP Vulnerable = at least a 5-4 in the majors and 8-10 HCP.

Responses to 2♦:

2♥ - Signoff.

2♠ - Signoff.

2NT - Strong, artificial inquiry of opener's distribution (see below).

3♣ - Natural, 6+ clubs, non-forcing.

 $3 \blacklozenge$ - Invites game, 3-3 in \blacklozenge and \blacklozenge .

3♥- Weak, pre-emptive.

- 3♠ Weak, pre-emptive.
- 3NT To play.
- 4♥ To play.
- 4♠ To play

Opener's Rebids after 2♦ - 2NT

Opener's weak bid is 3♣. Any other rebid is GF.

3♣ - Showing a minimum.

Responder can bid 3 as a second relay, in which case opener's rebids are:

 $3 \lor$ to show 5-4 in \lor and \blacklozenge

 $3 \bigstar$ to show 4-5 in \checkmark and \bigstar

3NT to show 4-4 in \checkmark and \clubsuit

4 \clubsuit splinter in \clubsuit 5-5 in \lor and \clubsuit

4 \blacklozenge splinter in \blacklozenge 5-5 in \blacklozenge and \blacklozenge

3♦ - 5-5 in the majors. A 3♥/♠ rebid by responder is slam-invitational and forcing.

 $3 \checkmark$ - Maximum, 5-4 in \checkmark and \blacklozenge .

3. - Maximum, 4-5 in \checkmark and \clubsuit .

3NT - Maximum, 4-4 in \checkmark and \blacklozenge .

NOTE 2 – INVERTED MINORS

1m - 2m = 11+ HCP not GF (invitational or more)
 1m - o/m with jump = 7-9 HCP
 1m - 3m = pre, limited to 0-7 HCP
 1m - 1NT = 8-10 HCP

Responses to $1 \div - 2 \bigstar$: 2 $\diamond = \diamond$ defence 2NT = defence in the other 3 suits, 12-14 HCP or 18-19 balanced Forcing until 3 \bigstar

Responses to $1 \bigstar - 2 \bigstar$ ou $1 \bigstar - 3 \bigstar$ (7-9): 5 $\bigstar/ \bigstar =$ with unbalanced hand 3NT = 18-19 HCP

NOTE 3 -BERGEN RAISES & JACOBY

3♣ = weak (typically 7-9 high card points) with four-card support 3♦ = a limit raise (typically 10-11 high card points) with four-card support; invitational to game 3♥/3♠ = very weak (pre-emptive, < 7 HCP) and four-card support 4♥/4♠ = very weak (pre-emptive, < 7 HCP) and five-card support

2NT = Jacoby GF, asks for description and denies void/singleton Responses: $3 \bigstar / \diamond / other Major = splinter$ $3 \checkmark / \diamond = 6+ \checkmark / \diamond, 16+ HCP$

3NT = balanced 15-17 HCP

 $4 \neq 4 = 2$ suiter with $\neq 4 \neq 4$

 $4 \checkmark / = 12-14$ HCP, signoff

NOTE 4 – MODIFIED MICHAEL'S CUE-BIDS

Over $1 \Rightarrow 2 \Rightarrow \forall + \Rightarrow 2NT = \Rightarrow + \forall ; 3 \Rightarrow = \Rightarrow + \Rightarrow$ Over $1 \Rightarrow 2 \Rightarrow = \forall + \Rightarrow ; 2NT = \Rightarrow + \forall ; 3 \Rightarrow = \Rightarrow + \Rightarrow$ (weak); $3 \Rightarrow = \Rightarrow + \Rightarrow$ (strong) Over $1 \forall : 2 \Rightarrow = \Rightarrow + \Rightarrow ; 2NT = \Rightarrow + \Rightarrow ; 3 \Rightarrow = \Rightarrow + \Rightarrow$ Over $1 \Rightarrow 2 \Rightarrow = \Rightarrow + \forall ; 2NT = \Rightarrow + \Rightarrow ; 3 \Rightarrow = \Rightarrow + \Rightarrow$

NOTE 5 – MULTILANDY

Over 1NT: $2 = \forall + \mathbf{A}$; 5-4 or 5-5; 8+ HCP Over 1NT: $2 \mathbf{A} =$ one suiter Major Over 1NT: $2 \mathbf{A} = \mathbf{A} + \text{Minor}$ Over 1NT: $2\mathbf{A} = \mathbf{A} + \text{Minor}$ Over 1NT: 2NT = $\mathbf{A} + \mathbf{A}$ Over 1NT: Double = $4 \text{ M} + 5 + \mathbf{A} / \mathbf{A}$

NOTE 6A - TWO WAY CHECK-BACK

1m - $1 \leftrightarrow /1M - 1NT = 12-14$ Bal **2** = asks to bid 2 \diamond - sign-off in \diamond or any invitational **2** \diamond = GF

1m - $1 \leftrightarrow /1M - 2NT = 18-19$ Bal ($3 \Rightarrow = asks$ for majors) $3 \Rightarrow = both; 3M = 3 cards; 3 OM = 4 cards; 3NT = w/out M$

NOTE 6B – CHECKBACK 3♣

 $3 = 3 + 4 \sqrt{4} + 3 \sqrt{4}$, have both $3 \sqrt{4} = 3 \sqrt{4}$ 3NT = None

NOTE 7 – DRURY

As responder with a passed hand with 10+ points 1^{4} . 2^{4} is Drury asking opener in 3^{rd} or 4^{th} seat to clarify his hand. Opener's rebids are 2^{4} showing minimum opening (may only be a 5 card suit), with an invitational hand use a trial bid or accept by bidding contract.

After 1♥/♠ - 2 ♣

 $2 \checkmark 4 = \text{does not have opening} - \text{sign off}$ 2 X = trial bid - if you help me with this suit bid contract $4 \checkmark 4 = \text{invitation accepted}$

NOTE 8 – STAYMAN SEQUENCES

After 2♦, no 4-card major:

 $2 \Psi = 5 \Psi + 4 \bigstar, \text{ or } 4 \Psi + 4 \bigstar, \text{ signoff}$ $2 \bigstar = 5 \bigstar + 4 \Psi, \text{ invitational}$ 2NT = Invitational may not have majors $3 \bigstar = 5 + \bigstar + 4 \text{ major, F1}$ $3 \bigstar = 5 + \bigstar + 4 \text{ major, F1}$ $3 \Psi = 5 + \bigstar + 4 \Psi, \text{ GF}$ $3 \bigstar = 5 + \Psi + 4 \bigstar, \text{ GF}$

After $2 \checkmark$, with $4 \checkmark$, may have $4 \bigstar$:

 \Rightarrow = Invitational w/out 4 \Rightarrow 2NT = Invitational with 4 \Rightarrow $\Rightarrow/ = 5^+ \Rightarrow/ + 4 \Rightarrow GF$ \Rightarrow = Invitational with 4 \Rightarrow \Rightarrow = Slamish in \forall (start controls) 3NT = Game with 4 \Rightarrow $\Rightarrow/ = Splinter$ 4NT = Quantitative (for RKCB, bid 3 \Rightarrow first)

After $2 \bigstar$, with $4 \bigstar$, w/out $4 \heartsuit$:

2NT = Invitational may not have majors
3★/♦ = 5+♣/♦ + 4♥GF
3♥ = Slamish in ♠ (start controls)
3♠ = Invitational with 4♠ 3NT = Signoff
4♣/♦/♥ = Splinter
4NT = Quantitative (for RKCB, bid 3♥ first)

NOTE 9 – TRANSFER FOR MAJORS SEQUENCES

1NT - 2 ◆ (Transfer to ♥):
2 ♥ = accept transfer -> Responder's options:
2 ♠ = 5-5 majors, invitational (NF)
2NT = Invitational with 5 cards (may have 4 ♠)
3 ♣/♦ = Natural GF
3 ♥ = Invitational with 6+♥
3 ♠ = Slamish with 6+♥
3NT = Signoff
4 ♣/♦ = Splinter
4 ♥ = Signoff

- 2 ▲ = Max. with 4 ♥, and ▲ doubleton, w/out honours -> Responder's options: 3 ♦ = Retransfer (opener forced to bid 3 ♥)
- 2NT = Max. with $4 \mathbf{v}$, with 1 honour in every suit -> Responder's options: $3 \mathbf{\bullet} = \text{Retransfer} \text{ (opener forced to bid } 3 \mathbf{v} \text{)}$
- 3♣ = Max. with 4♥, and ♣ doubleton, w/out honours -> Responder's options: 3♦ = Retransfer (opener forced to bid 3♥)
- 3 ♦ = Max. with 4 ♥, and ♦ doubleton, w/out honours -> Responder's options: 4 ♦ = Retransfer (opener forced to bid 4 ♥)
- $3 \bullet =$ Max. with $4 \bullet$

1NT - 2 \checkmark (Transfer to \clubsuit):

- 2 = accept transfer -> Responder's options:
 - $2NT = Invitational with 5 cards (may have 4 <math>\checkmark$)
 - $3 \neq 4 = \text{Natural GF}$
 - $3 \bullet = 5 \bullet + 5 \bigstar$, slamish
 - $3 \bigstar =$ Invitational with $6 + \bigstar$
 - 3NT = Signoff
 - $4 \neq 4 =$ Splinter
 - $4 \mathbf{V} =$ Slamish with $6 + \mathbf{A}$
 - $4 \bigstar = \text{Signoff}$
- 2NT = Max. with $4 \diamondsuit$, with 1 honour in every suit -> Responder's options: $3 \blacklozenge = \text{Retransfer (opener forced to bid } 3 \bigstar)$
- 3♣ = Max. with 4♠, and ♣ doubleton, w/out honours -> Responder's options: 3♥ = Retransfer (opener forced to bid 3♠)
- $3 \blacklozenge =$ Max. with $4 \blacklozenge$, and \blacklozenge doubleton, w/out honours -> Responder's options: $3 \blacklozenge =$ Retransfer (opener forced to bid $3 \blacklozenge$)
- 3♥ = Max. with 4♠, and ♥ doubleton, w/out honours -> Responder's options: 3♠ = Signoff 4♣/♦ = Slamish with ♣/♦ control
 - $4 \mathbf{v} = \text{Retransfer} \text{ (opener forced to bid } 4 \mathbf{A} \text{)}$
- $3 \bigstar = Min. with 4 \bigstar$

NOTE 10 - TRANSFER FOR MINORS SEQUENCES

1NT - 2♠ - 2NT = Super-accept in ♣ 1NT - 2NT - 3♣ = Super-accept in ♦

NOTE 11 – AFTER PUPPET STAYMAN

2NT - $3 \div - 3 \diamondsuit =$ Denies 5 cards in a Major (but has at least one with 4) 2NT - $3 \div - 3 \diamondsuit - 3 \And = 4$ cards in \bigstar 2NT - $3 \bigstar - 3 \bigstar - 3 \bigstar = 4$ cards in \checkmark 2NT - $3 \bigstar - 3 \bigstar - 4 \bigstar = 4$ -4 majors, slam try 2NT - $3 \bigstar - 3 \bigstar - 4 \bigstar = 4$ -4 majors, signoff 2NT - $3 \bigstar - 3 \bigstar - 4 \bigstar = 4$ -4 majors

Last Update: 21 April 2025

NOTE 12 – OGUST

After Weak 2, 2NT is OGUST and shows game interest usually 15+:
3♣ = low points, does not have 2 of top 3 honours;
3♥ = high points, does not have 2 of top 3 honours;
3♣ = high points with 2 of top 3 honours;
3ℕT = all top 3 honours.

NOTE 13 - LEBENSOHL

Lebensohl after suit overcall by opponents of 1NT - Fast arrival denies stopper.

Double of two level bid is for penalties.
Double of three level bid is for take out.
Bid of suit at 2 level, 5 cards natural and a sign off.
Any 3 level bid is natural and game forcing showing at least a 5 card suit.
2NT response is forcing and demands that opener to puppet 3*. Responder can pass if weak hand in clubs or bid a suit below the rank of overcall then it is a signoff. If the suit bid is above the rank of the overcall then it is invitational showing a 5 card suit.
3NT shows game values and denies a stopper in opponents suit and denies 4 of any unbid major. Opener either passes with stopper or bids better minor.
2NT followed by 3NT shows game values and a stopper in opponent's suit.
Cue bid of opponent's suit is Stayman without a stopper in opponent's suit. It is forcing to game unless no fit in a major suit and no stopper in opponents suit in which case opener bids 4 of better minor.
2NT followed by a cue bid of opponents suit over openers 3* is also Stayman but promises a stopper in the opponent's suit. Lacking a major contract 3NT is finalised.

NOTE 14 - VS PREEEMPTIVES

Defence to weak 2 openings

Double =13+ HCP 4-4-3 2NT = 16-18 HCP + 1> stopper in opps suit 3NT = 21-22 points + 1> stopper in opps suit $4 \forall / \spadesuit =$ natural to play. $4 \clubsuit / \blacklozenge =$ Leaping Michaels 5+cards $\clubsuit / \blacklozenge +$ Major

Responding to partners double of a weak 2

Level 2 bid = <=7 HCP - signoff Level 3 = <=7 HCP - signoff - Lebenshohl: 2NT = <8HCP - doubler bids 3**4** - Pass or correct. (However, if doubler has a self-supporting suit, may bid that suit or with a 2 suiter bid lower ranking.) Level 3 bid = >8 HCP - forcing Cuebid = GF

Defence to Multi 2 or Ekren

Double = 13-15 or 18+ any distribution $2\Psi/\Rightarrow = 13-15$ non-forcing – Natural 5+cards Ψ/\Rightarrow 2NT = 16-18 balanced, system on $3 \Rightarrow/\Rightarrow = \text{non-forcing } 6+\text{cards } \Rightarrow/\Rightarrow$ $3\Psi/\Rightarrow = 15-17 - 6+\Psi/\Rightarrow \text{ cards } - \text{good suit}$ $4 \Rightarrow/\Rightarrow = \text{Leaping Michaels } 5+\text{cards } */\Rightarrow + \text{Major}$

Defence to weak 3 openings

Double =13+ HCP 3NT = 17+ HCP 1> stopper in opps suit 4 = 4 = 4 = 12

NOTE 15 – SPLINTER BIDS

Response of 3 / 4 / 4 to $1 \lor$ opening or $4 / 4 / 3 \lor$ and $4 \lor$ (void) to $1 \blacktriangle$ opening show a singleton in suit bid and agree major showing 4 card support. Will not be a singleton A. After a suit overcall by opposition only splinter in opposition suit (other suits are fit jumps).

NOTE 16 - Forcing 1NT over majors

After 1NT (5-11 points) bid by responder; opener must bid, and either bids second suit, NT (with 18+ HCP) or rebids 6+ card opening suit. Note 2* may be short and should be alerted over 1 \forall bid. 2* may only be 3 cards. Actions by responder: Pass = weak prefers second suit, $2^{4}/\sqrt{4}$ weak either supporting openers suit or showing a 6+ card suit of one's own. 2NT 11-12 points, 3 */ $^{4}/\sqrt{4}$ is invitational. (NB 1 $\sqrt{4}$ - p - 2 $\sqrt{4}$ shows 8-10 HCP and precisely 3 card support. With 5-7 HCP and 3 card support bid Forcing 1NT and then rebid $2\sqrt{4}$, or with 11HCP and 3 card support bid Forcing 1NT and then jump bid $3\sqrt{4}$.)

NOTE 17 – LONG SUIT TRIAL BIDS

After suit agreement e.g. $1 \oplus -2 \oplus -2 \oplus -2$, then a bid one level up of a suit shows length and asks for help in that suit, either shortage or honours. Rebidding trumps asks for help via trump strength. Responder rebids trump suit at minimum level without support or bids game with support of 2 honours.

NOTE 18 - WEAK 2 RESPONSES

After Weak 2, 2NT is OGUST and shows game interest usually 15+:

- 3 = 100 points, does not have 2 of top 3 honours;
- $3 \blacklozenge = 1$ low points with 2 of top 3 honours;
- 3 = high points, does not have 2 of top 3 honours;
- 3 = high points with 2 of top 3 honours;

3NT = all top 3 honours.

Weak Jump Over call, 2NT is OGUST The same system, as above, applies after a weak jump overcall by our side.

<u>Change of suit after a weak 2</u> is forcing showing a 6+ card suit and responses show

With 3 cards bid a splinter With 2+ cards bid contract With < 2 cards 2NT = good suit 3X = bad suit

NOTE 19 – PREEMTS

Preemts In first or second seat or when vulnerable, 3 level (or higher) preemts promise 2 of top 3 honours.

Change of suit after a pre-emptive 3 is forcing showing a 6+ card suit and responses show

With 3 cards bid a splinter With 2+ cards bid contract With < 2 cards 3NT = good suit 4x = bad suit

NOTE 20 – SLAM CONVENTIONS

<u>Minorwood</u> - when ♣/♠ have been bid and agreed or rebid or over a natural NT bid 4♣/4♣ are looking for a minor suit slam. Responses upwards are as for RKCB. Can sign off in 4NT if insufficient "Aces". Not Minorwood if in competitive bidding situation. Sequence enquiries: 1ST Step = asks for Queen 2nd Step = asks for Kings

<u>Grand Slam Force</u> – Bidding 5NT without going through 4NT after a suit agreement is the Grand Slam Force asking for the number of top three trumps held – 6 = 0, 6 = 1, 6 = 2, 6 = 3

DOPI & ROPI -After opponent's suit bid over RKC Blackwood – Double 0 Pass 1, bid one up with 2 etc, after a double of 4NT ROPI – redbl = 0, pass = 1, bid 1 up with 2 etc.

NOTE 21 - VS ARTIFICIAL STRONG OPENINGS

<u>Over 14:</u>

Double = suit $1 \blacklozenge = \diamondsuit$ suit $1 \blacklozenge = \diamondsuit$ suit $1 \blacklozenge = \diamondsuit$ suit $1 \blacktriangle = \diamondsuit$ suit $1 \verb NT = Minors$ $2 \clubsuit = \blacktriangledown + \diamondsuit$ $2 \blacklozenge = one$ suiter Major $2 \blacktriangledown = \blacktriangledown + Minor$ $2 \blacklozenge = \diamondsuit + \text{Minor}$ 2NT = undefined 2 suiter, 6-5

<u>Over 2+:</u>

- Double = suit
- $2 \blacklozenge = \blacklozenge$ suit
- $2 \mathbf{v} = \mathbf{v}$ suit
- $2 \bigstar = \bigstar suit$
- 2NT = undefined 2 suiter 3 = NV pre-emptive, V constructive
- 3 = NV pre-emptive, V constructive 3 = NV pre-emptive, V constructive
- $3 \checkmark = NV$ pre-emptive, V constructive
- 3 = NV pre-emptive, V constructive
- 3NT = undefined 2 suiter, 6-5

NOTE 22 – 1NT DOUBLED

Pass = Opener has to redouble 2 = 2 + 4 2 = 4 + 4 2 = 4 + 4 2 = 4 + 4Redouble = Opener bids 2 = 4Over 2 = 2 + 4Over 2 = 4 + 4Over 2 = 4 + 4

Over opener's redouble: Pass = to play

Double in 4th position opener redoubles with a 5 card suit, responder bids 2[♣], pass or correct

NOTE 23 – OVER OPPONENTS' TAKEOUT DOUBLE

$$\begin{split} 1M - \text{Double} &- 1\text{NT} = 6 + \text{HCP no fit} \\ 1M - \text{Double} &- 2\mathbf{M} = < 8 \text{ HCP with fit} \\ 1M - \text{Double} &- 2 \bigstar = 8 - 10 \text{ HCP with fit} \\ 1M - \text{Double} &- \text{Redouble} = 10 + \text{HCP no fit} \end{split}$$