


SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES	OPENING LEADS STYLE			WBFC Convention Card	 WORLD BRIDGE FEDERATION
		Lead	In Partner's Suit		
Dbl. of conventional bid shows playable suit	Suit	3 rd /5 th	3 rd /5 th	Category	
At high level, cue bid show 2 places to play & partner responds better minor, double shows 3 places to play	NT	4 th	4 th	Country	Bangladesh
	Subseq	4 th	4 th	Event	21 st BFAME Championships
X of Ghestem/Michaels=pen. X of one of their suits	Other:	Vs NT, K asks count; A or Q asks ATT		Players	Ali Ahammed & Md. Anisuzzaman
Redouble = good 9+		Vs Suit; A asks for ATT.		SYSTEM SUMMARY GENERAL APPROACH AND STYLE	
If interference over str. 20+ hand, negative doubles.		Dbl 1NT-3NT for club lead			
DEFENSIVE AND COMPETITIVE BIDDING		Dbl 3NT for lead of dummy's 1 st bid suit			
OVERCALLS (Style, Response:1/2 Level; Reopening)		Dbl contested 3NT for partners suit lead		Natural; 5 card majors; 1♣ may 3+, Natural over 1♣	
Sound, Natural and wide ranging	LEADS			1NT response to 1M: semi-F/1, not used opposite passed hand	
New suit (5 card), F1 except on passed hand	Lead	Vs. Suit	Vs.NT	Suit rebids are wide-ranging and shape-showing	
Unassuming cue-bids show 3-card support	Ace	AKxx	AKX(+)	Many fit bids; Aggressive competitive pre-emptive style	
3-level pre-empt. or 2NT good raise 4-card support	King	AK; KQX	KQJ, KQ10	1NT Openings: 15-17 hcp; may be unbalanced	
Defence to 2-suited opening (Note 1)	Queen	QJ10(+); AKQ	QJ10(+)	Singletons and odd shapes allowed	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Jack	J109(+); HJ109(+)	KJ10	2 OVER 1 Response: Game forcing	
2/3 Pos=15-17 hcp; N/P Stayman; 4-way transfers	10	H109(+); 10x; 1098(+)	1098(+); H109(+)	BROMAD(Note:8) after X, after o/call,	
4 th Pos=10-14 hcp; 4-way tr, Stayman, Note: 2	9	H98x(+); 98x(+); 9x	H98x(+); 98x(+); 9x	Inv. minors G/F. off after any interference, X or O/C	
Lebensohl - slow arrival no stop (Note 11)	Hi-x	Doubleton; MUD	Doubleton; MUD	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
JUMP OVERCALLS (Style, Responses; Unusual NT)	Lo-x	HxxSx; MUD	HxxSx; MUD	2♦: 3 way Multi: Weak in Major, 4-4-4-1 strong or any suit strong	
1 suited: Pre-emptive jump overcalls	Leads in partner's long suit to opponents 3NT are count.			Following 2♦ opening: Response is mixed (Note: 9)	
2 suited: Inv Ghestem (Note3); Weak or V. Strong, i.e. 4 loser hand min	SIGNALS IN ORDER OF PRIORITY			After Major opening J2N: Modified (Note: 10)	
		Partner's Lead	Declarer's Lead	Discarding	Fit Jump: Generally Major opening in 3 rd /4 th sit, opponent double or interference over major opening, Leaping Michaels over opponent weak 2 opening
Re-open 4 th Pos: Opening values except 2NT=20-21+bal	Suit:1 st	Att. high=enc	Count Hi = Even	Att. high=enc	
DIRECT and JUMP CUE BIDS (Style, Responses, Reopen)					Opening 2♥/♠= Major+ Minor two suiter 6-11 HCP Gambling 3NT
Direct cue=Inv Ghestem	2 nd	Count Hi = Even	Count Hi = Even	Count Hi =Even	Lebensohl variations
Jump cue seeks stopper for 3NT; bid 3NT or 4♣ relay	3 rd	Suit Pref	Suit Pref	Suit Pref	Response of our 2NT opening = Muppet (Note 11)
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	General	Suit preference in trumps			SPECIAL FORCING PASS SEQUENCES
X of up to 4♥= takeout; Double 4♠ = pen orientated; 4NT=Two suiter; Responder bids better	DOUBLES			Pass=F when we bid to game to make or vul. sacrifice	
Minor, Leaping Michaels (Note: 4)	TAKEOUT DOUBLES (Style; Responses; Reopening)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Special defence to Multi 2♦ opening; (Note 5)	Dbl.=other suits or strong; May be light with classic shape			4 th Suit Game Forcing, except with x/yz	
VS ARTIFICIAL STRONG OPENINGS	Following two suits bid by opps, dbl=BAL takeout; 1NT/2NT=takeout, 5+/5+ ; Support doubles up to 2♠			Long suit trial bids	
JumpOvercalls = Natural and preemptive. Double is a NT type hand, Other bid artificial, two suiter, Suction (Note:6)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Defence to X of a transfer	
OVER OPPONENT'S TAKE-OUT DOUBLE				Defence to X of relay or transfer following str. 2 opening Defence to 2-suited overcall	
Re-double 9+; system on after 1♣	Negative doubles up to 4♥; Responsive doubles up to 3♠			Following reverses, 2NT is weakest bid and begins sign-off	
Generally, 1's and 3's forcing, 2's const. non-forcing 5+, 1NT=8-11, X of our 1NT opening-Moscow escape(Note 7)	1m-(DBL)-1M-(2M)=Other 2 suits;			Anti v1NT opening (Note 22), 2♣= 5/5-4♥+♠; 2♦= 6+♥/♠; 2♥= 5♥+4/5 minor; 2♠=5♠+4/5 minor; 2NT= Both minors 5/5: Woolsey (Note 12).	
	1x X 1y X=penalty orientated with 4 of overcalled (y) suit			Psychics: Not yet	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	Natural 12-19, NF	1♦/1♥, 1♠-4+ card, 6+ HCP, 1NT: 6-9; 2♣: 12+ 4♣+ GF, 2♦: 5+ card ♣, 8-9 HCP, 2♥: 5♥+4♠, 7-9 HCP, 2♠: 5+ ♣, (10-11) limit raise, ; 3♣: 5+ card ♣, 0-7 HCP ; 2NT: 10-12 HCP, no 4 card major, 3NT = 13-15 HCP, no 4 card major or ♦, 4 card ♣,	2♣-GF in nonpassed hand; New suit at 3 level: FG	After DBL: RBDL :9+ no other bid; 2NT: good raise, Inverted Minors show max for passed hand
1♦		3	3♠	Natural 12-19, NF	1♥, 1♠-4+ card, 6+ HCP, 1NT: 6-9; 2♣+ : 5+ card, 12+ HCP, GF, 2♦: 12+5♦ GF, 2♥: 5♥+4♠, 7-9 HCP, 2♠: 5+ ♦, (10-11) limit raise, 3♦: 5-9+6♦; 2NT: 10-12 HCP, no 4 card major, 3NT = 13-15 HCP, no 4 card major	2♦-GF in nonpassed hand; New suit at 3 level: FG New suit at 3 level: FG	2NT: good raise; After DBL: RBDL :9+ no other bid; Inverted Minors show max for passed hand
1♥/1♠		5	3♠	Natural 11-19, NF	2/1FG; 1NT: 6-11 SF; 2NT: Jacoby; Splinter. 3NT: 13-15+4♥/♠, 2♥/♠: 6-9; 3♥/♠: Preemptive raise, Bergen raise; , Gazzilli	Long suit trial bids, Note: XYZ; Natural; Splinters; Cue-bids; Rebids natural. NT rebids as follows: 1NT=12-14 hcpbal 2NT= 18-19 hcpbal 3NT= if minor long running suit hoping for 3NT, if MAJOR, good 19-20 Following 2 over 1 GF: 2NT = 12-14 hcp bal 3NT=18-19hcpbal Reverse may be 14+ after 2 over	2NT/ other major : good raise; Semi-forcing NT is off Drury after 3 rd and 4 th seat opening only (Note: 13), Fit Jump (Note 14)
INT		15-17	-	Can include 5 card major; 15-17; may be unbalanced; 6 card minor/ 5 card major / rare singleton	2♣: non-promissory STAY; 2♦/♥/♠/NT: TRF; 3♥ Broken Suit Transfer to ♥'s; mild slam interest, Broken Suit Transfer to ♥/♠'s; mild slam interest, opener must have good support in trump for slam, 3♣-Splinter of ♣, ♦ or ♠, 3♠ Splinter♥	Newsuit 3 level-FG, 4♣: Roman Gerber; 4NT: quant, Super-accepts to transfers with positive cue bids wherever max.	Lebensohl Natural; DBL: Penalty
2♣		0	3♠	8+ playing trick sin any suit;	2♦-7 points, artificial a "negative" or "waiting" response. However, responder will occasionally have 8+ points but no good bid, such as with 4441 distribution. 2♥/2♠/3♣ and 3DA positive, 5-card or longer suit with at least two honours in the suit	Natural responses	2♣-2♦-2NT-3♣: Muppet STAY;
2♦		0	-	5-9 6+♥/♠; 18-22 4-4-4-1 strong or any suit strong	3-way multi, 2/3/4♥, 2/3♠: P/C; 2NT: Enquiry	2♦-2♥/2♠=2NT, 2♦-2♥/2♠= weak, 3♣/♦, 3♥/♠ strong in bid suit	
2♥		5	-	NV: 5+♥/4+m6-10 Vul: 5+♥/5+m6-10	♥ bids PRE; 2N for minor bids, other suit: natural F1		PH: other suit: natural NF Intervention: No change
2♠		5	-	NV: 5+♠/4+♣♦♥6-10 Vul: 5+♠/5+♣♦♥6-10	♠ bids PRE; 2N for minor bids, other suit: natural F1		PH: other uit: natural NF
2NT		-	-	20-22 strong, balanced	2NT-3♣: Muppet STAY;		Intervention: ♣/♦ bids; COMP

3♣		7	-	PRE;Allbut3 rd sound	NewsuitF1;3NT/4♥/4♠ to play	Natural	PH:Newsuitnaturalwithfit
3♦		7	-	PRE;Allbut3 rd sound	NewsuitF1;3NT/4♥/4♠ to play	Natural	PH:Newsuitnaturalwithfit
3♥		7	-	PRE;Allbut3 rd sound	NewsuitF1;3NT/4♠ to play	Natural	PH:Newsuitnaturalwithfit
3♠		7	-	PRE;Allbut3 rd sound	New suit F1;3NT to play	Natural	PH:Newsuitnaturalwithfit
3NT				SOL7+m	4/5♣:P/C; 4♦: singleton/voidask;4M:Nf;3N - 4N- Asks for suit and length quality,3N - 5♣, 6♣- Opener passes or corrects to 5♦, 6♦	4♦-4NT: shortageom, 4♦: singleton/voidask;4M:Nf;3N - 4N- Asks for suit and length quality, 3N - 5♣, 6♣- Opener passes or corrects to 5♦, 6♦	
4♣♦		8	-	4♥♠stronger range	4NT:RKCB; Other suits: CUE		
4♥♠		8		Lower range			
4NT				Asking bid	5♣:None;5♦/5♥/5♠/6♣ A;5NT:2 A		
5♣♦		9		PRE: at most one A	Newsuit1 st roundCTRL(2 nd round CTRLbyopener)		
						HIGHLEVELBIDDING	
						<p>RomanKey CardBlackwood -1430; 2withoutQ; 2with Q.Even if without Q, show it with extra trump length forpartner(likelytodrop)</p> <p>Exclusion Key Card Blackwood - 1430 suits upwards5NT Side-King Ask - Promises all 5 key cards.Cheapest return to trump suit denies a side K otherwise if 1Kingbid it, if 2 Kings bid the one you don't have. i.e. 3rd K Queen ask is next suit up following 5♣-5♦bid; cheapest bid up denies the queen. Jump in new suit shows Q +outsideK</p> <p>Gerber directly after 1NT or 2NT strong opening Quantitative NT directly over opening 1NT or after 2-level transfer. If 3NT is rebid following 2♣/2♦, 4♣ suits up and 4NT is Quantitative. Minorwood.</p> <p>Defence to interference over RKCB=DOPI&ROPI</p>	



WBF Standard Card
Supplementary Sheet

Note 1: Defense Against Two-suited Overcalls Unusual vs. Unusual

WEST	NORTH	EAST	EAST IS SHOWING....
1 ♣	2 ♣	DBL	Penalty Interest
1 ♣	2 ♣	2 ♦	Diamonds, not forcing
1 ♣	2 ♣	2 ♥	Diamonds, Game Interest
1 ♣	2 ♣	2 ♣	Club raise, Limit or better
1 ♦	2 ♦	2 ♥	Clubs, Game Interest
1 ♥	2NT	3 ♦	Hearts, Limit or better
1 ♠	2 ♠	3 ♥	Spades, Limit or better
1 ♠	2 ♠	3 ♠	Spades, 7-10
1 ♠	2NT	3 ♥	Like a weak 2-bid in ♥

Note 2: 1NT overcalls in the balancing seat (Meckwell Convention)

The Range/Inquiry Stayman convention.:

A bid of 2C is not only Stayman, but also asking the range. With 10/11-12 HCP, you make the normal response of 2♦ with no 4-card major or two of the major if you have one.

If however you are in the 13-14 HCP range you bid 2NT, delaying your normal Stayman response. Partner next continues with the re-Stayman bid of 3C if he wants to know if you have a four card major

Note 3: Inverted Ghestem (Questem) - Two Suited Overcall

- Direct cue bid = 2 highest suits
- 2NT = 2 lowest suits
- 3♣ = highest + lowest suits

So we now have, using Questem: -

- | | | |
|--------------|-----------|---------------------------|
| Opening bid: | Overcall: | Meaning |
| 1♣ | 2♣ | ♠'s and ♥'s (two highest) |

1♣	2NT	♦'s and ♥'s (two lowest)
1♣	3♣	♠'s and ♦'s (highest + lowest)
1♦	2♦	♠'s and ♥'s (two highest)
1♦	2NT	♣'s and ♥'s (two lowest)
1♦	3♣	♠'s and ♣'s (highest + lowest)
1♥	2♥	♠'s and ♦'s (two highest)
1♥	2NT	♣'s and ♦'s (two lowest)
1♥	3♣	♠'s and ♣'s (highest + lowest)
1♠	2♠	♠'s and ♥'s (two highest)
1♠	2NT	♣'s and ♦'s (two lowest)
1♠	3♣	♥'s and ♣'s (highest + lowest)

Note 4: Leaping Michaels

Leaping Michaels is a conventional 4♣ or 4♦ jump overcall of a weak 2♥ or 2♠ or 2♦. It promises a good two-suited hand with at least 5-5 shape. As an extension of the Michaels cuebid, it's named for the "leaping" or "jumping" aspect of the overcall.

- A 4♣ jump overcall shows clubs and the unbid major.
- A 4♦ jump overcall shows diamonds and the unbid major.

Additionally, Leaping Michaels can be used over minor-suit preempts:

- After an enemy 2♦, a 4♣ jump overcall shows clubs and an unspecified major.
- After an enemy 3♣, a 4♦ jump overcall shows diamonds and an unspecified major.

Note 5: Defense to Multi 2D

When RHO makes a Multi 2♦ opening, the conventional overcalls are as follows.

Call	Meaning
Pass	MAY want to make a takeout double of hearts or spades, but must pass because Double shows general strength (below). Reopen with a double in the next round.
Double	Balanced, 13-15 HCP or strong, 16+ HCP with any distribution.
2♥	Natural, 5+ hearts, non-forcing.
2♠	Natural, 5+ spades, non-forcing.
2NT	16-18 HCP, balanced. System "on" (Stayman, Jacoby transfers...).
3♣	Natural, 6+ clubs, non-forcing.

3♦	Natural, 6+ diamond, non-forcing.
3♥	Natural, 6+ hearts, non-forcing. Stronger than a simple overcall.
3♠	Natural, 6+ spades, non-forcing. Stronger than a simple overcall. A 4♥ response is a cuebid.
4♣	Leaping Michaels, showing 5+ clubs and a 5+ card major.
4♦	Leaping Michaels, showing 5+ diamonds and a 5+ card major.

Note 6: Defensive Bid over strong Club

Suction over strong 1♣

After 1♣ opening

Double is a NT type hand.

1♦ = hearts or spades and clubs

1♥ = spades or clubs and diamonds.

1♠ = clubs or diamonds and hearts.

1NT = both non-touching pointed suits: diamonds and spades (pointed suits) or clubs and hearts (round suits).

2♣ = diamonds or hearts and spades.

Jump Overcalls = Natural and preemptive.

After a 1♦ RESPONSE to Strong 1♣

Double is a NT type hand.

1♥ = spades or clubs and diamonds.

1♠ = clubs or diamonds and hearts.

1NT = diamonds and spades (pointed suits) or clubs and hearts (round suits).

2♣ = diamonds or hearts and spades.

2♦ = hearts or spades and clubs.

Jump Overcalls = Natural and preemptive.

Note 7: Moscow Escape- After the opposing double over 1 NT

Bid	Meaning
Pass	To play.
Redouble	Requires partner to bid an artificial 2♣. A one-suited hand. With clubs, simply pass partner's 2♣ bid; otherwise, correct to 2♦ / ♥ / ♠.
2♣	Clubs and a higher suit (at least 4-4). Partner can pass with

	club tolerance or bid 2♦ to fish for the higher suit.
2♦	Diamonds and a higher suit (at least 4-4).
2♥	Hearts and spades (at least 4-4).
2♠	5+ spades. Depending on partnership agreement, this may be weaker than a redouble followed by a 2♠ rebid. Alternatively, it may promise more strength than the redouble sequence. Either way, it's still non-forcing.

Note 8: BROMAD – Bergen Raise Of Major After Double

Bid	Meaning
Redouble	A redouble is not part of BROMAD per se, but is worth mentioning. It shows 10+ points and denies 3+ card support.
2♣	A 3-card " <u>Limit</u> " raise or better, showing 10+ points and exactly 3-card trump support.
2♦	A 3-card "Constructive" raise, showing 8-9 points and exactly 3-card trump support.
2♥/♠	A 3-card "Preemptive" raise, showing 0-6/7 (7- bad point) points and exactly 3-card trump support.
2NT	A 4-card " <u>Limit</u> " raise, showing 10-12 points and 4-card trump support
Other Major (2H/2S)	A 4-card trump support with 7-9 points
3♣	Fit Jump: A 4-card " <u>Limit</u> " raise, showing 10-11 or better showing good ♣'s. It is a single jump, double jump is a splinter
3♦	Fit Jump: Fit Jump: A 4-card " <u>Limit</u> " raise, showing 10-11 or better showing good ♦'s. It is a single jump, double jump is a splinter
3♥/♠	A 4-card "Preemptive" raise, showing 0-6 points and exactly 4-card trump support.

Note 9:2♦(multi)

2♦ Multi opening is 3 ways:

1. A weak two-bid in hearts or spades
2. Any 4-4-4-1 shape with 20-22 HCP
3. Any suit strong

Opener	Responder
2♦ Pass or correct (2H/2S) 2N (4-4-4-1 strong) 3c/3♦/3h/3s-strong in bid suit	2H/2S

Note 10: Jacoby Two NoTrumps (J2N)

After Jacoby notrump i.e. 1♥/1♠ = 2NT, the opener can bid when he has minimum hand:

- (1) 4♥/4♠: lower range (11-13), absolute dreck, always distribution: 5-3-3-2
- (2) 3♣: 12-14, the distribution may be (1-5); if the distribution 5-3-3-2 then it has nice controls or upper range points.

After Jacoby notrump i.e. 1♥/1♠ = 2NT, the opener can bid when he has maximum hand:

- (3) 3♦: have singleton or void
- (4) 3♥: 5-4-2-2: have no singleton or void
- (5) 3♠: 6+ trumps, have no singleton or void
- (6) 3NT: 5-3-3-2
- (7) 4 of a new suit: decent 5 card side suit, natural

Note 11: Muppet: After a 2N (20-21) or 2N after 2C

Opener	Responder
2NT	3♣ - Stayman
	3♦ - Transfer to ♥
	3♥ - Transfer to ♠
	3♠ - Minor suit Stayman
	3NT: 5♥+4♠ No slam interest, if slam interest then transfer to H then bid spade

	4♣- Gerber
	4♦-transfer to ♥
	4♥-transfer to ♠
	4NT: Quantitative

3♣ is muppet Stayman with the following responses.

Bidding Sequence: 2NT-3♣-??

Bid	Meaning
3♦	I have at least one 4 card major
3♥	I don't have a 4 or 5 card major
3♠	I have a 5 card spade suit
3NT	I have a 5 card heart suit

Note 12: Multi-Landy (Woolsey) after the opponents open 1NT

Overcall	Meaning
Double	Varies by partnership agreement. <ul style="list-style-type: none"> • A 4-card major with a 5+ card minor. • A 6+ card minor. • A 5+ card major. • A strong balanced hand (19+ HCP vs. <u>strong no-trumps</u>, and 15+ HCP vs. <u>weak no-trumps</u>).
2♣	At least 5-4 or 4-5 in hearts and spades; rarely 4-4. (This is the Landy aspect of the convention.)
2♦	6 hearts or spades (rarely 5) without a side suit. (This is the Multi aspect.)
2♥	5 hearts and a 4+ card minor. (This is the Cappelletti aspect.)
2♠	5 spades and a 4+ card minor. (This is also the Cappelletti aspect.)
2NT	At least 5-5 in clubs and diamonds.

Note 13: Three Way Double Reverse Drury

opener	Responder	Explanation
1♥/♠	2♣	10-11 points, 4 card support
	2♦	10-11 points, 3 card support

the Drury 2C or 2D response, which always shows:

- At least 3/4-card support for partner's major.
- A maximum passed hand (10-11 support points).

After opening of 1 H/S in 3rd or 4th hand

- 2♦ is a 3-card limit raise with 10-11 HCP.
- A 2♣ response is a 4+ card limit raise with 10-11 HCP

Response of Drury 2♦

Opener's rebid over 2♦ shows whether he is weak or game invitation or game / slam forcing. Only the rebid of his suit shows the bad hand. Most other bids are game try or game/slam forcing.

- 2 of your major (1S-2D-2S) = bare minimum or sub-opener. The Drury bidder can now pass safely at the 2-level.
- 2S-other major/3C/3D/(3H) help suit try
- 2N asks for cue or for any 5 card suit: Slam forcing

After 1S – Drury 2D — 2NT, the meanings of responder's rebids are (like old J2N):

- **3C, 3D, 3H** = singleton or void
- **3S** = more-than-minimum strength with a ruffing value (a good 11 support points, generally doubleton, with 9, 10).
- **3NT** = balanced maximum (11 high-card points).
- **4C, 4D, 4H** = 5-card suit with at least two of the top four honors (QJxxx or better)
- **4S** = minimum values (10 HCP), no singleton.

Response of Drury 2♣

Opener's rebid over 2♣ shows whether he is weak or game invitation or game / slam forcing. Only the rebid of his suit shows the bad hand. Other bids are game try or game/slam forcing.

- 2H/2S is passable (Rebid in his suit-weak hand)
- 2S-other major/3C/3D/(3H) help suit try
- 2♦ Sound opening values, ask partner to clarify his hand-slam forcing

After 1S – Drury 2C — 2NT, the meanings of responder’s rebids are (like old J2N):

- **3C, 3D, 3H** = singleton or void, no five card suit, but may be 5 card trump, If 5 card suit with singleton, use fit jump.
- **3S** = more-than-minimum strength with a ruffing value (a good 11 support points, generally doubleton, with 9, 10).
- **3NT** = balanced maximum (11 high-card points).
- **4C, 4D, 4H** = 5-card suit with at least two of the top four honors (QJxxx or better), with no singleton or void.
- **4S** = minimum values (10 HCP), no singleton.

Note 14: Fit Jumps in competition

When partner bids in one level (mainly a major) then the fit jump is a single jump by the responder. It is defined as a limit raise or better with 4-card support and a good bid suit.

- When partner opens a major and the next hand double (both BROMAD and fit jump applicable).
- When partner opens a major in 3rd or 4th seat i.e. responder is a passed hand and no interferences (Drury is also applicable, but it is far more descriptive)
- When opponent overcalls in one level after partner’s opening of 1H i.e. 1H-1S
- When partner overcalls a major in one level and second opponent bid in one level or double (1C/D-1H-1S)
- After the first response with fit jump, the opener next bid is asking for any singleton or void. Back to the trump suit means no shortage(1H-3C-3D(asks for singleton or void)-