




DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBFC Convention Card	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE – see note 10</b>				
5 cards at 1-level; may be up to 19 HCP		<b>Lead</b>	<b>In Partner's Suit</b>		
RESP: new suit F1 after P; jumps FIT; cue support F1;	<b>Suit</b>	3 <sup>rd</sup> /LOW; STND/RUS*	3 <sup>rd</sup> /LOW, STND		
jump cue: 3-level mixed raise; 4-level SPL; Jump raise PRE	<b>NT</b>	ATT vs game, else 4 <sup>th</sup> (2 <sup>nd</sup> bad suit, top of 3 low) K STR			
2NT L/R if no cue available, PH or responder bids else 1/2 NT NAT	<b>Subseq</b>	ATT (CT) in new suit;			
4 <sup>th</sup> seat: new suit NF in competition (sometimes FIT); 2NT: see [12]	<b>Other:</b> *Rusinow vs NT and when leading own suit vs SUIT				
(1x) – P – (1y) – 2y NAT; Re-opening similar but K lighter	Lead attitude in partner's suit if length is known from auction			<b>CATEGORY:</b> 3 <b>NCBO:</b> England <b>PLAYERS:</b> <u>Graham Osborne</u> <u>Frances Hinden</u>	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS [see also note 10]</b>			<b>SYSTEM SUMMARY</b>	
2 <sup>nd</sup> : 15-18; RESP STAYMAN/TRANS; 4 <sup>th</sup> LIVE 16-19 RESP NAT	<b>Lead</b>	<b>Vs. Suit (see * above)</b>	<b>Vs. NT</b>		
In Competition 2NT+ transfers; DBL T/O	<b>Ace</b>	AKx(+),AQx(+),Ax(+); REV. ATT		<b>GENERAL APPROACH AND STYLE</b>	
Re-opening: 11-15 (PH 9-11) Responses: 2♣ ART ENQ + TRANS	<b>King</b>	AK(+), KQ(+); CT/ REV ATT	STR; UB or CT		
PH shows 5-5 in two unbid suits	<b>Queen</b>	QJ(+); REV. ATT (KQ+*)	KQ9(+),REV. ATT	5-card majors; 1♣ NAT, or any (17)18-19(20) BAL, or many 11-14 BAL	
	<b>Jack</b>	KJ10(+), J10(+); (QJ*+)	QJ10(+), QJ9, AQJ (+), KQJ(+)		
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>	<b>10</b>	109(+); KJ10; (J10*+)	(A/K)J10(+), REV. ATT	Pre-empts classical in 2 <sup>nd</sup> or 1 <sup>st</sup> VUL; random 1/3 NV [see note 1]	
WK, Random NV (0+ HCP/5+ cards), RESP 2NT+ ART, jumps FIT	<b>9</b>	3 <sup>rd</sup> from even length or 9x	(A/K/Q)109(+), 9x	Double often not PEN even in FP sequences	
2NT (CONSTR+) other M+♣ (over 1M), ♠+other m (over 1m)	<b>Hi-x</b>	3 <sup>rd</sup> /LOW	DISC(game) / Sxx/xSxx (1/2NT)		
RESP: all jumps PRE; new suit NAT NF;	<b>Lo-x</b>	3 <sup>rd</sup> /LOW	ENC (game)/4 <sup>th</sup> best	<b>1NT Opening:</b> (14)15-17 may have 6m or 5♥ (5♠ more likely 3 <sup>rd</sup> /4 <sup>th</sup> )	
<b>Reopen:</b> INTERM. 11-15 6+ cards; 2NT NAT 19-21 RESP as v WK 2	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>2 OVER 1 Response:</b> FG	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
(1m)–2m: 55+ in M any strength WK+;	<b>Suit</b>	1 Lo = ENC	S/P	Lo = ENC	
(1M)–2M: 55+ in OM + ♦, Constructive.+; 2NT INV+ relay		2 Lo = ODD	Lo = ODD	Lo = ODD	Transfer responses to 1♠, may respond with 0 HCP without club length
RESP: all jumps PRE; DBL Game Try; RDBL 1-card pref for higher suit		3 S/P		S/P	1♥ - 1♠ 0-12 HCP, 0-4 spades (may have 5 spades with 3+ hearts)
(1x)-3x asks 3NT with stop (no FP). (1m short) – 3m NAT CONSTR	<b>NT</b>	1 Lo = ODD	“SMITH SIGNAL”	Lo = ENC	May have 3 or 4 hearts if very weak or INV
<b>VS. NT (vs. Strong / Weak; Reopening; PH) [see note 7]</b>		2 Lo = ENC	Lo = ODD	Lo = ODD	1♥ - 1NT 5+ Spades any strength
2♣=MM, 2♦=♥ OR ♠+m, 2♥ 5+♥+m, 2♠ NAT, 3x WK, 2NT good 3m		3 S/P	S/P	S/P	We open many balanced 11-counts
In competition dbl = t/o (or POC if applicable)	<b>Signals (including Trumps):</b> REVERSE ATTITUDE;REMAINDER			May open light in third seat	
X PEN of WK NT, 16+ or PEN of STR NT (then 2♣ scramble)	COUNT; SMITH v NT: PETER BY EITHER HAND ENC LEAD vs NT;			Transfers in competition by responder in many auctions	
X of WK NT sets up FP over 2m [STR NT defined as 14+ HCP]	A lot of S/P. REV. ATT on K lead in Bath Coup positions				
PH: DBL = max pass (vs WK NT)/M+m canapé (vs STR 1NT)	<b>Doubles</b>				
X of STAY or JTB = vs WK NT shows PEN DBL of opening 1NT				WJS in response to 1m (jump to 2x is NAT, 4-8 HCP, 6 or 7 cards)	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
X t/o LEB FAST[6];(3m)-4m FG MM; 4m-(4NT) NAT; 3NT NAT	10+ HCP Shape-suitable or STR (19+ or equivalent); K less by reopener			2NT in competition TRF, LEB, SCRAMBLING or GOOD RAISE [12]	
4M-4NT any 2 suits; (2/3M) – 4m FG 55+ in OM and suit bid	Responses: cue forcing to 2M; jumps 8-11, 1NT 6-10; jump cue FG M			FIT-SHOWING BIDS IN COMPETITION [2]	
VS. ART PREEMPTS see [6]	If doubler then cues, step 1 = NEG, >2 own suit FG				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	COMPETITION: [4]			<b>SPECIAL FORCING PASS SEQUENCES</b>	
(1♣) – x/1♦/1NT=CRO others NAT; lowest NT response ART INV+	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			(1NT weak) – PEN DBL forcing to (2m)	
Vs 2m 'any Acol 2' DBL = t/o of 1M. Otherwise DBL = MM, NT mm	Most X T/O before fit found or hand defined (some game-try) [5].			In major suit raise auctions 3NT often sets up a FP, 4M does not.	
Jumps WK; P then bid after 1♣ stronger.	In penalty FP auctions below game, DBL as the first action is T/O			Higher-level P only F if we have clearly forced from strength (V or NV)	
General style very aggressive NV (over 1♣ may be 4-4)	DBL of 1♦/♥ overcall = TRANS. DBL after partner's PRE is PEN			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	DBL of suit we have shown PEN except 1♠-(2/3♣)-DBL T/O; DBL of			1♣ may be short if 18-20 BAL, 11-14 BAL < 4♦ or any 11-12 min	
1M–DBL–RDBL 7+ dblton M or STR; P=WK or 10+ PEN seeking	2-level UCB = support (after response showing 1M) or T/O of their suit.			18-20 BAL opens 1♣ with five (sometimes 6) diamonds	
1M-DBL-1NT/2-level TRANS; other jumps FIT (1♠-x-3♥ PRE RAISE)	RESP DBL show 2 places to play, may not have OM			11-14 BAL may open 1♣ with 4♦ or 5♥ if min or bad suit	
1M –DBL–3M = Mixed; 2M+1 L/R+; 1♥- x-2NT = PRE RAISE	Action X: by Pre-emptor shows extra offence.			Lead Rusinow in own bid suits against suit contracts	
1m–DBL–RDBL/1x TRANSFERS; 2NT WK raise 0-6	DBL of response to PRE t/o of opener's suit.			<b>PSYCHICS:</b> Rare.	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	Frances Hinden & Graham Osborne Feb 2019 SUBSEQUENT AUCTION	PASSED HAND / COMPETITIVE BIDDING
1♣	✓	2	4♠	NAT or BAL Open 1♣ (17)18-19(20) BAL 9+ HCP UNBAL, 11+BAL May have 5 bad hearts	1♣ = 4+♥, 1♥ = 4+♠, 1♠ = 4+♦ no M unless FG 2♣ = 10+ 4+♣ F1, 3♣ 6-10 (5)6+♣. 2x = WJS (4-8 HCP) 2NT 12-14/18+ with 4+ ♣ 1NT 5-10 no 4CM; 3x FG SPL; 3NT 33(34) 15-17	1♣-1red-complete = 11-14 SEMI-BAL or MIN any 3-card support. 1♣-1red -1NT=18-20 BAL. 1♣-1♠-1NT=11-14 BAL or 4414 11-16 1♣-2♣-2♦ = NAT or MIN BAL now 2♥ FG(R), 2NT/3♣ NAT INV 1NT/complete may have 4 in OM. 2NT STR RAISE after 1red	XFRS after 1♣-(1 red) [11] SWITCH after 1♣-(1/2♠) XFRS after ART overcalls PH 2-level Jumps NF Weak
1♦		4	4♠	NAT 9+ HCP (11+ if BAL). 1♣ if 18-19 or min bal bad ♦ Else 1♦ with 4+ & 12-14 BAL	INVERTED MINOR RAISES (3♦ 6-10) 2M WJS (4-8 HCP 6 or 7 cards) 2NT 0-6 4+♦ 3♣ NF INV. 2♣ FG	ART rebids after 1♦-1NT/2m and by responder after 1♦-1M  1♦ - 1♥-1♠-2♣ = ART weak or FG, 2 other constructive	XFRS after 1♦ - (1♥) [11] SWITCH after 1♦-(1/2♠) PH 2-level Jumps NF FIT
1♥		5	4♠	NAT 9+ HCP (11+ if BAL) May open 1♣ if min bad suit (may be 4-card suit in 3/4)	1♠ F1 ART up to 12 may have 3+♥; 2♦ NAT FG 2♣ FG NAT or semi-BAL 1NT 5+ ♠ F1 any strength. 2♠ WJS (4-8 HCP 6 or 7 cards) 3♣ L/R, 3♦ STR SPL 2NT FG RAISE 3♣ WEAK SPL any suit 3NT+ Void	1♥-1♠-1NT = any min <4♠ <6♥; 2♣ = 6♥ not FG or 18-19 BAL 1♥-1♠-2♦ = 45(+) MM WK or STR, 2♥ 45 MM 14-16 (not 4 <sup>th</sup> ) 1♥-1NT-2♣ = NAT, or BAL 11-14/18-19, or good 3-card raise ART continuations over all responses	2♣ = 8+ with 3♥; 2♦ 8+ with 4♥ 2♠ = SPL to 3-level (2NT asks) 3♥ = 6-9; 3m = FIT 2NT FIT in ♠.
1♠		5	4♥	NAT 9+ HCP (11+ if BAL) (may be 4-card suit in 3/4)	1NT up to 12 HCP nearly F; may have 3+ spades 2red NAT FG 5+ cards. 3♥ NAT INV. 2NT+ ART with 4♠. 2♣ FG NAT or semi-BAL	ART continuations over all responses (1♠-1NT-2 non-clubs = NAT)	2♣ = 8+ with 3♠; 2♦ 8+ with 4♠ 2NT = SPL to 3-level (3♣ asks) 3♠ = mixed; 3m = FIT
1NT		2	4♥	15-17, may be good 14 (may be 6m or 5♥, 5♠ rare)	2♣ Relay INV+ may be INV with 5CM, 2♦ JTB OR 4♥ / 5m FG 2♥ JTB 2♠ ART INV+, 2NT TRF to ♣, 3♣ TRF to ♦ 3♥/♥ FG 3-suiter short in next suit. 3♠ mm FG 4♣ MM no slam interest. 4♦ 5♠ 332 mild SLAM TRY	ART continuations after 2♣, 2♠ and after JTB break 2♦ to step 2 only If JTB doubled complete min 3-cards, RDBL MAX 3 cards, P to play redoubled or min no fit see [3]	2NT+ XFER after intervention DBL = TO of NAT bid SYSTEM ON after ART DBL/2♣
2♣	✓			FG or (22)23-24 BAL	2♦ NEG or waiting, 2M NAT FG, 2NT+ TRANS	2♣-2♦-2NT continuations as 2NT opening 2♣-2♦-2♥- Hearts or 25+ BAL FG; 2♠ Relay others TRF 2♣-2♥/♠-2NT bids NAT	DBL = NEG by RESPONDER DBL = BAL by OPENER FP by OPENER 2-suiter
2♦		5 0		1 <sup>st</sup> /2 <sup>nd</sup> WK (sound in 2 <sup>nd</sup> ) [1] 3 <sup>rd</sup> WK random 4 <sup>th</sup> 14-16 4=5 majors	2♥/♠ NF INV; 2NT NAT INV; 3♣ STR ENQ 4♣ keycard ask, 3M NAT FG 2M to play others NAT CONSTR.	2♦-3♣-3♦ MIN, 3M MAX+feature, 3NT MAX BAL 2♦-4♣ steps show 0, 1, 1+Q, 2	
2♥/♠		5		1 <sup>st</sup> /2 <sup>nd</sup> WK (sound in 2 <sup>nd</sup> ) 3 <sup>rd</sup> WK random 4 <sup>th</sup> Intermediate	2NT=ASK SHORTAGE; raises PRE; 2♥-2♠ NF CONSTR; others NAT FG 4♣ key card ask	2M-2NT-3M MIN or no shortage; 3NT = MAX BAL  2M-4♣ steps show 0,1,1+Q,2	2M - (Dbl) - 2NT = lebensohl 2M-(Dbl)-new suit = FIT
2NT				NAT 20-21 (22) HCP 20 HCP may open 1♣ 5422 rare in 1/2 seat	3♣ "PUP STAY" 3♦/3♥ JTB FG 3♠ TRF to 3NT or ♦ S/T; 3NT ♣ S/T 4m SA TEXAS; 4M SS slam try in linked m	3♦+ from responder is FG. Opener completes JTB with fit. Many ART auctions later. 3♣ - 3♦ 1/2 4CMs, 3♥ no M, 3♠ 5 cards, 3NT 5 hearts	2NT-(3♣)-XFERS 2NT-(3♦)-3M shows OM
3 suit				SOUND 2 <sup>nd</sup> or 4 <sup>th</sup> 3M maybe < HCP than 2M	3♣-4♦; 3♦/3M-4♣ KC ask. 3♣-3red = Xfer (complete with no fit); 3♣-3♠ trump ask; 3♦-3M shows OM	<b>HIGH LEVEL BIDDING</b>	
3NT			N/A	Good 4M opening (8.5 - 9 tricks). Stronger 3/4 position	4♣ slam try; 4♦ asks major; 4M slam try shortage in bid suit	Cue bidding (first or second) agreements vary by auction, may bypass 2 <sup>nd</sup> round control If m agreed 4NT ENC/DISC; jump 4NT NAT	'last train' type bids in some auctions 5NT GRAND SLAM FORCE (5♠ if ♣ agreed) RESP: 6 trump suit 0, 6NT 2, 7♣ 3, lower bids
4 suit		6	N/A	NAT PRE	4m-4NT NAT; 4♠-4NT RKCB; 4m-4M NAT 4♣-4♦ RKCB; 4♥-4♠ to play NV, else RKCB	If ♠ agreed 4NT RKCB If ♥ agreed 4♠ RKCB if opponents only P/DBL Otherwise 4NT RKCB	stronger if room; see also [9] for kickback If cue-bid is doubled, XX shows control 4NT in competition:
4NT			N/A	Specific ace ask	5♣ none, 5♦/♥/♠/6♣ ace of bid suit, 5NT two aces	DOPI/ROPI if room else DOPE/ROPE after 4NT.	Good raise of partner's suit if no cue available RKCB in M as jump or with no intervening bid
						5NT pick a slam where useful	NAT or Two places to play otherwise

[1] POINT COUNT FOR PRE-EMPTS  
 Note we do not adhere strictly to these ranges which are a guide only. Good pips and extra shape may lead to an upgrade. 3 or 4 controls and a 9-count may be opened at the 1-level.  
 Weak Twos: 1/2 NV 3-8; 1/2 V: 5-9, may be a bad 7-card suit. 1 NV may be a 5-card suit.  
 Weak Threes: 1 NV: 0-8, 2 NV 4-9 both may be a 6-card suit; 1/2 Vul classical usu. 7 cards 5-9  
 4-level openings: 1 NV 0-10 may be 6-5 or more, 2 NV 5-10, 1/2 vul classical 7 or 8 cards 8-12  
 3rd seat NV anything goes (0-12, may be a 5-card suit at the 3-level), Vul 5-13  
 4th seat: 9-13 at 2- or 3- level (6 or 7 cards); 4M hoping to make (10-18); 4m unknown

[2] FIT BIDS: Show 5+ cards in suit bid and 4+ card support for partner, F1 (except by passed hand)  
 4-level fit jumps show playing strength not high cards, no forcing pass. 3-level fit INV.  
 NEW SUIT JUMPS IN COMPETITION are FIT if a non-jump would be forcing EXCEPT all game bids by a non-passed hand and WJS at 2-level after T/O DBL or overcall of 1♣ opening  
 NEW SUIT NON-JUMP IN COMPETITIONS are 3-card FIT when three suits have been bid  
 DBL shows the fourth suit without a fit; also frequently by a passed hand.

[3] Intervention over our 1NT opening (see also (5))  
 After 2♣/DBL with no anchor suit, system ON - DBL replaces systemic 2♣ bid  
 FP after 1NT - P - 2♣ - Action with DBL T/O. After responder's TRANS, DBL = it is our hand  
 After 2m overcall with one anchor major, 2-level cue bid = INV+ in other major.  
 After overcall up to 3♦ responder's bids 2NT to 3♥ are transfers (xfer to cue = 3-suiter)

[4] AFTER T/O DBL  
 (1x) - DBL - (1y) - 2y NAT NF 5+; DBL PEN 4 cards or STR  
 RESPONSIVE DOUBLES at all levels show 2 (or 3) suits may not have OM  
 DBL by Aggressor: extra values and usually fewer than 4-cards support (e.g. 1♠-x-P-2♥-2♠-DBL)  
 DBL followed by new suit is STR NF. DBL then 3-level jump in new suit is F  
 P of RDBL is USUALLY NAT EXCEPT 1x - DBL - RDBL - P and 1x - P - 1y - DBL - RDBL - P

[5] DOUBLES IN COMPETITION  
 NEGATIVE DOUBLES  
 1m-(1♠)-DBL shows 4♥. 1♣/♦ - 1♦/♥ - DBL = 4+ cards in next suit  
 Higher doubles of an overcall may be quite weak if shape-suitable  
 DBL then bid is NF over minimum rebid. DBL unlimited in HCP but can bid NAT F if suitable  
 DBL of a 2-suited overcall shows any unbid major, pass NF  
 SUPPORT DOUBLES over simple 4<sup>th</sup> hand overcalls after a major-showing response  
 e.g. 1♦ - (P) - 1♥ - (1♠) - DBL shows exactly 3♥;  
 DOUBLES OF SPLINTERS  
 Double of an immediate FG splinter NV suggests saving.  
 Otherwise double of a first round 4-level splinter is lead-directing in the lower unbid suit  
 Double of a second round splinter suggests not leading the fourth suit  
 Double of a 2- or 3-level splinter suggests competing in the suit

## LATER DOUBLES BY OPENING SIDE

DBL is T/O EXCEPT in the following situations:

We have tried to pass out a contract having both bid; we have explicitly found a fit (except game try doubles); opposite a pre-empt; of a forcing bid;  
 they bid a suit we have shown (not a short club); after a 2/1 FG or after a forcing major suit raise  
 After a 2/1 FG DBL = PEN; in competition after a FG bid, DBL = extras (1M-2x-3y-3x-DBL)  
 After 1x - (simple overcall) - P - (P) Opener will DBL on all shape-suitable hands  
 After 1M - 2NT - (bid) DBL = shortage in overcaller's suit  
 After an inverted raise DBL = PEN

## LATER DOUBLES BY OVERCALLING SIDE

Generally T/O even in unclear situations (e.g. (1♣) - P - (P) - 1♠ - (2♣) - DBL)  
 PEN only if we have tried to pass out a contract or if we DBL a suit we have implied  
 PEN if we DBL a suit we passed earlier except DBL protective up to 3♥ after 1-level opening  
 Game try by advancer after a 2-suited over all and responder's raise

## AFTER WE HAVE PRE-EMPTED

DBL shows extra offence by pre-emptor i.e. desire to bid again  
 DBL of a FIT bid = FIT in the other suit. Double of a forcing bid opp a WJO is save-suggesting

## AFTER THEY HAVE OPENED WITH A PRE-EMPT

DBL of a new suit or NT bid by responder is T/O of opener's suit.  
 DBL of a raise after partner has overcalled shows convertible values  
 DBL of a raise after partner has doubled is RESP

## AFTER WE HAVE OPENED 2♣ STR

2♣ STR - (bid) - DBL T/O FG; P PEN or WK; DBL by opener usually BAL suggests defending  
 2♣ STR - (bid) - P - (new suit) - DBL PEN

## AFTER 1NT OPENING AND OVERCALL

1NT - (2♦+ that does NOT promise the suit bid, or 2♣ with an anchor suit) -  
 DBL sets up FP at 2-level then 1st DBL of new suit T/O

P then DBL light take-out

1NT opener will always re-open with a low doubleton after 1NT-(2x)-P-(P) and often with Hx

1NT - (overcall that shows suit bid) - DBL T/O or BAL FG

1NT-(P)-2♦-(2♠)-P-(P)-DBL includes all FG hands 2+ spades (2NT LEB by responder, suits FG)

## LEAD-DIRECTING DOUBLES

DBL of a freely bid slam or uncontested 3NT asks for unusual lead usually dummy's first bid suit

Lead-directing DBL of an ART BID followed by DBL of final contract still wants same lead

DBL of 1NT - 3NT asks leader to find doubler's major

DBL of cue by pre-emptor = don't lead it. Slam double by pre-emptor's partner asks for pre-empt suit

## DOUBLES OF ARTIFICIAL BIDS

Generally length-showing below game; lead-directing above game but in particular:

DBL of an artificial bid by fourth hand is T/O of the suit shown (lead-directing by passed hand)

DBL of ♣ cue-bid by 1♣ opener shows a genuine suit

(1NT weak) - P - (2-level response not promising values)-DBL = PEN of 1NT; now DBL T/O

NCBO: England

PLAYERS: Graham Osborne and Frances Hinden

[6] DEFENCES TO PRE-EMPTS (OTHER THAN DOUBLE – SEE NOTE 5)  
 DEFENCE TO A MULTI 2♦ or similar 2-level opening that does not define a 5+ card suit  
 X 13-16 BAL or STR; LEB applies by partner; later X T/O; 2NT 16-19 NAT by either hand;  
 delayed 2NT 2-suiter; all 2/3 level suits NAT except cue of suit shown by opener passing 2Mx or  
 correcting/competing; delayed suit bids NAT WK; 3NT NAT (usually has a long suit). 4m=2-suiter  
 After 2M/3M overcall, bid of the other major by fourth hand = cue raise  
 DEFENCE TO OPENINGS THAT PROMISE SUIT OPENED (WK 2, LUCAS 2, WK 3 etc)  
 X T/O with LEB over 2♦ or 2M (3NT NAT, CUE FG, 2NT WK or FG with a stop and 4OM)  
 Bids NAT; 4(o)m shows suit bid+OM 55+ FG; 2NT 15-18 BAL (may be light in 4<sup>th</sup>)  
 CUE asks for a stop for 3NT (often has a long suit)  
 In response to 3NT overcall of WK 2 or 3-level opening: 4♣ ASK (4NT MIN, suit NAT, CUE MAX)  
 4♦ to sign off in any suit; 4M NAT INV; 4NT NAT; 4M CUE STR S/S

DEFENCE TO 2♠/2NT showing ♣+♦  
 3M NAT, 3♣ both M longer ♥, 3♦ both M longer ♠; (2♠)-x ♠, 2NT NAT; (2NT)-X BAL; later X T/O

DEFENCE TO OTHER OPENINGS THAT PROMISE DIFFERENT SUIT(S) (e.g. 2♦ shows both M)  
 If min suit-length shown is 4 then all suits NAT; if min 5+ CUE OM+m/both M, 55+  
 X T/O of anchor suit(s); X then X strong T/O; P then X BAL (3 or 4 trumps); 2NT 15-19 NAT

[7] 2♣:MM then 2NT INV+ asks length (3NT=4-4). 2♦ 6+♥ OR 5♠/4m then 2/3M PoC,  
 2NT FG ask, 3♣ NAT NF, 3♦ INV MM, 4M to play.  
 2♥ 5+m then 2♠ NAT NF, 2NT INV ASK, 3♣ PoC  
 2♠ NAT 6+ 2NT+ TRANS  
 After X of 2m RDBL shows own suit, P to play (opposite 4 cards if of 2♦)  
 After a bid by third hand: X of M PoC, X of other suits T/O, re-opening X T/O

[8] DEFENCE TO CONVENTIONAL OVERCALLS  
 2-SUITED OVERCALLS (ANY)  
 If there is at least one unshown major, DBL = NEG, no FP; pass then DBL = PEN  
 2-SUITED OVERCALLS (e.g. cue bid or UNT), BOTH SUITS SPECIFIED  
 If two cues available below 3 of opener's suit: lower FG in 4<sup>th</sup> suit, upper L/R+, raise WK, 4<sup>th</sup> suit NF  
 If one cue below 3 of opener's suit: lower cue L/R+, higher cue FG in 4<sup>th</sup> suit, 4<sup>th</sup> suit NF, raise WK  
 If no cue below 3 of opener's suit: cue good raise (now FP), new suit FG; in all cases jump cue SPL  
 2-SUITED OVERCALLS, ONE SUIT SPECIFIED  
 1♥-(2♥ ♠+m)-2♠ 3-card L/R+, 2NT TRF to ♣, 3♣ TRF to ♦, 3♦ L/R+, 3♥ PRE, 3♠ SPL, 4m FIT  
 1♠-(2♠ ♥+m)-2NT TRF to ♣, 3♣ TRF to ♦, 3♦ 3-card L/R+, 3♥ L/R+, 3♠ PRE, 4♥ SPL, 4m FIT  
 1m-(2m MM)-2NT both minors  
 Other auctions CUE good raise, raise WK, new suit F often a transfer, jumps FIT

[9] GENERAL AGREEMENTS IN CONSTRUCTIVE AUCTION  
 4SF FG at 2-level+ (except 1D-1H-1S-2C is artificial), raise of 4<sup>th</sup> suit extras FG  
 After a reverse at 2-level over 1-level response continuations ART

TWO-WAY GAME TRY: after 1M-2M also 1M-3M and after 1M-2m (Drury) by either hand  
 KICKBACK RKCB: After a minor suit is agreed at the 2 level, 4 of that minor is RKCB. After a minor  
 is rebid at the 2 or 3 level, 4 of the next unbid suit up is RKCB. With hearts agreed, 4♠ is RKCB

[10] NON-STANDARD LEADS/SIGNALS  
 From Q109(xxx) or K109(xxx) in a suit bid and supported, will make the standard length lead  
 e.g. 9 from Q109xxx (3<sup>rd</sup> highest). Similarly from KJ10. Also applies to long suits if a length  
 lead is likely to be helpful.  
 When we have raised partner and length in the suit is known, lead attitude (i.e. top from xxx(x))  
 Against NTs, lead top from 3 low but second from 4 low or 9xx  
 When following suit having shown length (5+ cards) high/low are suit pref, middle encourages  
 Opening a short club does not show length (i.e. no Rusinow)

[11] After 1♠ - (1red)  
 TRF at 1-level, including dbl; 2♣ = NAT INV+ values, F2NT; 1♠ t/o without 4 spades  
 Cue = 6+ cards in the next suit up (INV if showing spades); 2♠ = WK  
 After 1♦ - (1♥) – dbl = 4+ spades, 1♠ t/o without spades  
 Completing a transfer to a major in competition at the 1-level shows 3-card support or a bad 4  
 SWITCH: 1m – (1/2 ♠) – om at minimum level = hearts. Hearts at min level = om. 2♥ not FG.  
 Completing a transfer at the 2- or 3-level is regressive (any hand prepared to play there)

[12] 2NT in competition:  
 2NT by opener is weak in ♣ or good elsewhere in 5<sup>th</sup> position opposite a 1-level response  
 2NT is LEB after a 2M overcall or opening and DBL/2-level bid by 3<sup>rd</sup> hand  
 2NT as response to a T/O x is LEB if bidder's strength is undefined, else shows 2+ places to play  
 (1NT-(2♥)-x-(P)-2NT = NF SCRAMBLING )  
 2NT by 3<sup>rd</sup> hand after 1M opening from opener and overcall is a good 4-card raise  
 2NT by 4<sup>th</sup> hand in competition if partner has bid is good raise if no cue below 3 our suit else LEB  
 2NT by a passed hand is a good raise opposite a major suit overcall  
 2NT by 4<sup>th</sup> hand after pass by partner is lowest two suits except 1♠-P-2♠-2NT = any two suits  
 Rubensohl after 1NT – (2suit NAT) – ; and (1x) – 1NT – (2any)  
 DBL T/O usually 2 cards+; 2x NAT WK; 2NT+ transfers

LEB also after 4<sup>th</sup> hand overcall of 1NT e.g. 1NT-(P)-2♦-(2♠)-P-(P)-2NT LEB 3m FG