





### Note 1. Responses to partner's opening 2♥/2♠

2NT = enquiry (15+ total points)  
Responses to 2NT  
3M = 5-7; poor suit  
3OM = 9-10; Good suit  
3♣ = 5-8; good suit  
3♦ = singleton ask  
3M = No singleton  
3OM/4m = singleton

3♦ = 8-10; poor suit

Any raise = 3 or 4 card support, tends to be pre-emptive

Over 2♥ 2♠ is natural and forcing for one round

Splinters (ie)

2♥ - 4♣/4♦/3♠ = splinter

2♠ - 4♣/4♦/4♥ = splinter

All 3 level bids in a new suit are forcing for one round.

- If max show feature, if min, rebid major

4NT is modified RKC (see note 14)

### Note 2. Defence to 2 level pre-empts

Defence to Benjamin / Tartan Two / Weak nat. 2♦

Double = takeout

Suit = 5+ Nat opening bid NF

2NT = 15-18 balanced with relevant stoppers (System on)

Cue bid = long running suit without stopper. (Partner bids 3NT with stopper or 4□ for conversion)

Defence to Multi 2♦

2♥ or 2♠ = 12+ pts, 4+ in bid major, ip short in the other major

2NT = 15-18 balanced with stoppers in both majors

3 any suit = To Play

Double = 12-15 Balanced or 18+ balanced

Lebehsohl also used here over dble of 2♥ or 2♠

### Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)

4♥ Opening:

Double = "points" (do the right thing partner)

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♠ Opening:

Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

### Note 3. Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing

Bergen raises (3♣ = 10/11, 3♦ = 6-9)

1NT=6-bad 11

2NT= jacyby, opening values, 4 card support

3x = singleton in suit bid

3M = above opening values

3NT = bal

1♥ - 3♠ = splinter

1♠ - 3♥ = 10-12 6♥

1M - 3NT = 13-15 flat, to play. Does NOT promise support.

1♠ - 4♥ = Splinter

1M - 4M = Natural

### Note 4. Two way checkback

Over weak NT (1m - 1x - 1NT)

2♣ = artificial forcing to 2♦, either shows invitational hand to game or weak diamonds hand

bidding after 2♦ shows that the hand is not invitational

2♦ = art, gf hand, bids after this are natural to describe hand

2M = weak hand, to play

### Note 5. Inverted Minors

1m-2m = 10+, denies 4-card Major, bid stops up the line

1m-3m = constructive

1m – 1NT = 6-9 balanced  
1m – 2NT = pre-emptive raise

\*\*Inverted Minors do NOT continue after overcalls and doubles!!

---

### Note 6 .Unusual versus unusual

Defence of 2-suited overcalls (e.g. 1♥ 2NT (minors))

Double	Penalty in at least 1 of the suits
Lower cue	Raise in partner's suit (nf) (eg 3♣)
Higher cue	Shows 4th suit and is forcing (eg 3♦)
Opener's suit	To Play
4th suit	Natural, non forcing

---

### Note 7. Enquiry over a major raise

2NT after raise of responder's major is an enquiry asking support and range

e.g. 1♦ - 1♥ - 2♥ - 2NT

3♣	3card support, min
3♦	3card support, max
3♥	4card support, min
3♠	4card support, max

---

### Note 8. Reverse Drury

Responding after partner opens 1♥/♠ in 3rd position. Does NOT apply to 4th position

2♣ enquiry. Partner rebids the opening suit if min, other bids normal.

---

### Note 9. Modified RKC over a weak 2 or pre-empt

As a weak two or pre-empt can never have 3 keycards we can modify the RKC response to be more precise.

4NT RKC

5♣	No keycard
5♦	1 keycard
5♥	1 Keycard + Q
5♠	2 keycards
5NT	2 keycards +Q

---

### Note 10. Lebensohl -SANS

When the opps overcall or 1NT (or in response to a double by pd of a weak 2 opening) – 2NT is a puppet to 3♣. This allows us to distinguish between signoff and GF hands. You need to agree on one. SANS (slow arrival no stop).

1NT (2♦) .. ?

Dbl - Penos

2♥/2♠ -weak to play

2NT – relay to 3♣

Over the 3♣ by pd

Pass is to play

3♦ is ♦ stop enquiry / 4CM enquiry

3M – 4/5M

3NT ♦ stop

3M is invitational 5/6 CM

3NT values for 3NT NO ♦ stop

3♣ - 5+♣ GF

3♥/3♠ - 5/6+M GF

3NT to play ♦ stop

4M to play

Over a weak two opener by LHO, dbl by pd, pass RHO. 2NT is again a relay to 3♣ generally weak with the aim to sign off in a suit. A direct bid is nat and forcing. 2NT as natural is NOT available.

---

### Note 11 - Walshe over 1♣

without values to force to game, responder bids major suit, if held, bypassing any number of ♦