



WBF Convention Card

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Style: 1 level OC sound, occasionally light	
Responses: Jump raise PRE, Jump Q= mixed raise (not 4432)	
New suit at 2 level=NF, 1 and 3 level = F, Fit by PH	
(1x) 1M (D); TRF; RD=2M, 8+; 2NT/3♣=LR, 4/3M; 3♦=MxR	
Reopening: 2x still looks like a real overcall	
INT OVE RCALL (2nd/4th live; Responses)	
Immediate: 15-18	
Responses: responses are same as opening	
Balancing: 11-16, 2♣ asks range, 2♦, 2♥, 2♠, 2NT = TRF	
4th Live: NAT (system on)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: Sound WJO ex FAV; Intermediate JO at UNFAV only	
Responses: 2NT = Game try (asks shortness), CUE=GT, NS=F (maybe LD); If doubled, RD starts TRFs but NT=NAT	
Unusual NT: Lowest 2 unbid suits;	
Reopening: Jump overcall INTERMEDIATE, 2NT = 19-20	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Style: (1m)-2m=♥+♠; Then: 3♣/3♦ resp=♥/♠ INV, 2NT=PUP 3♣; 1M-2M = OM+m; Then: 2NT asks m, 3♦=INV M, 4♦=M, sets up FP; 3♣ = NAT, 2NT then 3♦ = to play	
(1M)-3M stop ask; 1(♣-2♣/3♣/4♣) or (1♦) 3♦/4♦=NAT	
Reopening: Jump cue asks stop, 2♣ cue=Ms; others=2-suiter	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Vs WK (<16) DBL = PEN; FP thru 2♦, 1 st DBL=coop T/O	
Vs STR (and BPH vs WK) DBL=5+m and 4(+M) except when opponents are NV	
2♣ = M's: 2♦ INQ longer; 3M=mixed; 3♣/3♦ INV♥/♠	
2♥, 2♥=TRFs, 2♠=Good 2♠; 2NT=vs WK 19-21/vs STR ♦+♣	
(WK NT) -P-(2x)-DBL=Lead directing	
Reopening: Same	
Vs PREEMPTS	
T/O DBL thru 4♥, LEB after (2M)-DBL-(P) or (2M)-P-(P)-DBL	
If dbler is PH, 2NT=NAT, not INV; (2M)-4m=5+m+OM, NF;	
(2♦)-4♣=5+♠/5+M (6RKC); (2M)-3M stop ask;	
(3x)-3NT: 4♣=ART INQ; 4♦->4NT=TRFs)(7)	
VS ARTIFICIAL STRONG OPENINGS	
/1♣: DBL = Majors, NT = minors	
After our OC, min NT=CUE, if 3 rd hand dbls, TRF advances	
Pass, then OC shows good hand	
OVER OPPONENTS' TAKEOUT DOUBLE	
2NT = L/R; jumps=PRE/M, Mixed/m; Pass-then-DBL = pure PEN; After (1M) DBL: 3♦ =mixed, TRFs starting with INT.	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / Even, Low / Odd	"Hi" from "weak" if raised; else 3 rd /low	
NT	4 th from interest	3 rd	
Subs.	Attitude		
Later honor leads include some Rusinow-like variations (13)			
LEADS			
Lead	Vs Suit	Vs NT	
Ace	AKx	Asks Attitude	
King	AKx, KQx	Asks Unblock or Count	
Q	QJx, AKQ	KQ (10)x, Asks ATT	
Jack	J10(x), KJ10	QJxx+ (Q when short)	
10	H109+, 109, 10x	HJ109+, J10++	
9	9x	H109+, 109x+	
Hi-x	Sx	Sxx, xSxx+, Sx	
Lo-x	HxxxS; HxS(x); HxSxxx	HxxS(x); HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's lead	Discarding
suit	1 st	Hi = ENCRG	Hi=Even
	2 nd	Hi=Even	S/P
	3 rd		
suit	1 st	Hi = ENCRG	Smith
	2 nd	Hi=Even	S/P
	3 rd	S/P	Hi=Even
Signals (including trump): STD Remainder CT			
First discard: normally Attitude, Count, S/P if important.			
STD Smith Signal vs NT (hi=ENCRG), occasional Obvious Shift, Trump signal occ SP; 3-way signal in known long suit			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
Style: Support for unbid suits quite sound; or very strong			
Responses: Cue F until suit agreement			
Reopening: might be light with appropriate shape			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)-DBLS			
NEG DBL thru 4♥; Snapdragon.			
RESP DBL thru 4♠, including (1x)-1y-(INT)-DBL			
Maximal Overcall DBL to 3M			
Support DBL through 2M (not over INT Overcall) Supp RD			
Most low level DBLs are T/O			
Opener's Dbl of INT(direct, BAL or as resp to Dbl) =T/O			
After our 1m: short in om; after our 1M: short ♦or ♣			
Dbl of fit raise = not penalty, good hand or game try			
Lead-related, SPL, Raise Dbls See also (6)			

Category: Natural – GREEN
NCBO: USA
Event: 2021 Bermuda Bowl
Players: Nick Nickell-Ralph Katz

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card Majors (rarely 4 cards in 3 rd /4 th), 1M-INT= F1	
Avoid opening bad BAL hands 1st/2nd	
INT Opening: 15-17 (liberties 3 rd seat NV)	
2 over 1 RESP: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
OPENINGS:	
3NT= minor preempt	
4♣=strong 4♥; 4♦=strong 4♠	
3 rd seat can be light, usually with a good suit	
Flannery 2♥(4♣ and 5+♥, about 11-16)	
RESPONSES:	
BUPH: INV, NAT jump shifts ex 1M-3♣=limit raise;	
P-1M; 2♠ Reverse Drury, FIT; 3♣=NAT	
Mixed Raise (7-9 Dummy Points)	
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COMP:	
Some NF bids/raises where DBL/cue-bid available	
1m-(1NT)-2m=majors	
1♣-(1♦): DBL=both Ms; 1m (1♥) 1♠=5+♠; DBL=4♠	
Invitational Jump Shifts (not 1m-3♣)2 and 3 level BUPH), Same jumps by PH = FIT	
1M-(DBL): TRFs, 3♣=INV good suit; 3♦=MR, 2NT=LR+	
/DBL, 2NT: Scramble (forced to bid), else LEB (leb /WK 2	
(1♣)-2♣/3♣=NAT; 1♣-(2♣/3♣)=NAT) we use TRFs;	
DEFENSE vs MULTI 2+: see (9)	
SPECIAL FORCING PASS SEQUENCES	
If FP applies, then Dbl = weakest, Pass = better, Bid = Strongest, Pass then pull = suggests no slam	
If "ownership" unclear, no FP unless strong logic o/wise	
DBL of INT creates FP thru 2♦ (normally)	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
In GF, 3-level bids intended as searching for best strain	
PSYCHICS: Rare, 3 rd seat fav can be very light	

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL TRUMP	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♥	Longest suit UNBAL 11+, BAL 12-14, 18-19 1♣ with 33 minors, Judgment with 44 minors	1M may bypass equal/longer ♦ 1NT=6-10; 2NT=GF, 1M possible, 12+ - 14(15-) or 18-19(4); 3NT=15+-17 2♣=4+♣, 10+; 2♦/2M=INV 3♣=Mixed; 3x=PRE	1NT rebid may conceal 4M with 3(4)m /1NT rebid: 2♣=PUP2♦; 2♦=GF INQ; 2NT=PUP3♣; 1♣-1♥, INT-2♣=44, INV ART rebids /reverse; 4th suit FG ex 1♣-1♦; 1♥-1♠ = <4♠, 11+ FI while 2♠ = NAT GF. /1M rebid 4th suit jump=55 INV	PH: FIT jumps 4thSF only if reverse COMP: 1m - (1M) - 4om = Texas
1♦		3	4♥	See 1♣	NT bids as over 1♣; 2♣=NAT, FG(2) 2♦=4+♦, 10+; 2M & 3♣=NAT, INV 3♦=Mixed; 3M=NAT, PRE	See 1♣ for most continuations 1♦-3♣; 4♣-4♦=RKC♣ ART rebids /jump 2NT and 3NT rebid	1m-2m: In COMP) 1m-(3x)-4NT=NAT 1m-(P,D,OC)-INT-(2x); 2NT=LEB-like
1♥		5(4)	4♦	May be 4-card suit 3rd/4th	1M: INT=SF; 2/1M FG ex very clear misfit 2♣=NAT or various BAL (occ 2♣ & 5♦); 2♠=NAT, INV; 2NT=Jacoby GFR ; 3♣=ART LR; 3M=MR; 3♦ = NAT, INV 3♠=some mini-SPL 4m & 3NT=♠ are sound SPLs; 4NT=RKC	IM-INT-2♣=NAT or ART 16+ Gazzilli IM-INT-2NT = 5/5 or 6/4 GF, 3♣ asks IM-INT-2x-3NT= SPL M, raise, NF if x=m 1♥-INT-2♠(NAT INV), then TRF by resp; IM-2/1 RESP- 3x/4m Jump Shift=SPL, min+ 1♥-3♥: 3♠=Any SPL: relay; NS=NAT(3NT=♠)	PH: Reverse DRURY-2M=no interest FIT jumps except 3♣ NAT COMP: 1♥-(1♠/2x)-2NT= GF 4-trump raise and cue=3-card raise. Comp over Jacoby 2NT (4) Comp over 1M-(P)-INT (3)
1♠		5(4)	4♦	May be 4-card suit 3rd/4th See 1♥	Most as over 1♥ 3♥ = NAT, INV; 4♥=SPL	IM-3♣: 3♦=ST w/ 2nd suit, 3OM=some void, 3NT/4m=SPL: relay-LMH 1♠-3♠: 3NT=Any SPL: relay-LMH, NS=NAT	IM-(Dbl): 3♦=Mixed; INT->2M=TRFs; 2NT=4-trump LR+ Cue is 3-card LR or weak GF
INT		3♠		15-17 (may be very good 14) May have 5M, 6m, SPL K(Q) At Fav Vul may be weaker	NF STAY, JTB, Texas, Smolen 2♠=Range ask or ♣; 2NT=♦; 3♣=asks 5M or KQ10x (or better); 3♦ = 5/5+ ♣=♦; 3♥/3♠ = 1-3-(5-4) bid 4M4♣=Gerber; 4♠=Baron	INT-2♣-2♦; 3M = 4M, 5+OM; 2♥=weak Ms INT-2♦, 2♥-2♠=PUP 2NT, INV+, 5♥ Super-accept TFR: 3M=best/2NT=3 trumps After TRF m: NS=SPL, 4M=5M6m; 4m=KC	COMP: /2M: TRF LEB (5); COMP DBL /PEN D, RD=♦or♣; /ART D, RD=F2NT System on over DBL + thru most opp 2♣ Texas if a jump; TRF /3♠; Switch Ms /3♦ After 4th seat COMP (5)
2♣	✓	0		STR, ART, F 2NT or 3M	2♦/2♥/2♠ = Control responses; 2NT = 6x with 3 of top 4, +10; 3x = TRFs, same as 2NT but no 10; 3NT=solid suit	2♣-2♦; 2♠-3♠ = 2nd negative 2♣-2♦; 3M = 4M+ primary ♦ 2♣-2♦; 2♥=NAT or 25+ BAL, then 2♠=INQ Some switch rebids after ART 2M GF resps	/Dbl: RD=ART GF; /2x: DBL=ART GF Reopening /2x: DBL=T/O, CUE=2 suits
2♦	✓	0		Flannery (1)	2NT asks, 4m=fit for M, spl in OM. 3M=less than LR	After 2NT, 4♣=Puppet ST; 4♥=ART signoffs; 4♥ through 5♣ = ART KC for suits up the line	2NT by PH=NAT NF Many ART INV(+) bids in COMP (1)
2♥		6(5)		Weak 2, Fairly Sound	3m=F4m; 2♠=NF; 2NT=INQ; 3♠=FG 4♣=Special BW (/2♣, 2♠ opening also)	/2NT: 3♣=ART mini, others=suit quality	TRFs after 2M-(Dbl) starting with RD: 2NT=FI, 4OM=NAT, 4NT=KC Jump NS=Fit, Lead, involves opener;
2♠		6(5)		Weak 2, Fairly Sound	3♥=FG; 2NT=INQ else as over 2♥;	/2NT: as over 2♥	After OC: non-jump NS=NF, Fit jumps
2NT				20-22- BAL or quasi-BAL, May have 5M, 6m, SPL H	STAY, JTB, Texas, Gerber, 4♠/4NT=Quant 3♠=1 or 2 minors->3NT usual by Opener, M TRF then m=om Smolen; Super-accepts; COMP: NEG D/Ms, TRFs /3♣, Switch Ms /3♦	HIGH LEVEL BIDDING	
3x		7(6)		NAT, may be weak Fav	NS=FI. Special BW; 3♣-3♦=3-cd Stayman (switch Ms) or big ♦ or 6M/2+♣;	4♣ Special Blackwood over PRE 2♦/2M/3♦/3M: RKC: 0, 1, 1+Q, 2, 2+Q; over 3♣, 4♦=SBW Interference with our KC ask (8); Quant 4NT (5♣=0-3, 5♦=1, 5♥=2 Aces, then 5NT=SO); Quant 4♠ (4NT=WK, 5♣->5♥=BW responses);	
3NT	✓	7(8)		Minor Preempt	Minor bids are P?C	In GF m auctions 4NT is never RKC; it is LT or ST (replacement cue); jump 4NT=good 5m	
4m	✓			4♣=4♥; 4♦=4♠ strong	Cheap step=slam interest		

NOTE (1) Flannery 2♦ (4♠/5+♥, 11-16)

2♦	- 2M	Signoff, usually 2♥ with 3♠ + 2♥: now 3m by opener is 3+m, 3♥=6
	- 2N	Inquiry
	- 3♣	Signoff
	- 3♦	INV
	- 3M	Constructive less than a LR
	- 4m	ST in corresponding major with shortness in other major
		4♣=♥
		4♦=♠

NOTE: With 16 HCP, opener can bid again over 2M response

2♦	- 2N;	3m	Singleton (or void with minimum). Could be 4-6
		3♥	4-5-2-2 minimum
		3♠	4-5-2-2 maximum
		3N	4-5-2-2 with cards in both m's (4531 stiff K OK for 3M or 3N)
		4m	4-card om, ok for slam, now 4N is Straight Blackwood
		4♥	5-6 minimum
		-4N	KC in hearts
		-5♣	KC in spades

Over any of opener's rebids below 4m:

- Bid 4♣ puppet to 4♦, then make a natural slam try
- Bid 4♦ puppet to 4♥, then pass or place the contract
- Bid 4♥ thru 5♣ as KC, ALWAYS in up-the-line suits

These bids are ON in COMP if there is room to make ALL of them

2♦ - 2N; 3m - 3N;	4♣	4-6 MAX
	4♦	4-6 Puppet to 4♥
	4♥	4-6 MIN with Ax or Kx in the two- or three-card minor

We may pass 3NT with 4-6 when the hearts are weak

4NT is KC for ♥ over any of the above.

2♦ - 2N; 3♣ - 3♦ Natural and forcing

2♦ - 4M; 5m Void

When responder is a Passed Hand:

2♦ - 2N (BPH) INV, NAT, NF. Opener can bid 3m = 4-5-4, NF, 4m = 4-5-4 F, and good ♥ suit, 3♠ = 4-6, F, 4♥ = 5-6

3♦ (BPH) Strongest game try in major

Flannery in Competition

NOTE: We give up on minors in COMP

2♦	(2♥)	DBL	INV in an unspecified M
2♦	(2♠)	DBL	PEN vs NAT, vs ART = in an unspecified M
2♦	(3♣)	DBL	PEN
2♦	(3♣)	3♦	INV in an unspecified M
2♦	(3♦)	DBL	INV in an unspecified M
2♦	(DBL)	RD	Willing to play 2♦ RD, hope to penalize 2♠ or 3♣
		Pass	Attempt to play
		3m	GT in corresponding M
		3M	Preemptive
		2NT	Same as w/o COMP

2♦ (2♥) DBL (3m)
DBL Opener doubles his RHO's 3m bid with a singleton in that m

2♦ (P) 2N (3m)
DBL "They stole my bid" - opener is short in m

When they overcall 2NT, whatever it means: We bid 3♣ = ♥; 3♦ = ♠

If our responder can bid 2N: we play "system on" (4♣/4♦/4♥->5♣)

If our responder can't bid 2N: we bid ♣ = ♥; ♦ = ♠)

Competitive auctions impacted by Flannery

1♥ (3♦) DBL Usually 5♠ or 4♠ and 5+♣

1♥ (2m) DBL Usually 5♠: better to raise to 2♥ on two as opener will rebid 2♠ with 36

1♥ (P) 1♠ (2m); 2♠ is always three cards, so our Support Double of 2m shows 2-card ♠ support and an extra-value hand. Bidding 2♥ over 2m does not deny 2-card ♠ support.

NOTE (2) 1♦ - 2♣

When the 2♣ bidder is a PH, then we use natural groping methods.

Blackwood in a Minor

1♦ - 2♣, 2 Any - 4♣ is KC for Clubs

Other:

- When we establish a fit in one minor, 4m+1 is KC for that minor.
 - This applies when it is a jump or not.
 - (EXCEPTION: When 4m+1 is a bid in the opponents' suit, it is a splinter or a cuebid, not KC. Then: 4m + 2/3 = KC)
- When have established a fit in a minor and also an 8-card fit in Hearts, then 4♥ is NAT, and we have no KC for the minor.
- When partner has previously bid hearts and 4♥ sounds playable, then +2 = KC.
- When we splinter in support of a minor, then 4NT is KC.

1♦	-	2♣,	
2♦			5+ diamonds, denies 4 spades
2♥			BAL, weak or strong (see below for follow up)
2♠			5+ diamonds and 4+ spades (may be 4450)
2NT			4441 or SPL for clubs, weak or strong (See below for follow up)
3♣			4+ support. (May have 4-card M) Then:
			3♦ is a grope.
			3M is 4-card suit.
			4♦ is BW.
			4M is SPL.
3♦			NAT, 1-loser suit or better. Then, 3M = stopper.
3M			SPL, 4+ Club fit, 15-17, no 4-card M
3NT			4441, 15-17, HOWIE
4♣			See 6-5 section
4♦			See 6-5 section
4M			See 6-5 section
4NT			4441, 20-21, Pass or bid KC at 5-level in any suit

1♦	-	2♣,	
2♦	-	2♥	Natural. May have 4-card M
		2♠	ART (2♦ denied 4 spades), denies 4 hearts. See responses below.
		2NT	12-14 or 18-19. Denies 4 hearts. BAL but could be short in diamonds
		3♣	Suit oriented
		3♦	Diamond support, BAL, any strength
		3M	SPL, Diamond support
		3NT	15-17 BAL, but could be short in diamonds

SUPPLEMENTARY NOTES

USA 1 Nickell-Katz

1♦ - 2♣,
 2♦ - 2♠, ART
 2NT Hearts and spades stopped, 12-14 or 18-19
 3♣ 3 clubs or honor-doubleton
 3♦ 6+ diamonds
 3M Stopper, no stopper in OM
 3NT Hearts and spades stopped, 15-17

1♦ - 2♣,
 2♥ - 2♠ BAL, weak or strong. Denies 5 diamonds. Then:
 - 2♠ ART, requests 2NT. See below for follow up
 - 2NT NAT, 12-14 or 18+. Then bid Naturally
 - 3♣ 6+, suit-oriented
 - 3♦ 2245
 - 3M SPL, 4+ D support, denies 4-card OM
 - 3NT NAT, 15-17, could be short in diamonds

1♦ - 2♣,
 2♥ - 2♠, ART, requests 2NT
 2NT Both Majors stopped or 3343. Then,
 3♣ 6+, NT oriented
 3M 4
 3M 4M and no stopper in OM (responder may raise with 3)

1♦ - 2♣,
 2♠ 5+ diamonds and 4+ spades. Then:
 2NT = NAT, 12-14 or 18+. Then, opener's 3♥ = 4450. Responder
 should usually bid 2NT with 4 hearts unless not interested in 4-4 heart
 fit.
 3♣ 6+
 3♦ 3+
 3♥ 4th suit
 3♠ 4
 4♥ SPL
 3NT 15-17 BAL

1♦ - 2♣,
 3NT 4441 15-17
 4NT 4441 20-21, then Pass or bid KC in any suit
 2NT 4441 12-14 or 18-19 or 22+ Or a splinter with club support
 - 3♣, Asks. Then:
 3♦ 4441 12-14 (Then NAT bidding)
 3M SPL weak or strong (no 4-card M)
 3NT 4441 18-19. Then Howie
 4M Void SPL (6-4-3)
 4NT 4441 22+. Then KC

Memory Prompter for 4441 Hands

After 1♦-2♣, opener bids as follows:

12-14	2NT then 3♦
15-17	3NT
18-19	2NT then 3NT
20-21	4NT
22+	2NT then 4NT

When we bid 3NT we play Howie.
 When we bid 4NT we either pass or bid KC in any suit or raise to 5NT INV.

NOTE (3) Interference over our F1 1NT response to 1M

1M	-	P	-	1N	-	2x	
D							T/O or Strong BAL w/o stopper
2N							ART, Competitive or Strong BAL w/ stopper
Non-jump 3-bid							Good hands
Jump to 3NS							Good 5-5, NF (w/ force bid 2N then 3 higher-ranking NS)

1M	-	P	-	1N	-	2x	
D							SCRAMBLE, to locate best strain; Then, Responder's 3N= 1 stop, CUE= partial stop
						- 3y	Some Direction
						- Jump	Good Values
						- CUE	quasi-BAL, no stopper

Over Opener's ART 2N rebid, Responder bids 3♣ w/ better clubs than M (might be 1-2), NS = NAT, 3M = could be 2-2 in M & ♣. If Opener passes the overcall, Responder's reopening double is cooperative takeout: 2M(344), 22(54) and the like. If Opener bids 2N over D, it is NAT. Responder's 2N = NAT, but Opener can pull.

NOTE (4) Interference over Jacoby 2N

Opener: Pass = Weak or Extras, NS = SPL, CUE = SPL, NT = Good BAL or semi-BAL hand, D = PEN, 4M = minimum, good trumps, decent controls

If Opener passes: Responder's CUE = Serious ST; 3N = ST opposite real extras; D = PEN

NOTE (5) Interference over our 1N Opening

“Better Minor” Transfer lebensohl

1NT	-	2♠	-	2N	Bid better minor; Then, P or 3R = to play, 3♠ = 1♠+3♥ (4m = NF), 3N = ♠ stopper; 4♣=both minors, GF
			-	3♣	To Play
			-	3♦	TRF♥, INV+
			-	3♥	GF, 1 or both minors
			-	Cue	SPL♠, 4♥, (4m=NF)
					w/o stop or ♥, opener bids 4♣ with 3+ or 4♦ w/4 great or 5; not GF. If 3♠ is doubled, Opener's pass = no stopper. Then, Responder's RD = good hand, 4m = NF
			-	3NT	NO M STOP (w/no stop, opener can bid as above. 4m = NF)
			-	4x	As over 1N, except 4♥ = desire to declare

Similar concepts over 2♥ overcall.

Stayman 2♣ is Doubled

1NT	-	P	-	2♣	-	Dbl,	
2♦							Club Stopper, no 4-card M
2M							Club Stopper and 4-card M
RD							GOOD Clubs
Pass							No club Stopper, may have 4-card M (Smolen does not apply after opener denies a club stopper.)

1NT	-	P	-	2♣	-	Dbl,	
P	-	P	-	RD			Repeats Stayman. (RD should show that 2♣ RD is ok if opener has the appropriate club holding. Otherwise, 3♣ is also repeat Stayman.)

Stayman 3♣ is Doubled (over 1N-3♣ or 2N-3♣)

When 3♣ Stayman gets doubled, we bid assuming that we are in a game force if opener shows a stopper. If he denies a stopper, then 3-level bids are F1. A bid of 4m is NF.

NS	5-card suit (with or without stopper)
P	Stopper
RD	no stopper and no 5-card suit

Responder always bids the major they have after a Pass, 3♦ or RD. With both, Responder bids 3♥ so opener can bid 3♠ with 4. (After Puppet Stayman, both Majors are not possible.)

Responder can reopen with a RD over a pass, which shows nothing to bid. Opener should bid 3♦ on many hands and 3M looking for a 4-3.

NOTE: At 3-level, opener's pass has the opposite meaning than after 2♣ is doubled.

Interference after Jacoby Transfer

1N - P - 2R - D

Accepting TRF shows 3+ cards in M, minimum
RD by Opener is 3(+)-card support and good hand; invites competition at 3-level.

After 2M or RD, SYSTEM ON

Opener *passes* over the D (less than 3M):
No reTRFs after a D

After Opener passes the double, Responder bids:

- 2M To play
- 2N To play in 3m (responder has a weak two-suiter)
- 3R CUE, extreme hands
- 3m NAT, INV
- 4M To play
- RD All good (non-extreme) hands.
RD, then any bid is same as if opener accepted the transfer.
RD, then bid of suit that was doubled is COG

1N - P - 2♦ - 2♠
P - P - D Cards 7+ HCP, 2+♠
- 2N COMP, 1 or 2 suits. Opener usually bids 3♣, 3♥, or rarely,
passes with very good ♠; Opener's 3♦ = 5/6 good
- 3m/3♥ INV
- 3♠ ST, including 1- and 2-suiters
- 4♦ ReTRF
- 4♥ Wants to play the hand

They Balance over our 1N

When we make a D that is not defined below as PEN, the meaning is T/O.

1N - P - P - 2x P - P - D	Takeout-oriented, 6-8 HCP, 1 or 2 trumps Then, opener's 2NT is to play Minors over 2M, shows 5♣ over 2♦
	- 2NT
1N - P - P - 2x D	PEN vs ART (normally 5) D and NAT
1N - P - P - D P - P - RD NS	If D= PEN, Then: Scramble Natural
1N - P - P - D P - 2x	if D = Conventional, Then: if 2x=Preference or P/C, D = TO if 2x=ART, D = PEN; Now, Opener can make PEN D, 2 nd D by Responder=COMP
1N - P - P - D P - 2x - D	If D= PEN, Then: PEN
1N - P - P - 2♣ P - 2M - P - P D	Both M's PEN, behind the suits, therefore penalty 2♣/2♦
1N - P - P - 2♦ P - P - 2N	COMP, normally 5♣

NOTE (6) Special Doubles

Bergen, Drury, Similar ART Raises

1M - P - 3x (raise) - D

When 3x is weaker than LR, D is T/O of M
When 3x is LR+, D = Save-oriented by UPH at FAV, else Lead Directing

Double of Drury = Lead-directing with length

Doubles of Splinter Bids

At favorable vulnerability suggests save, BUPH; otherwise, suggests lead in lower "unbid" suit; when there is only one "unbid" suit, D says don't lead the unbid suit.

When we double a splinter when the opponent's suit is a minor, it's lead directing.

D of ART SPL bid = NAT.

If we OC, and they SPL, our D shows support for the OC and invites cooperation.

Lead and Anti-lead Directing Doubles

When his side is CLEARLY out of the auction (4 level or higher), D by the player who has previously introduced a 5+-cd suit (or a raised suit) asks for the lead of another suit.

D of a slam calls for the lead of either:

Dummy's first-bid suit, a suit where the doubler can ruff, or

When either of the first two options are illogical, for the lowest-ranking suit among the suits which are logical possible leads. This works best vs auctions like 2NTP-7N-D (♣ lead)

Out-of-the-blue doubles of 3N suggest lead of weakest (shortest) major.

Out-of-the-blue double of 6N asks for a ♣ lead, or a ♦ lead if clubs were bid strongly.

NOTE (7) Continuations over (3x) - 3NT

4♣ ART INQ, Then:

4♦ = Tricks (w/extras bid again over 4NT) (CUE is shortness for suit)

4♥ = 22-24 HCP, F6x; then 4NT = BW 0 or 3, 1 or 4, 2 w/min, 2 w/MAX

4♠ = 18-21 HCP, F 5NT; then, 4NT = BW 0 or 3, 1 or 4, 2 w/min, 2 w/MAX

4NT = 17 or less

After 4♥/4♠/4NT advancer uses 3-suit TRFs (4NT is not a TRF step): TRF into their suit = "good suit" Stayman. All TRFs = INV+. After TRF "take" advancer's cheapest non-NT = RKC; 3NT bidder's cheapest non-"take" bid (not NT) = RKC.

4♦ thru 4NT = TRFs. TRF to their suit asks 4-cd suits up the line (Q10xx or better).

If Responder bids a NS it is forcing. TRF; Then 4NT is ST opposite 15-17

3♣	-	3NT	-	P	-	4♦;
P	-	4♥	-	P	-	4NT NAT

Jumps to 5 level = RKC in the bid suit

NOTE (8) Interference with our Blackwood

If 4x (BW) is doubled: Pass denies control (P-P-RD re-asks); RD = "warning" about slam with strength in the doubled suit; other bids are normal KC steps with a control.

If the KC response is doubled: Pass denies control but shows sufficient KC (else sign off); RD shows control and sufficient KC for slam and asks for the TQ.

After the KC response is doubled and asker passes to deny control but shows sufficient KC: RD shows control but denies TQ; 6T shows control + TQ; others show control +TQ + other king.

NOTE (9) Vs Multi 2♦

(2♦) - ?

Pass	Neutral, OR TOD of one M, or decent but not FG 2-suiter
D	14-16+ or 20+ (bid again) BAL, or sound 18+ UNBAL
2N	17-19 (3♣ = Stayman, 3R = TRF, 3♠ = m's)
2M	NAT (2NT F1, cheap OM=ART, jump OM=NAT); Responsive DBLs
3♣	NAT (3♦=ART, 3M NAT); Responsive Ds
3♦	NAT (3♠ NAT, 3♥ = ♥s or ♥ guard [then 3♠ = OK for ♥: Responder's 3N= ♥ guard, other = ♥]);
3♥	Intermediate (3♠=ART)
3♠	5+m/5+S, FG (3N=NAT; 4♣ ASKs: 4♦=♦/4♥=♣/4♠=6+♠; 4♦=S/T-m; 4♥=ST♠)
3N	NAT, tricks (TRF advances)
4m*	5+m/5+♥, FG (over 4m: cheapest = ST♥; next non-4N = ST-m; 4N = 6 RKC)
4M	Strong (cheap step KC0314-M, others: controls for M/4N over 4♥=♠ control)
4N*	m's, sound

2♦	D	2♥*	2♠	NAT, NF: theoretically 5+♠ as D suggests 2+♠s
2♦	D	2M*	Pass DBL*	NF: then D of CORRECTION is for TO At least INV values (9+), some defensive tolerance; If < FG: no SPL or 5M. If FG: stopper only in their BID M. M/4OM possible
			2N*	PUP to 3♣: "signoff" or FG with a m OR BAL w/ a stopper only in the UNBID Major. (follow-ups below). W/ the "signoff" type advancer will have about 6-9 HCP
			3♣*	"Stayman": GF opposite 14-16 type; continuations after 2NT-3♣
			3R*	TRF to 3R+1: at least INV (may be slightly lighter with ♥)
			3♠*	ART FG with SPL in their BID M
			3N	About 11-15 HCP, stoppers in both Ms.
			4m	Strong INV
			4M	NAT, DISTR (else 3R*)
			4N	Blackwood, aces.
2♦	D	2M*	2N*	PUP to 3♣
	3♣*			14-16 BAL (with "more" doubler does o/wise)
	3♦*			ART, 20+ BAL GF (then: 3M= S PL, 4m = NAT/GF, 3N/4N = NAT)
	3M			NAT, 18+, UNBAL, GF (then: OM is a CUE, 4m is NAT)
2♦	D	2M*	2N*	PUP to 3♣
	3♣*		Pass	Our route to 3♣
			3♦	Expected to be the end
			3♥*	GF with ♣ (corresponding minor)
			3♠*	GF with ♦ (corresponding minor)
			3N*	BAL, GF, stopper only in M they did not bid

2♦	D	2M*	Pass	
P/2♠	D			20+, cooperative TO (LEB advances)
	SUIT			NAT, STR
2♦	D	P/RD		[where Pass or RD is neutral or shows ♦]
		Pass		Willing to defend, may not be big ♦ stack
		2M		NAT, Competitive strength
		2N*		♣ (PUP to 3♣ when D =14-16: then 3♦ = FG, 3M = NAT)
		3♣*		Stayman
		3R*		TRFs to 3R+1, INV+
		3♠*		3NT bid, but no ♦ stopper
		3N		About 11-15 HCP, stoppers in both M's.
		4m		Strong INV
		4M		NAT, DISTR(else 3R*)
		4N		Blackwood, aces
2♦	D	2♥*	D*	
P	Pass			Good defense
	2♠			4S (but not both maximum and a H stopper)
	2N			NAT, non-MAX
	3m			NAT, non MAX
	3♥*			MAX, 4♠ + ♥ stopper (3♠ PUP 3N; 4♥ PUP 4♠) or 20+ BAL or SEMI-BAL (bid again)
	3♠*			MAX, not 4♠, no ♥ stopper OR 20+ BAL (bid again)
	3N			MAX, not 4♠, but has a ♥ stopper
	4m/4♠			NAT, 20+ (now 4N is NAT)
	4♥*			Huge 3 suiter
2♦	D	2♥*	D*	
2♠	Pass			NF (reopening: D = PEN, 3♠ = FG w/ ♠SPL)
	D			PEN (TO to 3♠ = FG w/ ♠SPL)
	2N			NAT, non-min
	3m			NAT, non-min
	3♥			NAT, non-min
	3♠			MAX, no ♠ stopper, or 20+ BAL (bid again)
	3N			NAT, expecting a min of 9 HCP
	4m/4♥			NAT, 20+ (now 4NT = NAT)
	4♠			Huge 3 suiter
2♦	D	2♠*	D*	
P	Pass			Good Defense
	2N			NAT, non-MAX
	3m/3♥			NAT, non-MAX
	3♠*			MAX, no ♠ stopper OR 20+ BAL (bid again)
	3N			NAT
	4m/4♥			NAT, 20+ (now 4NT is NAT)
	4♠*			Huge 3 suiter

SUPPLEMENTARY NOTES

2♦	D	2♠*	D*	
3♥	Pass			F, either 14-16 without 4♠, OR 20+
	D			14-16, 4♠, defensively oriented
	3♠			14-16, 4♠, offensively oriented
	3N			NAT, NF (stopper, 15-16)
	4x			NAT, 14-16, unwilling to defend 3♥ doubled
2♦	D	2♠*	D*	
3♥	Pass	P	D	Desire to defend opposite 14-16
			3♠*	FG, no ♥ stopper
			3N*	Takeout (denies 4♠, presumably shows at least 4+♣/4+♦)
			4♥*	FG, ♥SPL
2♦	D	2♠*	D*	
3♥	D	P	Pass	Desire to defend opposite 14-16
			3♠/4♠	NAT
			3N	. NAT (probably INV values w/ ♥ stopper and not 4♠)
			4m	. NAT, INV (w/ signoff or FG w/ a m, bid 2NT* over 2♠)
			4♥*	. GF with ♠ some SI
2♦	D	3♣	Pass	NF
			DBL*	Responsive (cooperative takeout)
			3♦*	♥ INV+ TFR (3♠*=CUE, looking for ♣ stopper)
			3♥*	♠ INV+ TFR
			3♠*	♦ INV+ TFR (FG unless doubler bids 4♦)
			3N	NAT (♣ stopper)
			4♣	
2♦	D	3♦	Pass	NF
			D*	Responsive (Cooperative TO)
			3M	FG (perhaps a stretch)
			3N	NAT (♦ stopper)
			4♣	INV
			4R*	TRF to 4R+1
			4♠*	TRF to ♣
2♦	D	3♥*	Pass	NF (later: D correction for TO, bid 4♥ NAT)
			DBL*	Responsive (Cooperative TO)
			3♠	FG (perhaps a stretch)
			3N	NAT (♥ stopper)
			4m	NAT, INV
			4♥*	TRF to ♠
			4♠*	TRF to ♣
			4N*	TRF to ♦

SUPPLEMENTARY NOTES

2♦	D	3♠*	Pass D* 3N 4♣ 4♦* 4♥* 4♠*	NF (later: D correction for TO, bid 4♠ NAT) Responsive (Cooperative TO) NAT (♥ stopper) NAT, INV TRF to ♥ TRF to ♣ TRF to ♦ (no INV 4♦ available)
2♦	Pass	2♥*	Pass D 2N/3N 2♠/3m 3♥ 3♠ 4m 4M	NF (later: D of ♠ = TO, 2N=2-suiter, 3x NAT/limited) Takeout of ♥ (LEB advances) NAT (TRF as above) NAT (advance as after DIRECT OC of 2♦) NAT (full value) Intermediate 5+m/5+♠, FG NAT, strong
2♦	Pass P/2♠	2M*	Pass D 2N CUE Suit bids	TO, could be full value (LEB advances) ♣+♦ (but over 2♠ ♣+♥ or ♦+♥ possible) 2-suiter, good hand but not FG NAT (limited by failure to act over 2♦)
2♦	Pass	3M/4M*	Pass D 3N Others	NF (later D = TO) TO NAT, covers a lot of ground (4♣ asks TYPE/TFR advances) NAT
2♦	Pass P	3♥/4♥*	Pass DBL 3♠/4♠* 3N/4N* 4♥* Others	Takeout ♠+m ♣+♦ Stronger than 3♠ (♠+m) Less than immediate suit bids (not very likely)
2♦	Pass P	3♠*	Pass D 3N* 4♥* Others 4N	TO 2-suiter (PC technique when advancing) ♥+♣ or ♥+♦ (stronger than 3NT*) < immediate suit bids (not very likely) ♣+♦ (stronger than 3NT*)

SUPPLEMENTARY NOTES

2♦	Pass	4m*	D	Like a sound OC in that suit (where 4m is ART)
2♦ 4M	Pass D	4m*	Pass	TO
2♦	Pass	2N(INQ)	D	STR at least 4/3 Ms 3x NAT 3N Tricks 4M STR 4m 5+m/5+M, FG
2♦	Pass	Pass*	? D 2M 2N 3♣ 3♦* 3M 3N 4♣* 4♦*	[where Pass is random or shows ♦] TO of ♦ or very strong NAT About 15-18 (2N structure to advance) NAT (3♦ = ART, 3M = NAT) Some solid suit, no ♦ guard STR Tricks 5+♣/5+M, FG 5+♦/5+M, FG (PEN vs 2♦ inadequate)