

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level 6-17, 2NT response to overcall is natural INV, except to 1M overcall
Responses to 1M after RHO passed: 2M= 6-9 ; 1♣ = ♣4+ , F
If RHO dble 1X: 1NT is 1 st XFR if RHO dbl 2X rdbl is 1 st XFR bid
After 1M If RHO not dble & Q bid is biddable: Q bid up to 2M-1 are XFRs
Jump Raise = PRE; 2NT after 1M overcall after any bid by RHO = INV+ , M4+;
Jump to 3X-1 after 1X overcall, X is M or ♦ = X4+, Mixed raise 7-9);
Jump cue to 4 level = SPL;
RDBL by advancer after 1X bid was dble= 9(+) HCP;
Change of suit: 1/1=F; 2/1=constructive; 3/1=F; 3/2=F; 2/2=F
Same style in reopening
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th live : 15-18, sys on
Reopening 1NT 11-14 , sys off; Reopen 2NT(18)19-21 sys on;
After 1x-(1y)-P-(P)-1NT-(P): Q bid = stayman INV+; else = NAT;
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak , responses to jump to 2-level : system on as to 2x open;
Reopen: Good hand , 14 – 17 , 6+ suiter
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael cue bids ((1minor)-2minor = MM ; (1M) – 2M – OM+minor
Up to 10HCP or 16HP+
Jump cue bid – ask for stopper
Same in reopen
VS. NT (vs. Strong/Weak; Reopening; PH)
VS strong: X=5m+4M(2♣ = P/C; 2M=Nat, to play; 2♦ = bid your M);
2♣ = MM; 2M=M+m; 3any=Nat; 2NT=mm;
2♦ = M6+(2M or 3M or 4♥ = P/C ; 4♣ = to play);
VS weak: Same as strong except X= strength >= 1NT strength
Same in reopen
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Normal take out doubles, with lebensohl responses, 2NT 15-18
cue bid = ask stopper, Jump cue bid minor = MM 55 strong hand;
Jump to new minor = mM 55 strong hand; Jump to 3M = Nat, strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 2♣ : NT = minors , X = Majors ; bid in a suit = NAT; VS 1♣ : else
OVER OPPONENTS' TAKEOUT DOUBLE
1 in a suit-(X) - XX= 10+ usually no fit
1M-(X): 2NT or higher System on; 1NT up to 2M-1 transfer bids ;
2M = up to 7 HCP M3;
1minor-(X): rdbl = looking for penalty; else = system on
After 1NT-(X) : XX=TRF ♣&2♦&2♥ are TRFs;
Pass asks for XX or a bid of 5 suiter;
After weak 2M-(dbl) : 3M=NF; New suit =Lead direction with fit ;
XX = SOS=puppet to 2M+1 which can be passed or corrected as NF;
2NT = System On;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2-4	Same	
NT	2-4	Same	
Subseq			
Other: Honor leads against suit contract depend on contract level			
Leads			
Lead	Vs. Suit not in partner's suit	Vs. NT	
Ace	AK A(+) asks att	AK(+) AKJ AKQ ; Asks att	
King	AK(+) KQ	AKJT KQT9 AKQT ; U/C	
Queen	QJ KQx(+) asks att	AQJ QJ KQ(T,9) AQT9(+)	
Jack	QJx(+), HJT(+)	JT(+), denies higher card	
10	HT9(+) JT(+)	same	
9	T9(+)	same	
Hi-x	Xxx, JXx, TXx, 9Xx	Xx HxxXx HxxXxx	
Lo-X	KxX, QxX, KX, QX, xX, xxxX(x), HxxX(x)	3 cards or more	
Signals In Order Of Priority			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (Low enc)	Count (Low even)	Odd enc , Even S/P
Suit 2	Count (Low even)	S/P	
3	S/P		
1	Att (Low enc)	Count(Low Even)	Odd enc , Even S/P
NT	2	Count (Low even)	S/P
	3	S/P	
Signals (including Trumps): Discards = O/E ; UDCA; S/P in trump play			
Doubles			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural , may be light with right shape; Natural responses			
After 1♣-(1♦) - X = MM			
After 1m-(1♥)-1♠ = ♠0-♠3; X= ♠4+, opener's 1♠ = ♠3 = 12-14;			
2♠ = ♠4 12-14; 2♥ = 18+ ;			
Lighter by 3 HCP in reopening, responses – accordingly			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative , Support (for M and ♦), Responsive, Lead directing, Game try			
Dbl of splinter bid = lead direction the suit just below the shortage			
MORE NOTES THAT DON'T FIT ELSEWHERE			
Fast Arrival applies to suit contracts. Jumps in NT show extra value			
Fit responses by PH to 1M open in silent auction: {3&4M = Pre , M4+;			
2M = 6-9, M3; 2♣ = M4+, 7-11; 2♦ = M3, 10-11;			
1M Opener rebid after 2minor(i.e. fit) response by PH: 2M=Sign Off;			
2♦ (after 2♣) = Ask: {2M=7-9; 2OM=10-11 balanced regular hand;			
3M=Pre; 3OM = unspec void 10-11 :			
3m=m, 2NT=OM, singleton, 7-11{Cheapest bid = Asks range; 3M=SignOff}			
PSYCHICS: Rare			

W B F CONVENTION CARD
CATEGORY: Green ; NCBO: Israel ; EVENT: 2021 סניורים גמר
PLAYERS: Edek LevNaor 275 Harpaz Doron 2298
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 1M-1NT semi forcing, pass usually with 5332 , min
Bergen raises (while 3♦ = limit raise), 2 way druri
1minor = 3+ cards; single raise = 10+ ; dbl raise = PRE , 0-6;
1♣-(pass)-2♦ and 1♦-(pass)-3♣ are fit raises, 7-9. for 1m;
2♦ = M6 weak; 2M = M5m5 weak ; 1NT 15-17 ;
Walsh responses to 1♣ open i.e. responder with ♦ suit will
By pass 1♦ bid and bid 1M with less than 12 HCP ;
1M or 2M by responder after he made 1♦ initial response is GF;
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Responses to reverse: {cheapest bid among 4 th suit in 2 level (if biddable) and 2NT by responder is ART and show weak hand;
Support opener's suit = Nat, GF; simple rebid M = F1;
3M = NAT GF , M is trump suit , non-serious 3NT is on;}
After 1M open or 1M overcall response of 2NT show M4+;
1M-(Pass or X) -2NT = GF (Jacoby) , else 2NT = M4+ , INV+;
In response to 2NT(fit, M4, INV+): 3M & 4M – to play ; new suit above 3M = SPL; new suit below 3M = Game try at least;
After 1M – (X): 2M 4-7, some xfers, 2NT and above SYS On;
After we open 1NT or 2Y and opps. double - ART responses;
VS 2 suits overcall by opp: cheapest cue bid = INV+ & fit;
Non cheapest cue bid= GF in 4 th suit; 4 th suit = NAT, COMP
SPECIAL FORCING PASS SEQUENCES
When we are in GF auction
After we reached Vul game against NV
Whenever we are below the level we are forced to play: pass =
"extra values" or "invitation"; bid of the suit we are forced to =
show minimum values and no interest to go higher;
IMPORTANT NOTES - "XYZ" or "two way checkback"
2 way checkback (XYZ) is on if we opened the bidding with
1 in a suit and responder can rebid 2♣ and opponents did not
bid a suit (if they dbl – XYZ is still on) if XYZ is on: 2M = NAT , NF;
2♦ by non PH = ART, GF, Ask; 2♦ by PH = max passed hand
3any(GF, slamish): if rebid M - its 6+ semi solid suit else its 55;
4NT = light Slam INV (need supper 14 and 5 suitter to accept);
2♣ = Puppet to 2♦ After opener's 2♦ bid : {Pass = to play ;
4NT = Strong Slam INV (need 14 or supper 13 to accept);
Any extra bid below 3NT is NAT , INV;};
2NT(♣ sign off or GF & 4+ cards fit) = Puppet to 3♣ ,
non-pass rebid after 3♣ show fit & GF: {3♦ = SPL low suit;
3OM = SPL in OM ; 3M = M5 no SPL ; 3NT = M4 no SPL;
4 in opener's minor = NAT, GF } } if XYZ on NMF&4SF are off;

OPEN	TICK IF ARTIFICIA	MIN. NO. OF CARDS	NEG. DBL THRU	Harpaz Doron 2298 harpazz in BBO- Edek LevNaor 275 edeklev1 in BBO			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22 HCP Direct splinter = 16+ hcp	1M = Natural, may bypass ♦ if 5-11 HCP; 2♣ = ♣5 10+; 3♣ = ♣5 0-6; 2♦ = ♣5 7-9;	1♣-1Y-3NT = ♣6+, 18-20, may have single Y; 1♣-1M-2♣: {2♦ = F1, ART; 2else = nat, NF;}	1♣-(X): {XX = 10+; else = sys on} 1♣-(1♥) - 1♣ = at most ♣3+;
1♦		3	4♥	Direct splinter = 16+ hcp	2♣ = GF; 2♦ = ♦5 10+; 3♦ = ♦5 PRE 0-6; 3♣ = ♦5 7-9; else = same as 1♣	1♦-1♣-2♦-2♥ = NAT, F1; else = same as 1♣;	same as 1♣
1minor				1minor opener rebid with fit in M after 1M response: {4m=6-4 solid minor slamish; 4M=6-4 gambling not strong; 3OM=any SPL GF; 4om=18+ Bal; 3M=INV;}			
1♥/1♠		5	4♦	12-22 M = ♥/♠; OM = other Major	1NT semi forcing; 4OM = to play; 3NT = Short in OM 13-15; 4m = Short 13-15; 3OM = void in any suit 10+ 2M = 7-9 M3; 3♣ = M4+ 6-9 3♦ = INV; 3M & 4M = PRE; 2NT = Jacoby, M4+, GF 2♥/1♠ = ♥5+; 2♦/1M = ♦4+; 2♣/1M = ♣2+; opener's rebid: {3M = M6+ semi solid suit (1st prio); rebid 4-cards in OM (2nd prio); Simple rebid in M = M5+; Support responder minor = m4+; Jump to new suit = SPL; 2NT = 12-14 or 18+; 3NT = 15-17;}	resp to 2NT: {3♦ 3M(♣)} 3OM = 15+ 4+ cards; 4 suit = void & extra; 4M = 5332 18-19; 3NT = M6+ bal; 3♣ = min(3♦ = ask: 4♥ (any void), 3♠ 4m = Sin); } 1M-2M: {3M = NF; 2M+1 = ask; else = short suit try}	if opps silent: {2way druri+fit bid} 1M-(X): {2NT & above = Sys On; 2M = M3, 4-7; 2M-1 = xfr, 8+ HCP; 1NT 2♣ 2♦ = xfr, nat or lead 0+}
INT				15-17 balanced or semi bal, can have M5 or m6 or singleton	3♣ = 10+, ppt may have 4 cards in one major only 2♣ = asks range: {2NT = min; 3♣ = Max}; 4♣ = ask if 17 hcp; 2NT = ♦; 3M-1 short in OM, M3, 9+ cards in both minors 3♣ at most 2 cards in both M, 9+ cards in minors; xfer to 2♣ followed by 3♥ = ♥5♠5 GF; xfer to 2M followed by: {4M = BAL slam try, M6+; jump in to new suit = SPL; 4NT = Quantitative; } xfer to 4M followed by 4M+1 = KCB; xfer to minor followed by new suit in 3 level = SPL	After 2♣-any: 3m = NAT, slam try; 1NT-2♣-2♦: {2♥ = MM, Weak; 2♠ = INV ♣5, ♥4} 3M = M3+OM5 GF; 4♦ = XFER; 4♥ = XFER; 1NT-2♦-2♥-2♠ = ♥5♠4 INV; 1NT-2♣-2M: {3M = INV; 3OM = fit, slam try; 4 new suit = SPL; 4NT = INV with OM4; } Break M xfer show M4+; {2M+1 = super fit 3M = bad & fit; 3M-1 or 3M-2 or 3M-3 = xx}; Response to ♦ xfer: 3♣ = ♦2; 3♦ = ♦3	they X our 2♣: {2Y = reply + ♣; ; xx = to play; Pass = no ♣ stopper {2♦ = weak PC; 2♥ = weak PC; 2♠ = ♣5♥4 INV; 3M = M5OM4 GF {4♦ = OM; 4M}; XX = INV+; F(2♦ = ♥; 2♥ = ♠; 2NT = half stopper, min; 2♣ = min 3♣ = half stopper, max; 3♦ = usually ♦4+, max}}
2♣	V			23+ HCP or 9+ tricks honors or AJT Minimum suit quality is 2 top	2♦ = relay, 5+ or 1+ cntrls; 2♥ = 0-4 and 0 cntrls 2♣ 2NT(♥) 3m = 2 TH; 3M = M6 semi solid, no side values; 3NT = 6 solid suit, no side values (4♣ = asks)	2NT rebid by opener = balanced 25+, GF; 2♣-2♦-2♥ = "Kokish", ♥s or 25+ 3NT rebid by opener = 9+ tricks, good minor	After overcall: {Dbl=0-4; Pass = 5+; Suit = NAT, 5+ HCP} After X: {rdbl = 0-4; Pass = 5+;}
2♦		6		5-10(11), weak in a M in 1-3 Position ♦6+ (natural) in 4th Pos, to play	2NT = ask(3♣ = max bal(3♦ = ask(3M = M6 NF)); 3♣ 4♥ 4m = max, sin, 3M-1 = min; 4m = Show your M	2♦-2♥-2♠-2NT = Ogusts; 2♦-2♠ = "POO" Pass with ♠s or reply to ogust with ♥s	2M-(X): {3M = NF; XX = puppet to 2M+1 which can be passed or
2M		5		M5m5, weak in 1-3 Position M6+ (nat) in 4th Position, to play	3♣ = PC; 2NT = ask{3m = min, m5; 3♦ = invite in M 3♥ = ♣5, max; 3♠ = ♦5, max}	in response to 2M open: {3OM = natural, INV; 2♠ in response to 2♥ = to play; }	corrected as NF; New suit = Lead direction with fit; 2NT = Ask;}
2NT				20-22 2NT-3M-1(XFR)3M-4m = M5m5	3♣ (PUPPET)-3any-4m = NAT, F; 3NT = ♣5♥4; 4♣ = ♥5♠5 wk or str; 3♠ (minor stay)-3NT = no m4 ?: {4M = short & 55; 4♣ = ♣4♦5; 4♦ = ♣5♦4;}	HIGH LEVEL BIDDING	
3♣/3♦/ 3♥/3♠		7		5-11, Y = ♣/♦/♥/♠	New suit F1; 4♣ After 3♦/3♥/3♠ = Pre KCB; 4♦ After 3♣ = Preempt KCB; 4M after 3m = asks	In GF while the bid 3M set trump suit as M and players are unlimited: {3M+1 is "non-serious" i.e, regular hand; bids higher than 3M+1 are Q bid and "serious slam try", if 3M=3♥ then 3NT="♣ Q bid" and 3♣ = "non-serious"} Q bids 1st or 2nd round control are bid up the line; cue in partner's suit is A or K;	
3NT	V			1st & 2nd seat: Namyats 3rd & 4th seat: long strong minor + side stoppers	4♣ = asks bid 4M-1; 4♦ = asks bid 4M 4♥ = 2.5 QT; 4♠ = 3QT; 4NT = 3.5 QT	RKCB 1403; Q ask: 5 in trump suit = no Q; else = Q (if 6 trump = no K else = K here); Void responses to KCB: {5NT = Odd KC+ any void; 6 in trump = Even KC+void above trump; 6 below trump = Even KC+void in this suit;}	
4♣/4♦/ 4M		7		Preempt		5 in trump suit + 1 by KCB bidder after response to KCB = Specific Kings ask;	
4M		7		At most 11 hcp	4M+1 = KCB; new suit = asks 4 control in the suit	Exclusion Blackwood {03.14}; Preempt Key Card: {0; 1; 1+Q; 2; 2+Q; } Gerber: {04; 1; 2; 3}	
4NT				Ask for specific ace	5♣ = no; 5♦/5♥/5♠/6♣ = Ace; 5NT = 2 Aces;	Overcall our KCB ask below our 5 trump - DOP1: {Double = 0/3; Pass = 1/4; Cheapest bid = 2 Aces no Q; Cheapest bid +1 = 2 Aces + Q}	
						Overcall above our 5 suit or X 4NT: DEPO i.e. {X/XX = Even 0-2; Pass = 1-3 Odd}	
						5NT = GSF or Peak a slam if trump not defined; Pass then pull is SLAM TRY	
						When we found fit in M in silent auction, 5M asks for good trumps (2 honours)	
Prepared by Harpaz Doron 19/05/2021						When we found fit in M and opp bid a suit, 5M asks for control in that suit	

Responses to 1M with 4 cards support and shortage is made according to strength of responder as follows:

- 1M – 3NT = singleton in OM 12-15 (after 1♠ open - short in ♥; after 1♥ open - short in ♠)
- With 12-15 HCP - direct response to 1M open of 4minor or 3NT (splinter in OM)
- Bergen raises bidder might contain side shortage: 3♣ (6-9) or 3♦ (10-bad12) or 3M(preempt)
- With void and 10+ hand – bid 3OM (opener can ask for void location by bidding the cheapest bid, if he wishes)
- 1M-2NT show M4+ either balanced 12+ or with unspecified singleton 16+

Responses to Jacobi 2NT 1M-2NT (Based on Birman style):

1M opener with void 1st priority bid is to show it before side suit.

With extra values – he responds to 2NT with new suit above 3NT.

1♥ opener with extra values and ♠ void can respond to 2NT with either 4♠ bid or 4NT as exclusion in ♠.

With minimal values – he responds to 2NT with 3♣ bid and show the void in response to 3♦ ask.

1M opener with singleton – with extra values shows singleton location by describing his distribution (usually 5431, sometimes 6331 or 6421). With minimal values – he responds to 2NT with 3♣ bid and show the singleton in response to 3♦ ask.

Detailed responses:

- 3♣ = minimum. At most 14, might have singleton or void which can be revealed!!!

Responses:

- 4M = to play no interest in void or singleton
- 3♦ = asks for clarification;

Responses:

- ☒ 3♥ = unspecified void, no extra (with extra would make direct void bid in response to 2NT)
responder asks for void location by 3♠ bid
 - ✓ 3NT = void in OM with minimal values
 - ✓ 4m = void here with minimal values
- ☒ 3♠ = singleton in OM
- ☒ 3NT = singleton in ♦
- ☒ 4♣ = singleton here
- ☒ 4♦ = good balanced hand (great 13-14)
- ☒ 4M = minimal balanced hand, good 11- bad 13
- 3OM = unspecified singleton with extra values
- 4m = m5+, good side suit
- 3NT = OM5+, good side suit
- 3M = start Q bid
- 3 in a suit above 3♣ below 3NT = extra values, 2nd suit, 3♦ (♦4+)/3OM(OM4+)/3M (♣4+)
With M6 and side shortness might show good 3 cards suit as 4 cards (6331 and 5431 are bid the same way)
responses:
 - cheapest bid by responder asks for more info responses:
 - ☒ rebid 2nd suit = 5 suiter;
 - ☒ new suit = short (5431) or (6421) or (6331);
 - ☒ 3NT = 5422 18(great 17)+;
 - ☒ 4M=5422 15-17
 - non cheapest bid by responder = shortage, rare bid, usually continue to ask for more information
 - 4M= really bad value, no slam interest at all
- 3NT = extra values, M6+ no shortage
- 4M = 5332 18-19

- 4 in new suit = void, with extra strength, including 1♥-2NT-4♠ = ♠ void
 - Responder can reject slam with at most 9(8) working points by making the cheapest bid in M
 - In response to void bid other than 4M-1 responder with 10+ “working points” should Q bid, up the line. “Last train” convention applies. Bidding the void suit shows sure tricks in the suit with the void.
 - In response to void bid in 4M-1 suit “positive response” can be made as either:
 - ☒ 4M+2(KCB step1)/4M+3(KCB step2)/4M+4(KCB step3)/4M+5(KCB step4), ace in M-1 won’t be counted.
 - ☒ 4M+1 = KCB
 - Responder can “take control” by bidding 4M+1 KCB, typically when he holds useful values in the void suit
Exception: 1♥-2NT-4♠(void)-4NT is KCB too
- 5M-1/5M-2/5M-3 = exclusion, responses to exclusion are 03-14 and not 14-03, 1♥-2NT-4NT exclusion in ♠

2way reverse druri in 3rd and 4th position in silent auction only

Responder with fit has the following responses to 1M open:

- 2M = M3 6-9
Opener’s rebids are the same as those of 1st or 2nd position opener after 1M-2M
- 2♦ = M3 , 10-11 responses:
Opener’s rebids are the same as those of 1st or 2nd position opener after 1M-2M
- 2♣ = M4+, 7-11(bad 12) responses:
 - 2M = to play
 - 2♦ = ask responses :
 - ☒ 2M = mixed raise . M4+
 - ☒ 2OM = balanced limit raise M4+
 - ☒ 2NT(= OM) or 3♣ or 3♦ = shortage, any strength. Cheapest bid asks for strength
- 3OM = void in unspecified suit 10(9)-11
- 3M = preemptive

After 1♠ open and 2♣ or 2♦ druri responses by responder - opener’s rebid of 2♥ shows ♥4+ and shows game+ interest.

After 1M open and 2♣ or 2♦ druri responses if auction did not cross 2M opener can make a direct or delayed game try bid above 2M just as after 1M-2M

Examples for direct game try are: 1M-2♣-3m(shortage); 1M-2♦-3m(shortage);

Examples for delayed game try bid are: 1M-2♣-2♦-2M-?; 1♠-2♦-2♥-2♠-?; 1♠-2♣-2♥-2♠-?

After 1M open and 2♣ or 2♦ druri responses if auction did not cross 2M opener can make a direct or delayed game try bid above 2M just as after 1M-2M

After 1M open and druri response if auction crossed 2M – opener can continue with new suit bellow 3M as long suit try for game, and new suit above 3M as short suit try for slam.

After 1minor-1M , opener have 4 ways to raise to 4M as follows:

- 4M = gambling; not strong with 6-4
- 4minor = solid or almost solid minor 6+ card (“source of tricks”) and 4 cards support , any strength
- 4 in other minor = artificial, **balanced** raise to 4M 18-19
- 3 in other Major = artificial, GF, strong unbalanced raise to 4M , with shortage somewhere
cheapest bid asks for shortage location;

Special bids after we open 1NT :

1NT-2♣-2♦-3M = OM5 with M3 or M4

1NT-2♣-2M-3NT = OM5 M3

1NT-2M-minus-one (transfer to M)-2M-3minor (natural, any strength)-? Responses:

- Any bid above 3NT show fit in M, 4M is the weakest bid, other bids are Q bids
- 3NT deny fit in M and in the minor suit
- 3OM deny fit in minor or major of responder, 5 cards in OM
- 3M or 3♦ (if responder's minor is ♣) show 4+ cards fit in responder's minor suit, 3♦ is stronger than 3M

Three-way break of transfer to M show fit with 4+ cards:

- break to 3M show minimum hand;
- 2M+1 = max break
- a new suit below 3M shows doubleton without honors and max hand
I will always break with 5 cards suit, with ♥ fit and xx in ♠ I tend to break

Rebid by responder which made a transfer to 2M:

- 4M after 2M = balanced slam try, no shortage
- new suit above 3M after 2M = shortage slam try
- After transfer with any break, 3M-1 = retransfer
- After a break of transfer to 2M (followed by retransfer or not) - 4M-1|4M-2|4M-3 = short
- After a break of transfer to 2M (followed by retransfer or not) - 3M+1 = slam interest, start Q bidding
- 3M-2 or 3M-3 after opener break to 2M+1 short suit try for game, 6-7 hcp
- 3M after opener break to 2M+1 short suit try for game in M-1 suit, 6-7 hcp

**1NT-3♠ = 10+ points, 55 or (65) in minors, not 64 in minors, at most 2 cards in each major
With 64 in minors and 10+ hcp transfer to the longer minor and show the short M**

Responses:

- 3NT = to play
- 5minor to play, no aces in majors
- 4minor = set trump suit, as to show shortage location and strength as follows:
 - 4M = shortage
 - 5M = exclusion
 - 4NT = KCB
 - Other minor = 6-5
- 4♥ = KCB with 6 aces, opener must have 1st or 2nd round control in both majors
- 4♠ = ♠ Ace here, deny control in ♥ suit
Response:
 - 4NT invitation to slam show control in ♥
 - 5♦ = KCB
 - 5♣ = p-c
- 4NT = ♥ Ace here, deny control in ♠ suit
Responses same as after 4♥ response

1NT-3M minus 1 (3♦ = ♥3; 3♥ = ♠3) = 10+ hcp, M3, shortage in OM, 9+ cards in, minors (55 or (64) or (54))

Opener responses:

- 3NT = to play
- 5minor = to play
- 3♠ after 3♦ response = I have max hand, at most ♥3
- 4minor = set trump, slam interest
- 4M = M5, no slam interest, (probably wasted values in OM)
- 3M in response to 3M-1 = either M5 with some slam interest or M4 looking for best contract

Responder shows his distribution and strength as follows:

▪ **3M+1 = M3, 55 in minors any strength, void in OM**

Opener can proceed as follows:

- 4M = to play
- cheapest bid (i.e. 3M+2) asks for strength. Responses:
 - 3M+3 = 10-12(13)
 - 3M+4 = (12)13-14
 - 3M+5 = 15+
- 4OM = KCB with 6 aces
- **With (31)(54)**
 - 10-12(13) - 4M
 - 4NT = what is your longest minor?
 - If M=♥ then 4♠ = slam try responses:
 - 4NT = reject
 - 5minor = my short minor
 - (12)13-14: 4minor with minor4 (i.e. we show our shorter minor suit) Responses
 - 4M or 6M = M5, to play
 - 5M = M5, INV
 - 4OM = KCB 6 aces
 - 4NT = INV to slam

responses:

- 5♣ = reject
- 6♣ = accept
- If responder has ♠3 and 15-17 ♣5♦4 – he bid 4♥ i.e. 1NT-3♥-3♠-4♥
- If responder has ♥3 and 15-17 ♣5♦4 – he bid 3NT i.e. 1NT-3♦-3♥-3NT
- If responder has 15-17 ♣4♦5 than bid 4NT i.e. 1NT-3M-1-3M-4NT
- 18(17) + = 5♣ with ♣4♦5
- 18(17) + = 5♦ with ♣5♦4

2♣ open strong:

Responder responses:

- 2♦ = “positive” relay, good 4+ or at least 1 control
- 2♥ = 2nd negative 0-4 no controls (No ace nor King)
responses:
 - 2NT=23-24
 - 3 level responses are sign off no transfers no stayman
 - Texas on
 - 3NT=25-26 or 9 tricks hand
- 2♠ = NAT, 2 Top Honors;
- 2NT = ♥ suit, 2 Top Honors;
- 3m=NAT, , 2 Top Honors
- 3M = M6+, good suit with one loser at most, at most Q out side
- 3NT = good 6 cards in any suit without losers, at most Q outside; 4♣ response asks which suit ?

2♣ opener rebid after 2♦ response:

- 2NT = 23-24 balanced, GF
- 2♠ = natural
- 2♥ = either balanced 25+ or ♥ suit.
responses:
 - 2♠ automatic relay bid response by responder
2NT by opener shows 25+
other bid is natural with ♥ suit as follows:
rebid of 3♥ show ♥6+ (non solid) , new suit show 5+4+
 - Break of the relay to 2♣ is a rare bid, it is transfer bid, and made with H7+ in the transferred suit 1 top honor and at most one side Q 3♣ (i.e. ♦) or 3♦ (i.e. ♥) or 3♥ (i.e. ♠) or 3♠ (i.e. ♣)
Opener responses are :
 - new suit or NT which are natural bids
 - **cheapest bid of the transferred suit – I have fit, it is forcing and asks for shortage**
- 3M = set trump suit to M , asks responder for controls(Aces and Kings). Responses:
 - 4M = no aces , nor Kings
 - 4M-1 or 4M-2 or 4M-3 = Ace here (cheapest bid = slam interest, continue)
 - 3M+1 = no aces, I have at list one King. 2♣ opener rebid:
 - 4M = to play
 - 3M+2 = show me location of the King
- 3NT = solid minor good hand 9 tricks

2♦ or 2M open in 4th position: natural 6+ cards suit, 9- 12, no game interest, attempt to buy the contract

Multi 2♦ open in 1st or 2nd or 3rd position: weak in unspecified M :

- 3M = P-C
- 4M = to play !!!
- 4♦ = bid your M, I want you to play it
- 4♣ = bid 4M-1 I want to play the hand
- 3♣ = I have one suit hand in a major suit with INV+ strength . see continuation bellow
- 3♦ = I have I suit hand in one of the minor with game + interest, see continuation bellow
- **2NT ask, 2NT bid can be made with any strength, with game interest or better.**

Might have M5+m5+ with strong hand or ♦5+♣5+ any strength. Bidding with 55 is described bellow

☒ 3M-1 non maximum with suit M . Responses:

- ✓ 3M|4M
- ✓ 4M+1 = KCB for M
- ✓ 3♠ after 3♦(♥) = strong ♠5m5 , 3NT ask ?
- ✓ 4m after 3♥(♠) = strong ♥5m5

☒ 3NT = AKQ in any major !!!, no side shortage,

In response:

- ✓ 4♥ = P/C
- ✓ 4♠ = to play

☒ **Max hand, with side shortage** shows shortage location:

- ✓ 3♠ = shortage here with ♥6
- ✓ 4♥ = shortage here with ♠6
- ✓ 4m = shortage here ,

In response:

- 4♥ = P/C, might be followed by 4NT after 4♠
- 4♠ = asks partner to pass with ♠ suit and reply to KCB with ♥ suit

☒ 3♣ **Max hand, no side shortage**

In response:

- ✓ 4♦ = bid your M, I want you to play it
- ✓ 4♣ = bid 4M-1 I want to play the hand
- ✓ 3♦ asks which suit
 - 3♥ = I have ♥ suit, this bid can be passed or raised or bid 4♣ which is KCB after preempt
 - 3♠ = I have ♠ suit, this bid can be passed or raised or bid 4♣ which is KCB after preempt
 - 4M = to play, I cannot stand a pass of 3M bid
- ✓ 3M = strong M5m5, 3M+1 asks minor suit.

• 2♥ is P/C, **responder might have game interest in ♠ suit only** responses:

☒ Pass with ♥

☒ 2♠ with ♠ suit

- ✓ Pass = I have no game interest
- ✓ 3♠ = preemptive
- ✓ 2NT = I have game interest in ♠, Ogust for ♠ suit
- ✓ 3♥ = weak one suit hand, to play

- 2♠ bid is called POO Pass Or Ogust responder has game interest in ♥ suit only responses:
 - ☒ Pass I have ♠ suit
 - ☒ If opener has ♥ and he will show it as describe bellow - 3♠ by responder is to play
 - ☒ With ♥ suit he respond with 4 Ogust step responses as follows:
 - ✓ 2NT = min strength, min quality of ♥ suit
 - ✓ 3♣ = min strength, max quality of ♥ suit
 - ✓ 3♦ = max strength, min quality of ♥ suit
 - ✓ 3♥ = max strength, max quality of ♥ suit
- If we can bid 4♣ all our 4 level bids are system on including 4M = to play !!!!! not P/C
- If we cannot bid 4♣ (opponents bid 4m) than 4M = P/C
- If after 2♦ we reached 4M responder can advance by 4M+1(KCB) or 4M+2/4M+3/4M+4 to ask for control here
- Responder with one suit hand in major with weak hand who wishes to play in his major bid as follows:
 - ☒ With ♥ suit 2♦-2♥-2♠-3♥
 - ☒ With ♠ suit 2♦-2♠-any-3♠
- Responder with one suit hand in major suit and INV+ hand start with 3♣ responses by opener with M6 are:
 - ☒ 4OM = Hxx or better max hand, useful hand, no side shortage
 - ☒ 4m = Hxx or better max hand, shortage in m
 - ☒ 3♦ = I have Hx or xxx in OM, any strength, responses:
 - ✓ 3OM = INV
 - ✓ 4OM = to play
 - ✓ New suit = q bid slam try in OM
 - ✓ 4OM+1 = KCB
 - ☒ 3M = good suit , source of playing tricks , no fit
 - ☒ 3OM = no support, might be passed
- Responder with one suit hand and one minor without slam interest – bid 5m
- Responder with one suit hand in minor suit and good hand bid 3♦ = opener must bid 3♥ and responder will describe his hand as follows:
 - ☒ 3♣ = F to 3NT I have ♣ suit ready to play 3NT without ♣ fit, Responses:
 - ✓ 3NT = no slam interest, might have fit in ♣ or not
 - ✓ New suit = use full hand for ♣ contract, side shortage here, fit in ♣ cheapest bid after Q bid is RKCB
 - ✓ 4♣ = fit, it looks we should be in ♣, better than 5♣ 4♦ is RKCB
 - ✓ 5♣ = fit, it looks we should be in ♣
 - ☒ 4♣ = F to 5♣, strong slam try in ♣
strongest response is new suit (Q bid) cheapest bid after Q bid is RKCB
 - ☒ 5♣ = mild slam try in ♣ better than direct 5♣ bid to 2♦ open
 - ☒ 3NT = I have ♦ suit ready to play 3NT without ♦ fit, Responses:
 - ✓ pass = ok
 - ✓ New suit = use full hand, side shortage here, fit in ♦ cheapest bid after Q bid is RKCB
 - ✓ 4♦ = fit, it looks we should be in ♦, better than 5♦ 4♥ is RKCB
 - ✓ 5♦ = fit, it looks we should be in ♦
 - ☒ 4♦ = F to 5♦, strong slam try in ♦
strongest response is new suit (Q bid) cheapest bid after Q bid is RKCB
 - ☒ 5♦ = mild slam try in ♦, better than direct 5♦ bid to 2♦ open.

- Responder with strong hand M5+m5+ start with 2NT (ask) and continue as follows:
 - ☒ 3♠ after 3♣ (max) or 3♦ (♥) response shows ♠5+ and m5+ GF
3NT in response asks for the minor suit
 - ☒ 3♥ after 3♣ (max) response shows ♥5+ and m5+ GF
3♠ in response asks for the minor suit
 - ☒ 4m after 3♥ (♠) response shows ♥5+ and m5+ GF
- Responder with both minors 5+5+ who wishes to be in 5m only – bid 4NT
- Responder with both minors 5+5+ and strong hand, starts with 2NT (ask) and continue as follows:
 - ☒ 4NT = slam invitation in one of the minors
 - ☒ 6♣ =p-c

2M = 55 in M and minor in 1st or 2nd or 3rd position Muiderberg

opener usually has exactly 5 card M, in rare case bad 6 cards suit, can have 5-6 cards minor. responses:

- 3♣ – P/C
- 2♠ - NF
- 3M – NF
- 3♦ - INV or better in M

This bid is made with M3+ , it set trump suit as M and might be 1st step to slam or just game invitation in M

Responses:

☒ 3M – weakest bid

Responder can proceed as follows:

- ✓ Pass
- ✓ 4M
- ✓ New suit bellow 4M – Q bid slam try in M
- ✓ 4NT(for ♠) or 4♠ (for ♥) = KCB

☒ Opener has 55 ,max hand

- ✓ 4m = M5m5 values are concentrated in both suits
- ✓ 3NT = values are scatted

4♣ by responder asks for 2nd suit, responses:

- 4♦ = 2nd suit is ♦
- 4M = 2nd suit is ♣

☒ 4M = invitation accepted based on 66 65 56 , my 2nd suit is ♦

☒ 3OM = invitation accepted based on 66 65 56 , my 2nd suit is ♣

- 3OM - INV, OM6+
- 2NT ask

This bid is used without M3

according to opener's response – responder with good 13 – 15 will sign off in 3M or 3NT

regardless of opener's response – strong opener will introduce a new suit bellow game (natural, GF) or

bid 4OM (slam try) which is stronger than direct 4OM bid or

support opener's minor suit (GF)

☒ 3♣ – ♣ min

☒ 3♦ – ♦ Min

☒ 3♥ – ♣ Max

☒ 3♠ – ♦ Max

- 2NT followed by 3M – to play
- 2NT followed by 3OM – GF , natural better than direct 4OM in response to 2M
- 2NT followed by 4OM – GF , natural better than direct 4OM in response to 2M
- 2NT followed by 4minor – if it is support - slam try, if it is a new suit – natural F
- 3NT
- 4M or 4OM to play

We open 1M

1M-(dbl)-? Responses:

- 2NT and higher bids system on, 2M = bad 3 card raise 5-bad 7
- 1NT or 2♣ or 2♦ or 2M-1 are transfer bids, natural, with any strength.
- 2M-1 (transfer to 2M) = 3 card support, good 7+ unlimited

1M-(simple overcall in a suit)-?

- 2M = 6-9
- **3M-1 = Mixed raise** (6)7-9 hcp with M4+ with some defense better than preempt and less than limit also 1M-3♣; 1M-(dbl)-3♣; (1x)-1M-(any)-3M-1; are mixed raise
- Q bid below 3M-1 = INV+, M3 cards support (mixed raise bid has priority over Q bid...)
- 2NT = INV+, Usually M4+ cards support, if they overcall 2M-1 then 2NT = M3+ INV+ after mixed raise bid or INV+ bid 1M bidder can show shortage by bidding 4M-1 or 4M-2 or 4M-3 alternatively bid 3M+1 to ask for shortage.

1♥-(2♠)-?

- 2NT = ♥3+, INV
- 3♠ = ♥3+, GF
- Dbl or 3minor = natural

We open 1minor

After 1minor-(1♥)-?

- X show 4+ cards in spade;
- 1♠ show at most 3 cards in spade
- 1NT natural

After 1minor-(1♠)-?

- X show values
- 1NT natural

After 1♣-(1♦)-?

X = both majors, 1M show M, 4+ cards

After 1minor-(dbl)-?

- Without fit in minor almost all bids of responder are system on
 - Rdbl by responder show 10+, rebid of cheapest NT below 3NT by responder = INV
 - Exception 1minor-(dbl)- 2NT has new meaning it shows fit see below
- With fit in minor these are the responses:
 - 3m = preemptive
 - 1♦-(dbl)-3♣ = mixed raise
 - 1♣-(dbl)-2♦ = mixed raise
 - 3 in a suit above 3minor = shortage, game values
 - 2NT = F, balanced, game values with fit in minor
 - 2minor = 10-12, fit, opener can proceed as follows:
 - ☒ Pass
 - ☒ 2NT = INV
 - ☒ 3minor/3NT = to play
 - ☒ 2M = stopper

After 1m-(simple suit overcall)-/2m/2m+1/.../3m-1 are transfer bids Watch !! we cannot play 2m.

- transfer to new suit in 2 level show 5+ cards. if the suit could be bid in 1 level it shows 6+ cards.
In any case strength of bidder is either weak or GF (any extra bid show GF hand)
With 6+ cards and weak is 4-6. With 5 cards weak is 7-9.
- Transfer to our 3m is mixed raise: 1♦-(1M)-3♣ or 1♣-(1M)-2NT
- Transfer to opponent's suit is Q bid INV+ with fit in m
- Transfer to 2NT is balanced INV+
- After 1♦-(1M) responder can show ♣ suit in two ways: 2♣ = F1 and 2NT (transfer) = ♣6+ weak or GF
- Jump to new suit above 3m shows 6+ cards suit INV
- Jump Q bid to 3 level in overcalled suit asks for stopper to play 3NT.
- After 1m-(simple suit overcall)-dbl followed by new suit shows 5 card suit INV

We open 1 in a suit , they overcall 1NT modified robson style

- 1M-(1NT)- ?
 - 2OM = OM6+ NF (example : KJTxxx,x,xxx,QTx)
 - Dbl = penalty, (9)10+
 - 2♣ = both majors – typically 3 cards support, 5+ cards in OM
 - 2M = weak raise , 4-6(7)
 - 2♦ = constructive raise to 2M (7)8-9(10)
 - 2NT = INV+ M3+ (strongest raise possible)
 - 3M-1 =mixed raise
 - 3M = weak distributional hand (example: QJxx,x,xxxx,QTxx)
- 1minor-(1NT)-?
 - Dbl = penalty
 - 2♣ = both majors
 - ☒ 2M = prefer this
 - ☒ 2♦ = ask, what is your longer M
 - 2♦ = M6+
 - 2M = M5 and 4+ cards in a minor suit the one that partner opened
 - 3minor – 1 = strong raise of partner's minor (example: AJT,x,xxx,KJxxxx)
 - 3minor = weak distributional raise of partner's minor (example: xxx,x,xxx,KJxxxx)

we open 1NT

1NT-3M minus 1 (3♦ = ♥3; 3♥ = ♠3) = 10+ hcp, M3, shortage in OM, 9+ cards in, minors (55 or (64) or (54))

Opener responses:

- 3NT = to play
- 5minor = to play
- 3♠ after 3♦ response = I have max hand, at most ♥3
- 4minor = set trump, slam interest
- 4M = M5, no slam interest, (probably wasted values in OM)
- 3M in response to 3M-1 = either M5 with some slam interest or M4 looking for best contract

Responder shows his distribution and strength as follows:

▪ **3M+1 = M3, 55 in minors any strength, void in OM**

Opener can proceed as follows:

- 4M = to play
- cheapest bid (i.e. 3M+2) asks for strength. Responses:
 - 3M+3 = 10-12(13)
 - 3M+4 = (12)13-14
 - 3M+5 = 15+
- 4OM = KCB with 6 aces
- **With (31)(54)**
 - 10-12(13) - 4M
 - 4NT = what is your longest minor?
 - If M=♥ then 4♠ = slam try responses:
 - 4NT = reject
 - 5minor = my short minor
 - (12)13-14: 4minor with minor4 (i.e. we show our shorter minor suit) Responses
 - 4M or 6M = M5, to play
 - 5M = M5, INV
 - 4OM = KCB 6 aces
 - 4NT = INV to slam

responses:

- 5♣ = reject
- 6♣ = accept
- If responder has ♠3 and 15-17 ♣5♦4 – he bid 4♥ i.e. 1NT-3♥-3♠-4♥
- If responder has ♥3 and 15-17 ♣5♦4 – he bid 3NT i.e. 1NT-3♦-3♥-3NT
- If responder has 15-17 ♣4♦5 than bid 4NT i.e. 1NT-3M-1-3M-4NT
- 18(17) + = 5♣ with ♣4♦5
- 18(17) + = 5♦ with ♣5♦4

1NT-3♠ = 10+ points, 55 or (65) in minors, not 64 in minors, at most 2 cards in each major

With 64 in minors and 10+ hcp transfer to the longer minor and show the short M

Responses:

- 3NT = to play
- 5minor to play, no aces in majors
- 4minor = set trump suit, as to show shortage location and strength as follows:
 - 4M = shortage
 - 5M = exclusion
 - 4NT = KCB
 - Other minor = 6-5
- 4♥ = KCB with 6 aces, opener must have 1st or 2nd round control in both majors
- 4♠ = ♠ Ace here, deny control in ♥ suit

Response:

- 4NT invitation to slam show control in ♥
- 5♦ = KCB
- 5♣ = p-c
- 4NT = ♥ Ace here, deny control in ♠ suit

Responses same as after 4♥ response

===

If they bid 2♣ (which is not both M) after our 1NT open dbl = stayman; else system ON
dbl = penalty, 2M = strength here INV+

If they dbl out 2♣ stamen opener response: pass = deny stopper (request rebel); other bid = show stopper in ♣
if they overcall and the bid they made show this suit – dbl is take out (even if they show 2 suits)

Lebensohl

RHO of opener dbled our 2♣ stayman

- RDL = very good ♣ suit, to play
- 2♦ or 2M = I have stopper in ♣ suit, this is my natural response to stayman
- Pass = I have no stopper in ♣ suit. Bidding will continue in a way which will increase the chances to make responder the declarer in case we will play in suit contract. Because responder might have honor in ♣ we want to protect.

Bidding continue as follows:

- 2♦ - weak, select ♦ or ♥ or ♠
- 2♥ - weak select ♥ or ♠
- 2♠ = ♠5♥4 INV

opener response:

- Pass
- 2NT
- 3NT
- 3♦ = transfer to ♥

- 3M = reverse smolen M5OM4 GF

opener response:

- 4M
- 4♦ = I have 4 cards in OM

- RDBL = INV+ show me your hand :

- 2♦ = XFR ♥4+, opener may have ♠4 too
- 2♥ = XFR 4♠+ (deny ♥4)
- 2♠ = min hand no stopper in ♣
- 2NT = min hand + half stopper ♣
- 3♣ = max hand + half stopper in ♣

3♦ = max hand ♦5(4)+, no stopper

LHO of 1NT opener dbl (non penalty)

direct bid – System ON,

rdbl show points 8+, later dbl is penalty, another later bid is lebensohl.

“Touching Escape” system after they double (penalty) our 1NT open

• **Dbl was made by LHO of opener**

- 2♣ = at least 44 in minors
- 2♦ = at least 44 in ♦ and ♥
- 2♥ = at least 44 in ♥ and ♠
- 2♠ = ♠5+, to play
- Pass = At least 4-4 in two "non-touching" suits (clubs and hearts, clubs and spades, diamonds and spades), or a hand worth a penalty redouble. Requires partner to redouble

In response opener can bid as follows:

Bid a suit = 5 suitter

Redouble

Responses:

- Pass = to play
- 2♣ = ♣ plus a major suit
- 2♦ = ♦ plus ♠

- Redouble = A one-suited hand. Requires partner to bid 2♣, this will be passed or corrected

• **Dbl was made by RHO of opener (reopen position)**

- Opener bid of a suit shows 5 cards suit
- Opener pass without 5 suitter
- Responder bid a suit with 5 suitter
- Responder can rdbl to ask for 4 cards suits.

With 4-3-3-3 shape, responder can either treat his four-card suit as a five-card suit, or he can treat his four-card suit and his best 3-card suit as a two-suiter.

Advancer responses to simple suit overall X after they open 1Y in a suit

After they open 1 in a suit partner can make a simple suit overall . The auction starts with one of the following :

(1♣)-1♦; (1m)-1M; (1♦)-2♣; (1M)-2m; (1♥)-1♠; (1♠)-2♥;

Advancer (partner of overcaller) can enter the bidding with natural or conventional bids.

• The conventional bids and tools advancer has are :

- ✓ Transfer responses to some of the suits in 2 level applies if conditions for that are met
 - The auction sets a range of consecutive XFR bids to suits in 2 level
 - If RHO of advancer passed: Lowest XFR bid is Q bid of opener's suit
 - If RHO of advancer dbl 1 level overcall : Lowest XFR bid is 1NT
 - XFR are off only if Q bid of opener's suit is not biddable this is true for 1 or 2 level overcall
 - If RHO of advancer dbl 2 level overcall : Lowest XFR bid is rdbl
 - After 1X overcall while XFR are on - highest XFR bid is 2X-1
 - After 2m overcall while XFR are on - highest XFR bid is 2♥
 - After 2♥ overcall only rdbl is kind of XFR to 2♠
- ✓ 2♠ bid is : A jump is weak, else it is INV+ either natural or with fit. It is never XFR, see bellow details
- ✓ Jump to 3X-1 after 1X overcall is mixed raise
- ✓ Jump to new suit in 3 level not defined as mixed raise is INV with 6+ cards suit
- ✓ Interpretation of 2NT bid is auction dependent. It can be natural or conventional, details bellow

• Target of 2 level XFR bid

- ✓ If the transfer bid is a new suit – it shows the transferred suit with 5+ cards
- ✓ If the transferred suit is opponent's suit – it is usually a raise with 3 cards, strength is auction dependent
- ✓ If the transferred suit is overcallers's suit – it is usually a raise of overseller's suit with 3 cards

• The 2♠ bid by advancer which is not a raise of 1♠ overcall

- ✓ If 1♠ is biddable - 2♠ shows ♠6+ weak
- ✓ If RHO of advancer bid 1♠ - 2♠ shows INV+ hand without fit as 2X-1 shows INV+ with fit
- ✓ If opening bid was 1♠ and responder did not dbl 2♠ shows INV+ hand
- ✓ If RHO of advancer did not bid 1♠ and 1♠ is not biddable and 2♥ bid cannot be used as XFR to ♠ - 2♠ is natural F1.
ex: (1m)-1♥-(2m)-2♠, (1m)-1♥-(1NT)-2♠; (1♣)-1♦-(1NT)-2♠; (1♦)-2♣-(2♦)-2♠
- ✓ After 2♥ overcall of 1♠ open – 2♠ usually shows fit but can be made with other strong hand which has no other bid, advancer rebid of 3♥ is NF, else – GF
- ✓ After 2m overcall and transfers applies, as 2♥ shows ♠ suit – direct 2♠ bid shows INV+ hand with fit or other strong hand which has no other bid ex: (1♦)-2♣-(p)-2♠; (1♦)-2♣-(p)-2♥ = xfer to ♠;

• NT bids

- ✓ 1NT = 8-11(bad 12)
- ✓ 2NT after overcall of 1♦ = NAT good12 – 14(bad 15) INV
- ✓ 2NT after overcall of 2m or 2♥ = NAT good12 – 13 INV
- ✓ 2NT after 1M overcall = M4+, INV+
- ✓ 3NT = to play

• Bid of new suit by advancer after overcall in suit X

- ✓ New suit in 1 level = F1, nat, 4+ cards
- ✓ When 1M bid (new suit) can be made – a jump to 2M = weak, natural
- ✓ New suit, by transfer bid, in 2 level = either weak or strong Nat
- ✓ New suit, not by transfer bid, in 2 level below Q bid in opener's suit after 1 level overcall = constructive, Nat
- ✓ New suit, not by transfer bid, in 2 level below Q bid after 2 level overcall = F1 Nat
- ✓ Jump to 3M or 3♦ (new suit) which is not 3X-1 shows 6+ cards, INV, natural
- ✓ Jump to new suit which is 3X-1 shows mixed raise for X
- ✓ If XFRs does not apply new suit is INV/constructive, dbl followed by new suit is GF

- **Show values**

- ✓ If RHO of advancer dbl 1X overcall of 1Y open – rdbl shows values (9(8) or better)

- **Advancer raise of overcaller's suit X**

- ✓ After 1X overcall of 1Y open. If RHO of advancer passed :

- 2X is regular single raise = 6-9
 - 2X-1 shows INV+ hand **usually** with fit. Example: (1♣)-1M-(p)-2M-1; (1♣)-1♦-(pass)-2♣
 - 2NT after 1M overcall = INV+ M4+
 - 3X-1 = mixed for M and ♦
 - 3X shows pre X4+

- ✓ After 1X overcall of 1Y open. If RHO of advancer did not dbl and did not pass but 2Y is biddable so we can bid 2X-1 XFR to X

- 2X is regular single raise = 6-9
 - 2X-1 shows INV+ hand **usually** with fit. Example: (1♣)-1♥-(1♠)-2♦; (1♣)-1♦-(1♥)-2♣
 - 2NT after 1M overcall = INV+ M4+
 - 3X-1 = mixed for M and ♦
 - 3X shows pre X4+

- ✓ After 2X overcall of 1Y open. If RHO of advancer passed

- 3X is regular single raise = 6-9
 - 2♠ shows INV+ hand **usually** with fit. Example: (1♥)-2m-(p)-2♠; (1♠)-2X-(pass)-2♠
If they open 1♦ or 1♥ and advancer need to show ♠ suit 2♥ XFR bid !!! is used
 - 3X-1 = mixed for M and ♦

- ✓ After 1X overcall of 1Y open. If RHO of advancer dbl

- 2X is "weak single raise" = 5-bad 7
 - 2X-1 is "good single raise" = good 7-9
 - XFR to opener's suit (2Y-1) = INV+ raise 10+, this bid is made **usually** with fit but not always.

- ✓ After 2X overcall of 1Y open. If RHO of advancer dbl

- XFR to opener's suit shows 6-9
If 2X=2Y-1 example (1♦)-2♣; (1♥)-2♦; 1♠-2♥ if RHO dbl then rdbl is XFR to Y = 6-9 with fit
If 2X not equal to 2Y-1 example (1♥)-2♣; (1♠)-2m if RHO dbl then 2Y-1 is XFR to Y = 6-9 with fit
 - 2♠ is INV+, **usually** with fit, if advancer needs to show ♠ suit 2♥ XFR bid !!! is used
 - 3X-1 = mixed raise, if X is ♥ or ♦
 - 3X = preemptive raise