

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: 1-level may be light or 4-card suit; 2-level = good suit or HCP
Responses: new suit=F1; CUE=limit raise+; jump raise=PRE; jump in other suit=shortness+fit
Reopening: with shape or values
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2nd position: 15-18 HCP
Responses: As over opening 14-16 1NT; LEB-SLOW; Runouts after (1X)-1NT-(DBL)
4th position Live: 15-18 HCP
Balancing: 11-14 HCP NVUL; 12-15 VUL; 2NT=19-20 HCP
Responses: Same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: over 1-level, PRE over 2-level, STR, possibly 2-suited [5]
Responses: new suit F1; 2NT ASKS rate your hand
Unusual notrump: PH 1NT=4-4(+) unbid suits; 4-9 HCP; 2NT in direct=5-5(+) lower suits, HCP as per vulnerability [5] 2NT in balancing=18-19 HCP
Reopening: jump=12-16 HCP, 6+suit
DIRECT & JUMP CUE BIDS (Style, Resp., Reopening)
Style: (1m)-2m=5-5(+)MM, HCP as per vulnerability [5] (1M)-2M=OM+m, 5-5(+), HCP as per vulnerability [5] UNCUE between 2 bidders; Jump Cue ASKS bid 3NT with stopper
Responses: 2NT asks which m after (1M)-2M [5]
Reopening: As above
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: 2♣=4-4(+)♥+m; 2♦=4-4(+)♠+ OTHER [5] direct DBL=strength+; 2NT= 6(+) m, 10-14 HCP
Reopening: Same for 2♣, 2♦, 2NT; reopening DBL = 11+ HCP
Passed Hand: Same for 2♣, 2♦, 2NT
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL=T/O thru 4♠
Over WK 2: LEB (both positions), slower is weaker 2NT=15-18 HCP Cue= ASKS bid 3NT with stopper; Leaping Michaels[5]
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣ or 2♣: DBL=♣+♠ or ♦+♥ 4-4(+); 1♦=♣+♦ or ♠+♥ 4-4(+); 1NT=♣+♥ or ♠+♦ 4-4(+) [5]
vs strong (1♣)-P-(1♦): DBL=♣+♠ or ♦+♥ 4-4(+) 1♥=♣+♦ or ♠+♥ 4-4(+); 1NT=♣+♥ or ♠+♦ 4-4(+)
OVER OPPONENTS' TAKE OUT DOUBLE
1M-(DBL)-2M=weak raise; 1NT=CONST raise
1M-(DBL)-2NT=10+HCP with 4+fit
1♦-(DBL)-2♥,2♠,3♣,3♦=Weak, 6+ suit; 2NT=4-4 mm; 9-11
1♥-(DBL)-2♠,3♣,3♦=SPL; 3♠,4♣,4♦=Void
1♠-(DBL)-3♣,3♦,3♥=SPL; 4♣,4♦,4♥=Void

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
Lead			
In Partners' suit			
Suit 4th: xxS, Sx	4th: xxS; but Sxx if raised		
NT 4th: Sxx; Sx	4th: Sxx; Sx		
Subseq Attitude	Low from original 4		
Other:	High from original 3		
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AK; AKx(+) below 4-level	AKJ10(+) asks UB or CT	
King	AKx(+) (asks CT 4-level+); KQx(+)	AKx(+); AKJ(+)	
Queen	QJ; QJx(+)	QJx(+); KQx(+); AQJ(x)	
Jack	J10; J10x(+)	J10; J10x(+)	
10	10x; 109(+); KJ10(+); AJ10(+)	10x; 109(+); KJ10(+); AJ10(+)	
9	9x; K109(+); Q109(+); A109(+)	9x; K109(+); Q109(+); A109(+)	
Hi-x	Sx (Sxx if raised partner's suit)	Sx; Sxx	
Lo-x	xxS; HxS; HxxS(+); xxxS(+)	HxS; HxxS(+); xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
Partner's Lead	Declarer's Lead	Discarding	
Suit: 1 ST	Hi=DISC	Hi=ODD	ODD=ENC
2 ND	Hi=ODD		LOW=ENC
3 RD			
NT: 1 ST	Hi=DISC	Hi=ODD	ODD=ENC
2 ND	Hi=ODD		LOW=ENC
3 RD			
Attitude: Hi=DISC; Count: Hi=ODD; U/D Remainder Count			
From 5(+) suit known, Middle=ENC; Hi & Low=Suit Preference			
First Discard: ODD=ENC; EVEN=Suit Preference			
vs NT: on Declarer's Lead Hi=DISC for opening lead			
Hi/Lo in trumps = ruff possible			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: may be light with classic shape			
Responses: Cuebid response FG			
Reopening: T/O			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support DBL and RDBL thru 2♠			
NEG DBL thru 3♠; RESP DBLE thru 3♠			
1♦-(1♥)-DBL = NEG, both mm, usually 4-4; 1♦-(1♥)-1♠ = 4+♠			
1M-(P)-1NT-(2m/M)-DBL = T/O			
DBL is a G/T if no other G/T available			
Against NT if both partners bid, DBL=lead your own suit			
Against 1NT-3NT, DBL=lead ♥			
After partner overcalls and next hand bids 1NT, DBL = T/O			

WBFC Convention Card
Category: Blue
NBO (Country): Canada
Event: 2022 Transatlantic Seniors Cup
Players: Judith GARTAGANIS Nicholas GARTAGANIS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
Strong 1♣ 16+ HCP
5-card Majors (♥ may be 4); 1NT resp: F1 (6-13)/1M
Variable NT by position
Weak 2♥, 2♠ openings
1♦ (11-16 HCP) may be void in ♦s, may have 5+♣s [2]
Limit raises over 1M
1NT opening: 11-13 HCP 1st/2nd; 14-16 HCP 3rd/4th
2 over 1 Response: FG except if same suit rebid by responder
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
1♣ STR ART 16+ HCP [1]
1♦ 11-16 HCP; may be void in ♦s, may have 5+♣ [2]
2♣ 11-16 HCP UNBAL; 6+♣ or 5♣+4M; 2 of top 3 or A/KJ10 [3]
2♦ 11-16 HCP UNBAL; 4-5, 5-4, 5-5 (+) mm; no 4M [4]
3NT any SOL [7]
Other Bids:
Fit-showing SPL/1M & in COMP, Jump Raise = PRE in COMP
(1m/M) – 2NT = 2 lower unbid suits [5]
SUPP DBL & RDBL thru 2♠
LEB-SLOW (also after 1NT in COMP)
After NT in COMP: transfers begin at 3♣ and higher [6]
SPECIAL FORCING PASS SEQUENCES
We have forced to game
In most situations when we bid game VUL vs NVUL in COMP
In most situations when we bid game at EQUAL
After 1♣ and a positive response
After 1♣ if opponents interfere at the 5-level or higher
IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE
4th Suit = ART FG by unPH
1♦-2M = WJS (3-7 HCP, usually 6+ M)
1♦-3♣ = 5-8 HCP, 4-5, 5-4, 5-5(+) mm (also in COMP)
1♦-3♦ = 9-11 HCP, 4-5, 5-4, 5-5(+) mm (also in COMP)
1♦-(1M)-2♦ = 9+ HCP with 5+♦
Runouts After: 1NT-(DBL); (1m/M)-1NT-(DBL); 1NT-(P)-P-(DBL); (2m/M)-2NT-(DBL)
Psychics: Rare – e.g. 1NT overcall after partner passes



Opening	Artificial	Min	Neg. DBL	Description	Responses	Subsequent Auction	Competitive/Passed Hand Bidding
1♣	ART	0	N/A	17+HCP BAL 16+HCP any distribution	1♦=0-7 HCP; 1M=8+HCP, 5+M; 1NT=8-13 HCP 2m=8+HCP, 5+m; 2NT=14+HCP; 2M/3m=8+HCP 4-4-4-1 bid below singleton [1]	Over positive response: new suits ask about controls & fit; 1NT asks controls Over 1♦ response: 2♣ = ART GF, asks controls, new suit = NF, jump = F1 [1]	[1]
1♦	ART	0	3♠	11-16 HCP; may be void in ♦s; may have 5+♣ [2]	2m=9+HCP F1, 3♣=5-8 HCP 4-5, 5-4, 5-5(+) in mm, 3♦=9-11 HCP 4-5, 5-4, 5-5(+) in mm, 1NT= 6-9 HCP, 2M=NAT 3-7 HCP; 2NT=10-12 HCP; 3NT=13-15 HCP	1♦ (1st/2nd position)-1M-1NT= 14-16 HCP; 1♦-1M-2♣=5+♣; 4SFG 1♦-1M-2M=4 trumps; 2-way New Minor	1♦-(1M)-2♦=9+ HCP 1♦-(1♥)-DBL=4-4 in mm
1♥		4	3♠	11-15 HCP; may be light if shapely	1NT=F1; 2NT=FG with 4+♥; 2/1=F1; 2♠,3m=SPL	1♥-2♥- S/S G/T & L/S GT; 4SFG	2♣=9+HCP + fit; 2♥ rebid shows MIN
1♠		5	3♥	11-15 HCP; may be light if shapely	1NT=F1; 2NT=FG with 4+♠; 2/1=F1; 3m,3♥=SPL	1♠-2♠- S/S G/T & L/S GT; 4SFG	2♣=9+HCP+fit; 2♠ rebid shows MIN
1NT			3♠	(1/2 pos) 11-13 HCP; 5M or 6m possible; 5-4-2-2 possible	2♣=NF STAY; 2♦=FG STAY; 2M=5+M; 2NT=choose m; 3m, 3M=PRE	1NT-2M-3M=4+, not MIN	NEG DBL, TRF
				(3/4 pos) 14-16 HCP; 5M or 6m possible; 5-4-2-2 possible	STAY; TRF to M; 2♠=mSTAY; 2NT=transfer to 3♣ (to play in 3♣ or 3♦); 3♣=WK 5-5(+) both mm; 3♦=STR 5-5(+) both mm; 3♥/♠=3-card fragment with (5-4) in mm	1NT-TRF-jump=MAX+fit; 1NT-2♣-2♦-3M=4M+5OM, FG	NEG DBL, TRF
2♣		5	3♠	11-16 HCP; UNBAL; 6+♣ or 5♣ + 4M; ♣= 2 of top 3 or AJ10/KJ10 [3]	2♦ ASKS; 2M=NAT+F1; 2NT=9-11 HCP+fit; 3♣=WK raise; 3X=SPL; 2♣-(→3♠)-DBL=NEG	2♣-2♦-2M/3♦=NAT, 3♣=MIN, 2NT=MAX	[3]
2♦		4		11-16 HCP; UNBAL; 4-5, 5-4, 5-5 (+) both minors; no 4M [4]	new suit F1; 2NT asks for description [4]; 3♣= to play; 2♦-(any bid)-DBL=PEN	2♦-2M-2NT (11-13 HCP 1M-5-4 or 1M-4-5), 3NT same with 14-16 HCP; 3♣=5-5+mm; 2♦-2NT-[4]	
2♥		6		5-10 HCP, may be good 5	new suit F1; 2NT asks to rate hand; new suit jump ART	2♥-2NT-3m=MIN with poor suit, 3♥=MIN with AQ or KQ, 3♠/NT=MAX	
2♠		6		5-10 HCP, may be good 5	new suit F1; 2NT asks to rate hand; new suit jump ART	2♠-2NT-3m=MIN with poor suit, 3♥/NT=MAX; 3♠=MIN with AQ or KQ	
2NT				20-21 BAL; 5M or 6m possible	3♣=STAY; TRF; 3♠=mSTAY	2NT-TRF-3M=3+suit, jump with MAX	
3♣		6		5-10 HCP	new suit F1, NAT; jump bid ART	raise new suit with xxx or Hx	
3♦		6		5-10 HCP	new suit F1, NAT; jump bid ART	raise new suit with xxx or Hx	
3♥		7		5-10 HCP; may be 6 in 3rd	new suit ART	new suit ASKS key cards if suit control	
3♠		7		5-10 HCP; may be 6 in 3rd	new suit ART	new suit ASKS key cards if suit control	
3NT	ART			9-10 HCP with SOL m (7+) or M (7)	4♣/4♥/4♠=pass or correct; 4♦ ASKS for distribution; 4NT ASKS for length	3NT-4♦-4M=1M, 4NT=7-2-2-2, 5m=1om	
4♣		8		5-10 HCP; may be 7 in 3rd	4♦ NAT F1; 4M=NAT to play		
4♦		8		5-10 HCP; may be 7 in 3rd	4M/5♣=NAT to play		
4♥		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♥ ASKS trumps		
4♠		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♠ ASKS trumps		
4NT	ART			Ace-asking		HIGH LEVEL BIDDING	
5♣		8		5-10 HCP; may be 7 in 3rd		Keycard Blackwood	
5♦		8		5-10 HCP; may be 7 in 3rd		- 5♣=1/4; 5♦=0/3, 5♥=2 (no Q), 5♠=2 (with Q), 5NT=any void, 1/4 KC, 6♣=any void, 0/3 KC, etc.	
5♥		8		5-15 HCP	bid 6♥ with A or K of ♥	- 4NT- (interference →5♥) - DBL=1/4 keycards, PASS=0/3 keycards, next step=2 keycards (no Q), etc.	
5♠		8		5-15 HCP	bid 6♠ with A or K of ♠	- 4NT- (DBL) - RDBL=1/4 keycards, PASS=0/3 keycards, next step=2 keycards (no Q), etc.	
5NT						- 4NT- (interference 5♠+) - DBL=0,2,4 keycards, PASS=1,3,5 keycards	
						- If response to 4NT says nothing about Q of trumps, next step asks (if not trumps)	
						Special Keycard Blackwood (If responder known to be weak i.e. WK 2; any 3-level or 4m Preempt)	
						- 5♣=0 KC, 5♦=1 KC (no Q), 5♥=1 KC (with Q), 5♠=2 KC (no Q), 5NT=2 KC (with Q)	
						Exclusion Keycard Blackwood; Minor Suit Keycard Blackwood; Ace-asking Gerber	

Supplementary Notes for Nicholas Gartaganis – Judith Gartaganis of CANADA

Note #1

General Structure Over 1♣ -- 1st Response

1♣	- 1♦	0-7 HCP
	- 1♥, 1♠, 2♣, 2♦	8 ⁺ HCP and 5 ⁺ suit
	- 2♥, 2♠, 3♣, 3♦	8 ⁺ HCP and 4-4-4-1; jump in suit below singleton
	- 1NT	8-13 HCP, balanced with no 5 card suit
	- 2NT	14 ⁺ HCP, 4-3-3-3 or 4-4-3-2 any combination

Continuation Over 1D Response

1♣	1♦ (0-7 HCP, unknown distribution)
1♥, 1♠, 2♦	- non-jump is natural & non-forcing
1NT	- 17-19 HCP, responder bids as per strong NT system (transfers, Stayman, Lebensohl, etc.)
2♣	- ART game force, asks for controls (responses are single step: 0, 1, 2, etc.)
3♣	- natural & non-forcing
2♥, 2♠, 3♦	- jump is natural & forcing for one round
2NT	- 22-24 HCP, responder bids as per opening 2NT
3NT	- 25-27 HCP, responder bids as per opening 2NT
3♥, 3♠, 4♣, 4♦	- double jump shows a singleton 4441 with a game force

Continuation Over Interference

1♣ - (X) - ???

Guiding principle: responder makes a conventional response, then all bidding reverts to natural

1♣ - Interference 3NT or lower

- pass 0-7 HCP, 0-2 controls
- DBL 8⁺ HCP, 0-2 controls
- RDBL (if available) 8⁺ HCP, 0-2 controls
- next highest bid shows 3 controls
- each additional level shows one more control, unlimited number of levels

1♣ - Interference 4♣ or higher

- pass 3⁺ controls
 - DBL 0-2 controls
 - free bid 0-2 controls, undefined strength but usually 8⁺ HCP
a distributional hand (two 5-card suits with texture or a 6⁺ card suit)
-

Note #2

1♦ OPENING

General Hand Types

(a) First & Second seat

- 14-16 HCP balanced (may have 6♣ or 6♦)
- 4-4-4-1 with the singleton in hearts, diamonds or clubs (NOT SPADES)
- 4-4-0-5 if the club quality is insufficient for 2♣ opening
- unbalanced with a long diamond suit; the exception is a 2-2-7-2 hand
- unbalanced with a long club suit (6+♣) where the club quality is insufficient for 2♣ opening
- 5-5 or longer in the minors with 14-16 HCP

(b) Third & Fourth seat

- 11-13 HCP balanced (may have 6♣ or 6♦)
 - 4-4-4-1 with the singleton in hearts, diamonds or clubs (NOT SPADES)
 - 4-4-0-5 if the club quality is insufficient for 2♣ opening
 - unbalanced with a long diamond suit; the exception is a 2-2-7-2 hand
 - unbalanced with a long club suit (6+♣) where the club quality is insufficient for 2♣ opening
 - 5-5 or longer in the minors with 14-16 HCP
-

Note #3

2♣ OPENING

General Hand Types

- 11-16 HCP
- 5⁺ clubs no worse than KJ10xx
- if only 5 clubs must have a 4 card major
- if 16 HCP, then awkward for 1♣ or poor quality HCP
- rarely 5-4-2-2

General Response Structure

- responder may relay to inquire about opener's hand type
- major suit bids are natural looking for fit -- opener responds as naturally as possible
- raises tend to be preemptive or semi-preemptive

2♣	-	2♦	artificial inquiry game forcing <u>unless followed by 2NT</u> guarantees another bid except over 3♣ response
	-	2♥, 2♠, 3♦	natural, forcing one round subsequent new suit bids are forcing one round 3♣ at responder's second turn is minimum hand, non-forcing
	-	2NT	9-11 HCP, 3+ card limit raise if only 3 card support, then not enough to try 2♦
	-	3♣	5-8 HCP simple raise, to steal a level of bidding from opponents
	-	3♥, 3♠, 4♦	splinter
	-	4♣	preemptive with 4+ clubs

Responder's Actions after Direct Interference

i.e. 2♣ - overcall - ??

- negative Doubles thru 3♠
- 2NT (if available) natural and non-forcing
- new suit natural and one-round force

Continuations after 2♦

2♣ - 2♦¹

??

¹ guarantees another bid except over 3♣

- 2♥, 2♠ - natural, 4 card suit
- 2NT - 6+ clubs, no 4-card major, maximum (13⁺-16 HCP), forcing
- 3♣ - 6+ clubs, no 4-card major, minimum (11-13⁻ HCP), the only passable rebid
- 3♦ - natural, 4+ card suit, 6+ clubs
- 3♥, 3♠ - natural, 5 card suit, 6+ clubs

After opener's response, any bid by responder is natural and forcing to game except 2NT which is invitational

If opponents interfere over 2♦ (bid or DBL) our side is forced to 2NT (must DBL or take action)

2♣ - (Pass) - 2♦ - (2♥)

DBL has 4+ in ♥ with values in that suit; does not show hand strength

2♠ natural

2NT natural and non-minimum
 3♣ minimum
 3♦ natural, 13-16 HCP
 Pass nothing to say; if subsequently bid 3♣ shows maximum

2♣ - (Pass) - 2♦ - (2♠)
 DBL has 4+ in ♠ with values in that suit; does not show hand strength
 2NT natural and non-minimum
 3♣ minimum
 3♦ natural, 13-16 HCP
 3♥ natural, 13-16 HCP
 Pass nothing to say; if subsequently bid 3♣ shows maximum

Continuations after 2NT

2♣ - 2NT¹

??

¹ 9-11 limit raise

- 3♣ - to play
 - suit bid - short suit game try
- Responder's actions***
- 4♣ - declines game try
 - 5♣ - accepts game try
 - 3NT - maximum, wasted values in short suit
 - new suit - cooperative but uncertain

Note #4

2♦ OPENING

General Hand Types

- 11-16 HCP
- a minimum of 5-4 in the minors (either way)
- never more than 1 card difference in minor suit length (i.e. not 6-4 in the minors)
- rarely 5-4-2-2
 - with 11-13 HCP would open 1NT
 - with 14-16 HCP would open 1♦ and rebid 1NT
- never with a 4-card major
- if 16 HCP, then awkward for 1♣ or poor quality HCP
- if 5-5 in the minors, then 11-13 HCP (with 14-15, open 1♦ and jump to 3♣)

General Response Structure

- responder may relay to ask for further description
 - major suit bids are natural looking for fit
 - raises tend to be preemptive or semi-preemptive
- 2♦ - 2♥, 2♠ natural, forcing for one round (not necessarily to game)
- 2♦ - 2NT relay asking for further description
- 2♦ - 3♣ non-forcing simple preference
- 2♦ - 3♦ simple raise, suitable fit, less than invitational values
- 2♦ - 3♥, 3♠ natural, forcing, demands a cue bid
- 2♦ - 3NT to play
- 2♦ - 4♣, 4♦ preemptive

Continuations After 2NT by Responder 2♦ - 2NT
 ??

2NT is artificial inquiry asking for further description; 3♣ / 3♦ response may be passed

Opener's possible hands and rebids:

- 3♣ - minimum 11-13 HCP, 5-4 in minors either way
- 3♦ - minimum 11-13 HCP, 5-5 in minors
 - ☞ 3♥ asks for further description; response tends to show fragment

3♠	2-1-5-5
3NT	1-2-5-5
4♣	0-3-5-5
4♦	3-0-5-5
- maximum 14-16 HCP, 5-4 in minors either way
 - 3♥ - 3 hearts, stiff spade
 - 3♠ - 3 spades, stiff heart
 - 3NT - 2-2 in majors; very unusual -- suggests no honours in majors
- minimum 11-13 HCP, extra minor suit distribution
 (with 14-15 HCP, start with 1♦ and jump to 3♣; with 16+ HCP, start with 1♣)
 - 4♣ - 6 clubs, 5 diamonds
 - 4♦ - 6 diamonds, 5 clubs
 - 4♥ - 6 - 6 in minors with stiff heart
 - 4♠ - 6 - 6 in minors with stiff spade

Note #5

2-SUITED BIDS

Direct Cue

(1m) - 2m = 5-5(+) in MM; could be very light NVUL vs VUL;
☞ Advancer's jump = PRE or INVIT

(1M) - 2M = 5-5(+) in OM + m; could be very light NVUL vs VUL;
☞ Advancer's 2NT ASKS which m

Jump in NT

(1X) - 2NT = 5-5(+) in two lowest unbid suits; could be very light NVUL vs VUL;
☞ Advancer's jump = PRE or INVIT

Over Opposition Weak 2 Bids

(2M*) - 3M = ASKS "bid 3NT with stopper"

(2M*) - 4m = 5-5(+) in OM + m; very strong but non-forcing

(2M*) - 4M = 5-5(+) in mm; good hand

* 2M = weak, NAT single suited OR weak NAT 2-suited

(2♦**) - 3♦ = 5-5(+) in MM, constructive

** 2♦ = weak, NAT single suited OR weak NAT 2-suited

Over Opposition 1NT Opening (Direct or Balance)

2♣ = 4-4(+) in ♥ + minor

Advancer: 2♦ = pass or correct

2♥ = to play; then overcaller's 2♠ asks where Advancer would accept HSGT

2♠ = NAT, non-forcing

2NT = undefined good hand, forcing to 3♥

3 level bids = invitational (all suits except ♥ are NAT)

2♦ = 4-4(+) in ♠ + another

Advancer: 2♥ = pass or correct

2♠ = to play; then overcaller's 2NT asks where Advancer would accept HSGT

2NT = undefined good hand, forcing to 3♠

3 level bids = invitational (all suits except ♠ are NAT)

Over Opposition Strong 1♣ and After (1♣ STR) - P- (1♦ NEG) Response

C.R.A.S.H.

Double = 4-4(+) in two suits of same colour (♣+♠ OR ♦+♥)

Next suit up = 4-4(+) in two suits of same rank (♣+♦ OR ♥+♠)

1NT = 4-4(+) in two suits of same shape (♣+♥ OR ♦+♠)

CRASH bid tends to be non-constructive

- ☞ Advancer's simple bids are pass or correct;
- ☞ Advancer's jump bids are preemptive, pass or correct

Over Opposition Strong 2♣ (direct seat only)

C.R.A.S.H.

Double = 4-4(+) in two suits of same colour (♣+♠ OR ♦+♥)

Next suit up = 4-4(+) in two suits of same rank (♣+♦ OR ♥+♠)

1NT = 4-4(+) in two suits of same shape (♣+♥ OR ♦+♠)

All other = NAT

Note #6

After we open 1NT or overcall 1NT and next opponent Doubles:

- pass - asks opener to Redouble if the Double is passed around
- usually one of two types of hands (type (c) is a **rare** possibility)
a) single suited run out
b) hand willing to play 1NT redoubled
c) balanced run out i.e. 4-3-3-3
- 2♣ - ♣ + ♦
2♦ - ♦ + ♥
2♥ - ♥ + ♠
2♠ - ♠ + secondary ♣
- 2NT - game forcing with undisclosed 5-5 or better; opener bids 3 card suits up the line
- redouble - ♣ + M **OR** ♦ + ♠
- opener strains to bid clubs if possible but
 2♦ = prefers major to clubs
 2♥ = shows both majors
- if responder bids 2♥ or 2♠ over 2♣ (rather than 2♦), it is invitational in the major
- 3 level bids - single suited, preemptive

Responder's rebids after the forced RDBL by opener

simple suit bid = weak run out

jump suit bid = invitational but offensively oriented (longer suit than a bid of two in the major)

pass = business

2♣ followed by Redouble if opponents Double = hand (c); opener chooses a suit

After we open 1NT or overcall 1NT and next opponent bids below 2NT:

DBL of a naturally bid suit = Takeout

DBL of an artificially bid suit = constructive with that suit

DBL of an artificial 2♣ = Stayman if applicable

2 level suit bids = NAT, to play

2NT = relay to 3♣, then

pass = below-game values with ♣

3NT = game values with stopper(s)

cue = Stayman with stopper(s)

new suit = NAT two-suited with ♣

3♣, 3♦, 3♥, 3♠ show the suit above, invitational+ (spades shows clubs)

Note: transferring into opponents' known suit = Stayman without stopper

3NT = game values without stopper

4♣ = Ace-asking

4♥, 4♠ = NAT, to play

4NT = Keycard Blackwood for clubs (or diamonds if they have shown clubs)

After we open 1NT or 2NT or overcall 1NT or 2NT and next opponent bids 3♣:

DBL of a naturally bid suit = Takeout

DBL of an artificially bid suit = constructive with that suit

3♦, 3♥ show the suit above, invitational+

3♠ shows the third suit if their suit is known

3NT = game values, with or without stopper

4♣ = NAT, forcing if 3♣ ART; both majors if 3♣ NAT

4♦ = NAT, forcing if their suit is unknown

4♥, 4♠ = NAT, to play

4NT = Keycard Blackwood for clubs (or diamonds if they have shown clubs)

After we open 1NT or 2NT or overcall 1NT or 2NT and next opponent bids 3♦:

DBL of a naturally bid suit = Takeout

DBL of an artificially bid suit = constructive with that suit

3♥ shows spades, invitational+

3♠ shows hearts, game values

3NT = game values, with or without stopper

4♣ = NAT, forcing

4♦ = NAT, forcing if 3♦ ART; both majors if 3♦ NAT

4♥, 4♠ = NAT, to play

4NT = Keycard Blackwood for clubs (or diamonds if they have shown clubs)

After we open 1NT or 2NT or overcall 1NT or 2NT and next opponent bids 3♥ or higher:

DBL of a naturally bid suit = Takeout through 3♠

DBL of an artificially bid suit = constructive with that suit

3NT = game values, with or without stopper

4NT = Keycard Blackwood for clubs (or diamonds if they have shown clubs)

Note #7

3NT = any solid suit (AKQ10xxx or better)

Then 4♣, 4♥, 4♠ = pass or correct

4♦ ASKS for shortness (assumes asker knows the suit)

4M = shortness in OM

5m = shortness in om

4NT = no shortness

4NT ASKS for length (assumes asker knows the suit)

5♣ = 7

5♦ = 8