

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level 8 – 17-. Change of suit NF. Jump to new suit=GI 12-14 P.
2 level 11 – 17. Change of suit 1RF. Jump to new suit= GI 12-14 P.
3level 13 – 17. Change of suit GF. Jump to new suit=splinter.
Overcalls and WJO when partner is a passed hand may be weaker.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 18, Stayman / Jacoby
(1X) – P - (P) – 1NT = 11 – 14.
We use sys on over 1NT overcall
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preempt. Style=Vul dependent. Treat as opening pre in response.
Reopen: Intermediate 13 – 15, 6+ cards.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid after 1suit (overcall) promise a fit for partner's suit.
(1♣/1♦) – 2♦=Majors. (1M) – 2M=OM+minor.
1X – (1Y) – 3Y ask partner to bid 3NT. Promise a Y stopper.
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong (14+P) NT: X=♣ or ♦+♥, 2♣=♦ or ♥+♠, 2♦=♥ or ♠+♣, 2♥=♠ or minors, 2♠=♠+♦, 2NT=♥+♠, 3X=Preempt.
Vs. weak (<14P) NT : X=13+ P, The rest as Vs. strong NT.
(1NT) – P – P – ? Two suits also 5-4.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Standard. Cue=Michaels.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or minors,, 1♠=♠+♦
1NT=♥+♣ 2X=Natural. two suits are 5+ 4+. P/C continuations.
lowest NT is a strong ask.
(1♣) P (1♦) ? – Starting from X=Majors, 1NT=minors.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers if we open 1♥/1♠.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low from an Honor, Mud.	4 th best, Low from xxx	
NT	Attitude	4 th best, Low from xxx	
Subsequent	Original count in a suit that was played before		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQ(x) asking for count	Strong lead	
Queen	AQJ, QJ	AQJ, QJ. May have KQx	
Jack	Natural	Natural	
10	Natural	Natural	
9	Natural	Natural	
Hi-X	Short suit or no Honor	Attitude	
Lo-X	Promise Honor	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O/E	S/P	Odd/even
Suit 2	O/E	count	count
3			
1	O/E	Smith.	Odd/even
NT 2		S/P	count
3		count	
Signals (including Trumps): many suit preference signals.			
No S.P on trick 1 unless the signal is with 5+ known cards.			
Few count signals. Smith over NT only.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light, Can have only 2c support in unbid minor(s).			
Most X are for T/O. Some predefined X = penalty.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
When we open with a PRE suit(s) unknown then XX over their X show an independent suit.			
Many two suits bids. Support X/XX over partner's 1♦/1♥/1♠ response.			
POWER X = Any strong hand.			
X of suit previously bid=do not lead this suit.			
X over splinter ask for lowest unbid suit.			

W B F CONVENTION CARD
CATEGORY: i.e. <u>Green</u> / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Avi Kalish – Nir Grinberg 23/12/2021
EVENT (<u>Open</u> /Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural. 2/1= GF.
1♣=2+, 1♦=4+ , 1M=5+ (4 possible 3 rd 4 th).
2♣=strong, 2♦= weak M, 2Major=5M&4+ m
1X – 1NT = up to 11P.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. 1X – jump to 2suit = 6c 0– 5P. (Only 1♣ - 2♦=7-10P ♣ fit)
2. 2♦ =weak (5 – 10 P) one major (NV may have 5 cards).
3. 2M = 5+M & 4+m. Non VUL (4 – 10). VUL 6 – 10.
4. P/C bids, and X to ask clarification when partner has 2 possible hand types.
5. 2♣ responses to 1M GF, 2+ cards.
SPECIAL FORCING PASS SEQUENCES
According to history of bidding and vulnerability.
IMPORTANT NOTES
3 rd seat opening : NV 9+P.
Competition agreements – See notes
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		2	
1♦		4		4+ cards 11- 21.	1NT =6-11 P, 2♣=5+♣ GF, 2♦= Inverted (F-to 3♦), 2M=0-5 P, 2NT=12-15P or 18-19P, 3♣= 7-10P ♦ fit, 3X=Splinter, 3NT=16-17P	1♦-1X-2♦ =6+♦ XYZ after 1NT rebid. Transfers after 2NT rebid. 1♦- 1M- 4♦ = 18-19P & 4 cards in M. 1♦-1M-2♦-Relay=GF.	
1♥		5		5+ cards 11- 21	2m/1 GF. 2♣ = 2+, 2♦ = 5+, 2♠=0-5 2N=Bergen (can have short suit), 3m=Bergen (3♣=6-9P 4M or 10-11P 3M). 3♥=0-5P, 3♠=4♥ 8-10 P short suit. 3NT=3♥-4-3-3 13-15P, 4m= void 11+ P.	XYZ after 1NT rebid. Transfers after 2NT rebid. After DRURY - 2♥=No game, 2♦=Min possible game, Rest=As after 1♥ - 2♥.	1♥-(X)-2NT/3♣/3♦=Bergen. 1♥-(1♠)-2NT/3♣/3♦=Bergen. After Pass 2♣ by RS=Drury (may have 8-9P with 4M).
1♠		5		5+ cards 11- 21	2/1 GF. 2♣ = 2+. 2♦/2♥ = 5+. 2N=Bergen. 3m=Bergen. 3♥=4♠ 8-10 P short suit. . 3♠=0-5P 3NT=3♠-4-3-3 13-15P, 4m= void 11+ P	XYZ after 1NT rebid. Transfers after 2NT rebid. After DRURY -2NT or more=As after 1♠ - 2♠	1♠-(X)-2NT/3♣/3♦=Bergen. After pass 2♣ by RS=Drury (may have 8-9P with 4M).
INT				14+ - 17. May have 5422, 6322, singleton honor.	4 way Transfers, 2♠=♣, 2NT=♦. puppet, 3♦=5+ both minors GF. 3♥/♠=minors 5-4 and short ♥/♠. After 1NT - 2♠/2NT OB accept with A or K.	1NT-2♣-2♦/2♥-2♠ = 5♠ GI. 1NT-Transfer-accept-See note O4. 1NT-2♦-2♥-2♠ = 5♥ GI. 1NT-3♦-3♥(ask)-3♠/3NT= short ♠/♥.	
2♣		0		Bal 23+P. Non Bal 4 or less losers.	2♦=5+P, 2♥=0-4P, 2♠/3m=8+P, 5/6+c. 2NT=8+p with 5+♥. 3M=QJTxxxxx, weak.	2♣-2♦-2♥ = 5+♥ or 25+P Bal. 2♠= relay and then 2NT =25+P Bal. 2♣-2♥-2NT=GF.	2♣ (2/3 suit bid) X = 0-4P. 2♣ (4+ suit bid) X = short suit.
2♦		5		weak (6/7- 10 P) one major.	2♥/2♠=P/C then repeat 3M=Inv, 2NT=ask, 3m=Nat 1RF. 3♥=P/C 3♠=♠ GF. 4♥/4♠=Nat.	2♦-2♠-(2NT/3♣/3♦)=Min/Med/Max. 2♦-2NT-3♣=Any Min 3♦=♥ Med, 3♥=♠ Med 3♠=♥ Max, 3NT=♠ Max. Note O12.	2♦-(2M/3M)-X = P/C. 2♦-(3m)-X=Penalty, 2♦-(X)-XX=bid 2♥.
2♥		5		5+♥ & 4+m (6 - 10P) NV. VUL (7+ - 10) and 5+m	2♠=TP, 2NT ask for suit & strength. 3♣=P/C. 3♦=♠ GF, 3♠=♠ GI, 4m=P/C.	2♥-2NT-3♣/3♦=Min. 3♥/3♠=♣/♦ Max	2♥-(3m)-X = P/C.
2♠		5		5+♠ & 4+m (6 - 10P) NV. VUL (7+ - 10) and 5+m	2NT ask for suit & strength. 3♣=P/C. 3♦=♥ SO or ♥ GF, 3♥=♥ GI, 4m=P/C.	2♠-2NT-3♣/3♦=Min. 3♥/3♠=♣/♦ Max	2♠-(3m)-X = P/C.
2NT				20-22P Balance or Semi Balance	3♣m=Puppet,y, 3♦/3♥=Transfer. 3♠=minors 4+ 4+, 4♣=Bw, 4♠=Pick a slam or bid 4NT=4-3-3-3.	Natural. Jump to 4NT=Slam invitation.	
3♣		6		Wide range. Vul dependent.	3X Suit = 1RF, 4♦=KC for ♣.		
3♦		6		Wide range. Vul dependent.	3X Suit = 1RF, 4♣=KC for partner's suit.		
3♥		6		Wide range. Vul dependent.	3♠ = 1RF, 4♠= KC for partner's suit.		
3♠		6		Wide range. Vul dependent.	4♣= KC for partner's suit.		
3NT		7		Gambling. No side A/K or void.	4♣=P/C, 4♦=ask short suit, 4M=Natural. 4NT=SI.	3NT-4♦: 4M=Short M, 4NT=7-2-2-2.	
4m		8(7)		Long minor mostly 8C preempt	4♦=KC for ♣. 4NT=KC for ♦.		
4♥/4♠		7		Natural. Up to 5 Losers	4NT=KCB, Suit=CAB.	HIGH LEVEL BIDDING	
4NT				11-12 minors	Pick a minor.	In response to partner natural NT 4♠=pick a	slam. 4NT=standard slam Inv.
5minor		7		Natural		KC ask by 4NT. 1430 responses. 5NT=1/3/5KC+void, 6♣=2/4KC+void No Q trumps. 6♦=2/4KC+void+Q trumps Next step ask for Q of trumps. DOPI, ROPI.	
5Major		7		Asking for AK-Major		Jump over game level=Exclusion KC. when passing 4NT with a fit 5NT=KC. With a known 8+ cards Major fit we play Non serious 3NT. Cue bid = 1/2 control, Last train CB (only with 1 suit below trumps). 5NT usually=pick a slam.	

We open the bidding Notes

Note O1: known 8+ Major fit

1M – 2M Relay by OB shows any short suit, RS ask for short suit with another relay. Any other trial by OB show long 3+ suit. 1♥ - 2♥ - 2NT is trial bid in ♠. RS accept with A or K or 2 Honors.

When GF we play 3NT is Non serious but not complete minimum.

Note O2: Possible 7 cards Major fit

After 1X – 1M – 2M it is possible to have only 4-3 fit. Relay by RS ask. Any other trial by OB show long 3+ suit. After a relay OB:

- Bid 3m with 5m + Min + 3 cards in Major. NF.
- Bid 3M with Min and 4 M fit. NF.
- Jump to 4X with Max and 4M fit.
- Other two bids below 3M show 3M fit, Max and the singleton. 1RF.
- Bid 3NT with Max & 4M & good hand for 3NT play (something like 4-3-3-3 or 4-4-3-2 and very good doubleton).

Note O3: 1X – 1Y – NT rebid

1X – 1Y – 1NT may be with singleton in RS Y. RS can bid:

2♣=Transfer to 2♦. Later RS may pass or invite. 1X – 1M – 1NT - 2♣ - 2♦ - 2M=6 cards Major weak GI. 3M after 2♦=6 cards Major Good GI.
1X – 1M – 1NT - 2♣ - 2♦ - 2NT=4/5 cards Major GI.

2NT = Either ♣ suit sign of or 5M&4 cards in OB minor. later RS can show 3 card suit. Any immediate 3X is strong with 5+ cards.

After 1X – 1Y – 2NT we play transfers with 3♠ showing ♣ suit. Ex: 1♣ - 1♥ - 2NT - 3♥ = 4♠ & 4♥.

After 1m - 1♥ - 2NT - 3♥ (Exactly 4♥ & 4♠) - ? 3♠ by OB show 3 good ♠ and weak 4th suit doubleton. 4♠ by OB = 4♠ & Min.

After 1X – (overcall) Transfer – 1NT/2NT we play transfers at 4 level (for KCB). Like over an opening 2N.

Note O4: Continuations after 1NT - Major transfer and acceptance (1NT - 2♦ - 2♥ or 1NT - 2♥ - 2♠)

1NT - 2♦ - 2♥ - 2♠ = game invitation with 5♥

2nd bid by RS from 2NT to 3♣ is another transfer.

1NT - 2♦ - 2♥ - 3♥ and 1NT - 2♥ - 2♠ - 3♠ are natural invitation with 6 cards major.

1NT - 2♦ - 2♥ - 3♦ and 1NT - 2♥ - 2♠ - 3♥ are also transfer.

Note O5: Continuations after 1NT (strong X) - ?

pass by RS is forcing to XX and then RS can pass for penalty or bid a suit with 4-3-3-3 or two suits.

Other bids by RS starting from XX are as if they open strong 1NT and we enter 2nd hand.

Note O6: Continuations after 1NT - (P) - 2♣ - (Dbl)

Here we need to show or deny a stopper but we also want to sometimes play 2♣ with a XX. So OB continue:

XX 4+♣, suggests TP 2♣-XX. (R bids = sys on except 2♦=stayman).

Pass ♣ stopper. R bids = sys on except: XX=at least Hxx in ♣ suggest TP 2♣-XX, 2♦=stayman.

Other Sys-On, no ♣ stopper.

Note O7: Continuations after 2NT (20 – 22 Bal)

3♣ = Puppet. After 3♦ (Deny 5M) RS bid 3♥ with 4♠ or no Majors, 3♠ with 4♥, 3NT with both Majors.

[Note: Over opening 1NT no need for 3NT with both Majors].

3♦ = Transfer to ♥.

3♥ = Transfer to ♠.

3♠ = Both minors. After 2NT(20-22) - 3♣ - 3X – 4m = Long 5+m & slammish.

3NT = Natural.

4♣ = Gerber (1403 responses). 4♦/4♥ = Transfer. 4♠=pick a slam (O can bid 4NT with 4333 Min). 4NT = standard invitation.

Sequences with SLAMMISH hands and 5+ cards in a Major:

Ex1: Strong 2NT - 3♣ - 3♥ - 3♠ = Slam invitation with ♥ fit. (Bidding other Major when OB showed a Major).

Ex2: Strong 2NT - 3♦ - 3♥ - 3♠/4m = Natural with 5+♥ & 4+ ♠/m. (Transfer and bidding a new suit without a jump).

Ex3: Strong 2NT - 3♦ - 3♥ - 4♠/5m = Splinter with 6+ cards in ♥. (Transfer and bidding a new suit with a jump).

Ex4: Strong 2NT - 4♦ - 4♥ - 4NT = KCB with ♥ as trumps.

Ex5: Strong 2NT - 4♦ - 4♥ - 4♠/5m = Exclusion KCB with ♥ as trumps and void in the bid suit.

(Memory note to Ex4 and Ex 5: Transfer to the 4 level and continuation by Responder = some kind of KCB).

Note O8: Continuations after 1M - 2NT (RS can also have a singleton)

3♣ = Any 11 – 14 P hand.

RS can: A. show a short suit. B. bid 3M asking and then OB can show short suit or 3NT balanced.

3 New suit = 15+ P & 4+ card suit (3 original Major = 4♣).

RS can: A. show a short suit. B. bid 3M asking for OB short suit. C. bid 3NT start CB.

3NT = 18-19 P Balanced

4 New suit = Void. can be minimum

4M = 15-17 P, 6-3-2-2 or 6-3-3-1.

Note O9: Continuations after Reverse

Reverse is just 1RF.

After a reverse:

- A. R lowest new suit bid or 2NT is either Weak or Slammish. If OB returns to his original suit at a minimum level it is NF.
- B. R repeating his Major is 5+ cards, 1RF. If OB returns to his original suit at a minimum level it is NF.
- C. Any other bid is GF.
- D. Jump to OB minor at the 4m level is slammish. (Like any 4m fit bid except when OB denied 4th suit stopper).

OB bid with a very strong one minor suit

1♣ - 1M - 2♦ & 1♦ - 1M - 3♣ may be with a very strong 1st minor and have 3 cards in 2nd minor. RS cannot pass.

Then, only if on the 3rd round OB repeat his 1st minor he shows a very good long minor (not necessarily having the 2nd minor).

Ex: ♠Qx ♥x ♦AK ♣AKT9xxxx Open 1♣ and over RS 1M bid 2♦. On the third round bid ♣ to clarify that ♦ is not a suit.

Note O10: Continuations after we open 1♦/1M (but not 1♣) and next hand opponent jump to 3 of a new suit

We play two special agreements:

- A. - An immediate bid of opponent's suit at the 4 level = Fit with O. splinter of opponent's suit, 13 or more Points.
 - 4♣ = fit with O At least two cards of opponents suit, 13 or more Points. (Exception when opponent jump to 3♣).
 - 4♦ = if we opened 1Major and opponent jump to 3♣ = Fit with O. At least two cards of opponents ♣ suit, 13 or more Points.
- B. After Responder negative Dbl promising 10+ P Opener 3Major 2nd round bid is 1RF. Ex: 1♣ - (3♦) – dbl – (P) – 3♥/3♠ = 1RF. Then Responder 3NT bid ask Opener to pass only with a sure stopper in opponent suit.

Note O11: Continuations after 2♣ - 2♦

A. R should bid naturally and not bid a suit at the 2 or 3 level without length in the suit. This means R will need to bid many NT bids. So:

Bidding after 2♣ - 2♦ - 2♥

R could bid 2♠ asking O to clarify his hand ♥ or very strong NT.

R could show a suit (even 3♠) with 6+ card suit.

Bidding NT Over 2♣ - 2♦ - 2♠

2NT by R just describe his hand type. Strength unknown.

Bidding NT Over 2♣ - 2♦ - 3m or any time O bid a suit at the 3 level and no fit has been found before

3NT by R describe 5 – 8(-) P.

4NT by R describe 8(+) – 9 P.

5NT by R is forcing to slam and ask to pick a slam.

Showing a fit for O Major when O bid 3M

Any time O bid 3M R can support to 4M with a MIN hand or bid cue bid with a fit and 1/2 control.

Note O12: Continuations after 2♦ Multi (Only weak 1 Major)

2♦	2N	
3♣ ¹		Any min.
3♦/♥		♥/♠ med. R : ● 3♥/♠ = TP ● 4m = CB for O Major.
3♠/N		♥/♠ max. R : ● 4m = CB for O Major.

*** (1)

2♦	2N	
3♣		Any min.
	3♦	Relay, GF. O bids Other Major.
	3♥/♠	P/C. Memory note: The only sequence when O is declarer : 2♦-2N-3♣-3♥-3♠.

Note O13: 4th suit GF

- A. The partner of the player who made 4th suit GF, describe his shape before the stopper – so a later ask in 4th suit is again for a full stopper.
Ex: 1♥ - 1♠ - 2♣ - 2♦ - 3♣ - 3♦ (3♣ by O just showed distribution 5♥ & 5♣ so 3♦ again ask for a full ♦ stopper).
- B. 1♣ - 1♦ - 1♥ - ? : 1♠ = GF without 4♠. 2♠ = GF with 4♠.

Note O14: Notes on KCB

- A. We show 6KC (5KC + K of side suit) ONLY when these two conditions exist:
- A1. There is only one main side suit. (Ex: 1♣ - 1♠ - 2NT - 3♦ - 4♣ - 4NT [♥ agreed as trumps, ♠ is the only main side suit])
A2. It is obvious that there is no singleton in the main side suit (The player who answer 4NT KCB bid natural NT).
- B. When we answer 4NT KCB with a void, we assume the suit void is known. So:
5NT=1/3/5 KC (6♣ ask about Q of trumps), 6♣=2/4 no Q trump, 6♦=2/4 + Q trump.
- C. The 1st answer is only about Q of trumps. We do not answer about Q of side suit.
- D. Asking about Kings promise ALL KC.
- E. Only when the trump suit is ♣ then: A. 4♦ = KCB for ♣. B. 4NT = "Last train". Not KCB for ♣.
- F. When opponents compete before we found a fit then:
- F1. Jump to 4NT is KC with the last suit as trumps.
F2. 4NT without a jump is not KCB. (Ex: 1♣ - (1♠) - 2♦=♥ - (4♠) - 4NT [Pick a suit, not KCB]

Note O15: Slam bidding

- A. We cue bid 1st or 2nd control. When there is only 1 cue bid available below Game level, this bid is "Last Train" not necessarily showing control.
- B. 5NT bid = "Pick a slam" even when we found a fit! The only exception is when 5NT is part of KCB sequence.
Ex: 2NT - 3♣ - 3♠ - 4♥(Slammish ♠) - 4♠ - 5NT(Pick a slam).
- C. Splinter one step below game at agreed suit (No "Last-Train") should be a bit stronger than minimum.

Competitive Notes

Note C1: Power Dbl (PD) in competition

In competition many strong hands start with a Dbl. Many bids other than Dbl are limited in strength. Dbl may be standard or the start of Showing a strong hand. We also play support Dbl.

Ex: 1♦ - (1♠) – Dbl – (2♠) - ? what are OB options ?

? What are OB options ?

Dbl = Power Dbl. strong hand. distribution is not clear.

2NT = 17 – 19 P balanced.

3X = More than a minimum but not strong.

3NT = Long ♦ with a ♠ stopper.

Note C2: Overcall

1 Level overcall = 8 – 17P.

2/3 Level overcall 11 – 17P & good suit.

After these overcalls AD continue: Cue bid = fit 10+P (90%) or strong 15+ P, Non jump change of suit = NF (At the 3 level =F), Jump change of suit = 6+ cards & about 12 – 14P. GI. 1NT=9-13(-) P, Jump to 2NT=13(+)-14 P, 3NT=15+ P.

(3X) 3NT = 15 – 24P.

After 3NT overcall: 4♣=Baron, 4♦/4♥=Transfer, 4♠=14+P slam invitation (OV treat the bid as 14-15P), 4NT=11(+)-13P.

(2X) 4m = At least 5-5 Other major or unknown major & the bid minor. 16+ P. After (2♦=weak ♦) – 4♣ - 4♥/4♠=P/C.

(3m) 4m = Majors. (3m) 4 other m = Any Major + other minor. 16+ P.

(3M) 4m = OM+m 5+ & 5+. 16+ P.

(Preempt) - ? A. Generally when opponent start with preempt we immediately bid the suit when we have one suit hand!

B. X and then a suit bid shows at least 4+ cards in other suit. [game before slam].

Note C3: Continuations after they open strong 1♣/2♣ or 1NT and we show one sequential suit or two next suits Ex (1NT) - 2♣

Definitions:

O = Opening bidder 1st opponent. R = Responder 2nd opponent.
OV = 1st partner who showed sequential one suit or next two suits. AD = 2nd partner.

General principles:

1. OV shows sequential one suit (5+ cards) or next two suits (at least 5-4 cards). If they open weak <14 1NT then OV shows about 11+ P.
2. **For the system to be effective AD should try to bid as high as he can.** Jumping in one of OV suits is P/C but not invitational.
Ex: After (strong 1♣) – dbl – (P) - ? AD should jump to 3♦ = P/C with ♠xx ♥QTxx ♦Kxxx ♣xxx NV VS. VUL.
3. AD passing or bidding 4th not possible OV suit is natural and NF. AD jumping to 4th not possible OV suit is natural invitation and NF.
4. When AD wants to suggest game he can bid lowest NT asking about distribution and strength.

OV with a Minimum bid his sequential suit or the lower of his two suits. Ex: (1NT) - 2♣ - (P) – 2NT = ask
(P) - 3♦ = Min with ♦ or 3♥ Min with ♠+♥

OV with a maximum bid his 4th not possible suit or the higher of his two suits. Ex: (1NT) - 2♣ - (P) – 2NT = ask
(P) - 3♣ = Max with ♦ or 3♠ Max with ♠+♥

5. Finding the best escape when opponents show strength:

5.1 Advancer options:

- a. Advancer can pass OV not possible suit showing he wants to play this suit.
Ex: (1NT) - 2♣ - (Dbl) – Pass.
- b. Advancer can bid one of OV possible suits as P/C.
- c. Advancer can ReDbl showing he has an independent suit. OV should bid next suit and AD passes or shows his suit.
Ex: (1NT) - 2♣ - (Dbl) – ReDbl.
(P) - 2♦ - (Dbl) - 2♥ = I have my own ♥ suit.

5.2 Overcaller options:

- a. Overcaller can bid the lower of his two suits showing preference for his lower suit.

Ex: (1NT) - 2♣ - (Dbl) - 2♦=P/C

(Dbl) - 2♥=I have ♠+♥ with no preference or ♥ preference.

- b. Overcaller can ReDbl showing preference for his higher suit.

Ex: (1NT) - 2♣ - (Dbl) - 2♦=P/C

(Dbl) - ReDbl=I have ♠+♥ with ♠ preference.

Memory notes about transfers

The next 3 notes deal with our transfers when we open 1suit & the next opponent competed. Here is a memory note:

- A. When opponent overcalled up to 1♥ (Dbl, 1♦, 1♥) we play transfers. (See note C4 & C6).
- B. When opponent overcalled 1♠, 2♣ we don't play transfer but switch at the 2 level between the two unbid suits. (See note C5).
The reason for that is we need the Dbl as standard negative Dbl.
- C. When opponent overcalled higher than 2♣ we bid naturally.
- D. When opponent jumped overcall at the 3 level – we play two special agreements (See note O10).

Note C4: Transfers at the 1 level – after we open and they made 1♦ & 1♥ overcalls

After 1♦ & 1♥ overcalls we play Transfers at the 1 level starting from Dbl. See next:

1♣ - (1♦) - ?

Dbl = 4+♥, 1♥ = 4+♠, 1♠ = Neg Dbl with No 4Major.

1NT = ♣ transfer 8 - 10P. 2♣ = ♣ 5 - 7P. Unlike "Switch" Transfer to 2 level is 7+ Points.

1♦ - (1♥) - ?

Dbl = 4+♠, 1♠ = Neg Dbl with No 4♠.

1NT = ♣ transfer 7+P. 2♣ = transfer 8 - 10P. 2♦ = ♦ 5 - 7P. Unlike "Switch" Transfer to 2 level is 7+ Points.

Note C5: Switch at the 2 level – after we open and they made 1♠ & 2♣ overcalls

After 1♠ & 2♣ overcalls we play switch at the 2 level. See next:

Ex: 1♣ - (1♠) - ? Dbl = Negative. Mostly 4+♥, 2♦ = 5+♥, 10+ P, 2♥ = 5+♦, 10+ P.

Ex: 1♠ - (2♣) - ? Dbl = Negative. Mostly 4+♥, 2♦ = 5+♥, 10+ P, 2♥ = 5+♦, 10+ P.

Ex: 1♦ - (2♣) - ? Dbl = Negative. Mostly 4+M, 2♥ = 5+♠, 10+ P, 2♠ = 5+♥, 10+ P.

After a switch to ♥ OB can bid:

2♥ = 2 or 3 cards in ♥ Minimum.

3♥ = 3+ cards in ♥ NF but deny minimum.

Note C6: Transfers after we open at the 1 level and they made Take out Dbl

1♣ - (X) - ? XX=♦ 6+, 1♦=♥ 6+, 1♥=♠ 6+, 1♠=Bal 7+ P, 1NT=♣ 8+P, 2♣=♣ 5 – 7P, 2♦/2M=♦/M 0 – 5 WJS, 2NT=5+♣ & GI+,
3♣=5+♣ 4-7, 3♦/3♥/3♠=splinter. 3NT=Nat.

1♦ - (X) - ? XX=♥ 6+, 1♥ = ♠ 6+, 1♠ = Bal 7+ P, 1NT=♣ 7+, 2♣=4♦ 8+, 2♦=4♦ 5-7P, 2M=0 – 5 WJS, 2NT=4+♦ & GI+, 3♣=5+♦ 7+ – 9,
3♦ = 5+♦ 4-7, 3♥/♠=splinter. 3NT=Nat.

1♥ - (X) - ? XX=4+♠, 1♠ = Bal 7+ P, 1NT=♣ 7+, 2♣=♦ 7+, 2♦=♥ 8+, 2♥=3♥ 5-7, 2♠=♠ 0 – 5 WJS, 2NT=4+♥ GF+, 3♣=4+♥ 6 – 9,
3♦=4+♥ 10 – 11, 3♥ = 4♥ 4-6, 3♠=splinter, 3NT=Nat.

1♠ - (X) - ? XX = Bal 7+ P. Rest the same logic as after 1♥ - (X).

We play transfers (from 1NT to 2Major) also when our 1 Major overcall was doubled ! Ex: (1♦) - 1♠ - (X) - 2♥ = 8+p with ♠ fit.

Note C7: miscellaneous

1m - (1NT) - ?

2♣=Majors. 2♦=1 Major. 2M=5M & 5 any minor.

1X - (1NT) – Dbl – (suit bid)

Dbl by any partner shows at most a doubleton in their suit.

Note C8: We open and next opponent shows two known suits (Ex: 1♠ - (2NT) - ?)

Responder can bid:

1. Pass and then Dbl = Balanced. 10+ P.
2. An immediate support for partner suit (1♠ - (2NT) - 3♠) = 8 – 9 P. [with 4♠ could be 7P].
3. An immediate bid of 4th suit (1♠ - (2NT) - 3♥) = Competitive. To play.
4. Lowest CB = (1♠ - (2NT) - 3♣) = 4th suit ♥ GF. If O has no clear bid he bid 3♦.
5. Highest CB = (1♠ - (2NT) - 3♦) = Fit for O suit (♠). Game Invitation or more.