

## DEFENSIVE & COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 level; Reopening)

**Style:** Lead Direction is important. OBAR bids. CUE BID (36)  
**Responses:** New suit NF (const at 3-lvl); Jump raise PRE;  
 Mixed raise (Jump cue) = 7-9 HCP; Double Jump Cue [37]  
 Fit-jump by PH; Resp X [20]. MAX X [15], 4th X [14]  
 After our 1M overcall, jump to 3♣ (3♦ after 1♣) = LR

### INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)

**2<sup>nd</sup> Position:** 15<sup>+</sup>-18. Sound.  
**Responses:** System on, except DBL of new suit = PEN  
**4<sup>th</sup> Position:** 1NT = 10-16 HCP;  
**Responses:** 2♣ = Inquiry [38], Jumps = INV  
 Player running from DBL is in control, unless SOS XX

### JUMP OVERCALLS (Style; Responses; Unusual NT)

**Style:** WK NV [39], INTERMEDIATE VUL [40]  
**Responses:** 2NT asks further description  
**Unusual NT:** (1x)-2NT = Low 2 unbid suits, Sound,  
 If shows ♡, then expect 5♥ + 6m  
**Reopening:** INTERMEDIATE

### DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

**Style:** Michaels Cue = 5-5<sup>+</sup>; (1m) - 2m: 2NT = GT  
 3♣ = GT in ♡. 3♦ = GT in ♠, 3M PRE, (1M)-2M: 2N = GT  
 (1m)-3m = NAT, (1M)-3M or (1x)-P-(P)-3x asks for stopper [41]

### VS. NT (vs. Strong / Weak; Reopening; PH)

**Vs. Both:** 2♣ = ♡ + ♠ (2♦ advance asks longer M, 3m advance GT  
 in corr M; 2♦ = ♦ + (♡ or ♠); 2M NAT  
**Vs. WK & IMM POS STR:** DBL = PEN,  
**Vs. STR:** Balancing DBL = one minor or good 2M [42]  
 After (1♣ str)-P-(1♦ wk)-P-(1NT) act as over direct SNT  
**Vs 2NT:** Landy

### VS PREEMPTS

Leaping Michaels [9].  
 LEB after direct seat T/O DBL of NAT 2X or equivalent [43]  
 Transfers after 2NT. Cue asks stopper. Jump Cue to 4M = m's  
 Choice of games Cues [44]

### VS ARTIFICIAL STRONG OPENINGS

Vs STR 1♣: DBL = ♠ + ♡; 1NT = ♣ + ♦; P then non-bal action STR  
 After overcall, min NT bid = cue bid if no other suit bid NAT by opps  
 2-lvl overcall = NAT or suit above.

### OVER OPPONENTS' TAKEOUT DOUBLE

2NT = LR, 4<sup>+</sup> trumps; 1♠-X-2♥ and 1♥-X-2♦ = good raise  
 1M-X-3♣ = Mixed raise. New suit F at 1-lvl. WJS (6<sup>+</sup> cards)  
 RDBL [45] P then bid = 2 places to play. P then X = STR PEN

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4 <sup>th</sup> from honor	4 <sup>th</sup> from honor
NT	4 <sup>th</sup> from honor	4 <sup>th</sup> from honor
Subs.	ATT	ATT

Other: Cash out situation [22]; Low from Hx [23]  
 XXS in partner's suit vs NT (SXX if raised)

### LEADS

Lead	Vs Suit	Vs NT
Ace	AKx(+)	Unblock, Count [24]
King	AK, KQ(x+), AKx[24]	AKx(+), KQx, KQJ(x),
Queen	QJx(+), AKQ[30]	QJ(x), KQT9+(unblock J)
Jack	(A/K)J10(x), J10(x)	same
10	H109(x), 109(x+), 10x	same
9	9x(x), H98x(+)	same
Hi-x	Sx, xSx, 10SS	Sxx, SSxx [25]
Lo-x	HxS, HxxS(x+)	same

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Decl's lead	Discarding
Suit	1 <sup>st</sup> HI=ENCRG[26]	Hi = S/P[27]	HI = DISCRG
	2 <sup>nd</sup> OBV SHIFT[28]	Hi = E[29]	HI = E
	3 <sup>rd</sup> HI = E[29]		S/P
NT	1 <sup>st</sup> HI=ENCRG[26]	Smith [31]	Same as suit
	2 <sup>nd</sup>	HI = E	
	3 <sup>rd</sup>	S/P	

**Signals (including trump):** Trumps: Hi-Lo = ruff or S/P;  
 SMITH SIGNAL vs NT [31], J+9 ALARM CLOCK  
 Play 2<sup>nd</sup> high H after dummy's lead

## DOUBLES

### TAKEOUT DOUBLES (Style, Responses; Reopening)

X of 1♠ then 2♥ = light (15<sup>+</sup> HCP)  
**Responses:** CUE-BID (10). Jump Cue in m = SPL + INV  
 RESP X does not promise or deny. Cue = T/O  
 OBAR DBLS = 8<sup>+</sup> HCP. BAL X = 8<sup>+</sup> HCP (11). Scramble 2NT  
 CUE by Doubler after 1M advance denies 4-card M

### SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

NEG DBL (12); RESP DBL - no special shape. 2-way DBL (13)  
 COMP DBL (14). MAX and MAX-EXT (15)  
 Support DBL (16). CUE - T/O. SNT DBL (17).  
 L/D DBL (18); Anti Lead-Directing DBL  
 DBL of SPL = Don't Lead Other  
 ACTION DBL (19)

## WBF Convention Card



**Category:** Natural - GREEN

**NCBO:** USA

**Event:** BERMUDA BOWL

**Players:** ZIA MAHMOOD MICHAEL ROSENBERG

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5-card Majors; Semi-F 1NT; Respond very light  
 Sound opening 1 bids (pass 12 HCP BAL Vul)  
 Most 3-level responses by UPH INV, even in comp [34]  
 Not much use of fast arrival [63]  
 Frequent use of non-PEN DBL in comp  
 Multi 2♦ shows light 2M opening; Weak 2M sound  
**1NT Opening:** 12-14 NV & 4th 15-17 1-3 VUL  
**2 over 1 RESP:** ALMOST FG except 1♠-2♣

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

#### OPENINGS:

Multi 2♦ = light 2M opening or 25<sup>+</sup> BAL; Weak 2M sound  
 3NT OPENING = Gambling

#### RESPONSES:

1♣-1♦ can be 3-card ♦ suit [2]  
 2-WAY JUMP SHIFT TO 2-LEVEL BY UPH [47]

#### COMP:

1NT-(DBL): ART RUNOUTS [8]  
 WK JS & JUMP RAISE IN COMP [6]  
 COMPETITIVE CUE = LIMIT RAISE OR BETTER  
 MIXED RAISE  
 OBAR BIDS 8+ HCP AFTER 1M-2M BY OPPTS  
 OVER OPP'S INT OVERCALL [3]  
 SCRAMBLING 2NT  
 LEBENSOHL VARIATIONS [4]  
 RUBENSOHL [5]  
 ESCAPING FROM INT-X & GENERALLY [8]

### SPECIAL FORCING PASS SEQUENCES

RARE; AFTER 2 OVER 1 RESP. (NON-COMP.), OR FG CUE  
 AFTER WE OPEN, OR OPPTS. ARE CLEARLY SAVING  
 AFTER DBL. OF NT OPENING OR OVERCALL (57)..

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2/1 in comp [58], 1m-1♥, 2♥(59). 1M-2M, 3M=G/T UNLESS  
 LHO has bid; McCabe [60]; NT/PRE [61] PEN P of XX [62]  
**PSYCHICS:** Splinters, Cuebids, Game Tries, Rescuing

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	MICHAEL ROSENBERG		ZIA MAHMOOD		8/7/2007	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING		
1♣		3	5♦	We Pass BAL 12 HCP Vul	1♦ usually no 4 card M if weak 2♠ <b>either</b> NAT SJS or Limit Raise <b>INVERTED MINOR RAISES</b> 2♣ FG, no M; 3♠ = PRE (2-7).			<b>In COMP:</b> WK Jump shifts & raises.	
1♦		3	5♣	3 cards only if 4432	2♥ <b>either</b> NAT SJS or BAL 10-11 2♠ <b>either</b> NAT SJS or Limit Raise <b>INVERTED MINOR RAISES:</b> See 1♣			See 1♣	
1♥		5	5♦	Pass most 11 HCP May be 4 card suit in 3 <sup>rd</sup> /4 <sup>th</sup>	1♠ and 1NT (SF) poss. light; 2x FG 2♠ <b>either</b> NAT SJS or INV clubs 3♣ Forcing raise 3♦ = NAT, INV	1♥-3♦-3♥ = F1; Fourth suit FG		<b>PH RESPS:</b> 2NT = SPL, Fit jumps Reverse Drury fit [49] <b>In COMP:</b> Weak jump shifts, raises	
1♠		5	5♦	Often open 1♣ with 5-5	see 1♥ 3♥ NAT, INV 4♦ = good 4♠	see 1♥		see 1♥	
1NT			3♠	12-14 NV and VUL 4th 15-17 VUL 1-3 BAL 5 card M possible (esp STR)	2-way STAY. 2♠, 2N PUP [50, 51] 4-suit JTB [52], 3♦ = (14)44 FG 3M = 4 oM and raise to 3NT	Baron corollary, NF in comp Bids below 3NT usually NT values			
2♣	√	0	3♦ <sup>+</sup>	STR, ART	2♦ = WAITING, 2N = SEMI-POS in ♣	Cheapest 3 = 2 <sup>nd</sup> NEG			
2♦	√	0		NV 1-3, WK 2 in M or 25 <sup>+</sup> [1] Vul & 4 <sup>th</sup> , Constructive 2M	2NT asks; 2M, 3M, 4♥ = P/C				
2♥		6		CONST, 4 ♠s POSS	2♠ Ogust [54]; 2N = ♠s; 3x = NF.			ART over DBL and by PH [9]	
2♠		6		CONST, 7 card, 4♥ POSS	2N Ogust [55]; 3m = NF, 3♥ = F				
2NT			4♥	20-22	STAY; JTB; 3♠+3N PUP [56]; SMOLEN	<b>HIGH LEVEL BIDDING</b>			
3♣		6		SOUND VUL	3♦ PUP to 3♥[64]; 4♦=KC(V) S/T/NV)	SPL; LAST TRAIN; JUMP TO 4NT OFTEN QUANTITATIVE			
3♦		6		SOUND VUL	4♣ = KC(V), Trumps ask (NV)	RKCB 1430 (4N); OTHER KC SEQUENCES 0314. EXCLUSION RKCB			
3♥		6,7		SOUND VUL	OTHER SUIT BELOW GAME = F	REDWOOD; REESE. ROMAN DOPI, DEPO, ROPI, GERBER			
3♠		6		SOUND VUL	same	"JOSEPHINE" JUMP TO 5♠ (5NT/♠ TRUMPS)			
3NT				GAMBLING, no A or K	4/5♣ = P/C. 4♦ asks SPL	CUE-BIDDING STYLE – NO GUARANTEES, PSYCHIC POSSIBLE			
4♣		7		Vul 7-4 or 8	4♦ = RKCB; 4M, 4N = NAT	ASKING BIDS. RETRANSFER AFTER 2N (ONLY TO 4M)			
4♦		7		Vul 7-4 or 8	5♣ = RKCB, 4M, 4N = NAT	RELAY FOR SPL – ALWAYS UP THE LINE			
4♥		7		Limited outside ♥	5m = Asking bid, 4N = RKCB. 4♠ NAT	4♣/3N CAN BE PREPARING TO KC. 5N PICK A SLAM			
4♠		7			5x = Asking bid, 4N = RKCB	NON-SERIOUS 3N (BAD TRUMPS POSS AFTER NT)			

**NOTE 1:** 2♦ multi, bad weak two in either M (could be 5-card suit) or 25 HCP balanced. (4th seat = good weak 2M or balanced 25+hcp).

**RESPONSES TO 2♦:**

2M = Pass Or Correct,

2N = Inquiry

3m = NF,

3M = Pass Or Correct,

4♣ = Bid One Under,

4♦ = Bid Suit,

4♥ = Pass Or Correct.

**AFTER DOUBLE:**

Pass = Nothing To Say,

Redouble = Good Hand,

2M = Invites Partner To Compete In oM,

Otherwise System On.

**AFTER 2M OVERCALL,** Double = Pass Or Correct.

**AFTER OTHER OVERCALL,** Double = Penalty

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**NOTE 2:** 1♣-1♦ may be 3-card with 8+-9- when playing WNT, or when anti-positional. Also very light hand or 4-4-3-2 and 10 HCP may bid 1♦.

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**NOTE 3: Over opponent's 1NT overcall**

1m-(1NT)-2om = majors.

1M-(1NT): 2♣ = ♣+♥, 2♦ = ♦+♥.

1x-(1NT)-2NT is invitational+ in partner's suit or FG in other

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**NOTE 4: Lebensohl-variations:**

When we open and they overcall at the 2-level (whether a jump or not) and opener balances with double, 2NT shows either weakness or a stopper.

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**NOTE 5: "RUBENSOHL"**

After they overcall our SNT opening, except 2♣ not majors or any specific 2-suiter):

2NT shows either ♣ or a stopper (must be ♣ if no suit identified).

3-level bids are transfers (inv. or better if could be bid at 2-level).

2NT followed by cue or 3NT shows a stopper and does not promise ♣.

After 1NT-(2♠), 3♥ = to play and 3♦ = 5+card ♥, invitational or better.

DBL is negative, except over 2♣ (not majors), then it is Stayman.

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**NOTE 6: WEAK JUMP SHIFTS AND RAISES IN COMPETITION:**

After we open, a jump in a new suit is weak only at the 2-level.

After we overcall, a jump in a new suit is weak at 2 or 3-level, unless resp. shows a weak hand.

Jump raise of opening bid is weak after double. also jump raise to 3M after overcall when NV vs VUL. After overcall, jump raise is always weak.

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**NOTE 7: MIXED RAISE:**

This shows 4<sup>+</sup> trumps and 7-9 HCP.

1m-(overcall)-3m = mixed.

1M-(X)-3♣ = mixed.

1M-(overcall)-3M = mixed (except NV vs. VUL).

After we overcall, a Jump to 3 of opener's suit is mixed.

Also, after they open and we overcall 3♣ (3♦ after 1♣ opening) is limit raise.

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**NOTE 8: ESCAPING FROM 1NT DOUBLED:**

The player running is in control, and NT bidder should not act unless partner makes an SOS redouble or makes a 'free' bid, except 2M directly allows opener to bid 4M over game.

When rescuing, directly bidding one under two possible havens and then redoubling suggests preference for the higher place to play. This does not apply after WNT opening.

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**NOTE 9: LEAPING MICHAELS**

After opponents open a weak 2x or raise 1x-2x NF, 4m is m+M 2-suiter.

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**DOUBLES**

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**NOTE 10: CUEBID AFTER T.O. DOUBLE:**

Forcing until a suit is bid twice or advancer bids 2NT (except 2m cue-bidder can pass 2M).

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**NOTE 11: BALANCING T.O. DOUBLE:**

It is a general principle that bal. doubler bids aggressively, whereas advancer bids aggressively after a direct seat double.

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**NOTE 12: NEGATIVE DOUBLE:**

Neg. Dbl. Of 1♦ shows 4+4+ in M's.

Dbl. Of 1♥ shows 4- card ♠ (1♠ shows 5-card ♠).

Dbl. Of 1♠ shows 4+-card ♥.

Higher doubles only guarantee ability to control auction.

Dbl. At 1-level shows 6+hcp, at 2-level shows 8+hcp, and 3-level shows 10+hcp.

After 1M opening, neg. Dbl. Can be 3-card limit raise.

Opener bids limit of hand. NT rebids are 1 HCP lighter.

Opener should bid 3-card M in preference to other distortions.

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**NOTE 13: 2-WAY DOUBLE: AFTER THEY RAISE 1x TO 2x OR A WEAK 2x TO 3x:**

Double in pass-out seat is either penalty or T/O.

Partner judges which by his holding.

After we open and they double (or show a 2-suiter), and we redouble (or double), if and only if next player bids naturally, a double by opener is either penalty or a hand that would have removed a penalty double.

Balancing dbl. Of 1NT rebid is either trap with dummy's suit or light T/O.

After JTB to 2M, double in pass-out seat is penalty or T/O

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**(NOTE 14) COMPETITIVE DOUBLE:**

Any double showing values but no convenient bid.

When made by responder, suggests at least xx in opponent's suit. E.g. 1♦-1♥=(1♠), P-(2♠)-dbl. Same if opener doubles a preemptive bid (whether raise or new suit), by RHO.

4th x or "snapdragon" dbl. Does not promise or deny anything, but usually has 4th suit with tolerance for overcaller's suit.

After semi-forcing 1NT, double of natural bid is T/O. by opener (could be sing.) And T/O./cards by responder (2-3 cards in their suit).

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**NOTE 15: MAXIMAL OVERCALL DOUBLE AND MAX-EXT**

Only when an 8-card fit has already been agreed and there is no other g/t available.

Max-ext only when other available bid is natural support, e.g. 1♥-1♠-(2♦), 2♠-(3♦): dbl., since 3♥ would be natural support.

Playing WNT, this double would be competitive since no agreed 8-card fit

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**NOTE 16: SUPPORT DOUBLE:**

Only when playing SNT, we respond 1M and opponents overcall or raise below 2 of our M. Not mandatory. Not over any NT overcall or artificial bid. No support redoubles.

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**NOTE 17: STRONG NT DOUBLE:**

When we play WNT, dbl. On second round by opener is SNT or better.

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**NOTE 18: LEAD DIRECTING DOUBLE:**

Double of 1N-3N = lead weaker major. If we bid, double means lead my suit. If doubler has not bid a suit, DBL means I can stand the lead of your suit, except when that suit was bid preemptively, when double means lead another suit. DBL of slam on blind auction asks for highest ranking unbid suit, e.g. 2♠-(3N)-p-(6N)-DBL. Asks for ♥ lead.

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**NOTE 19: ACTION DOUBLE:**

After we preempt, double of suit by preempter shows 2- way extra values with the emphasis on offense. Only applies if the level we are forced to is being raised by only one

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**NOTE 20: RESPONSIVE DOUBLE:**

These do not promise or deny anything, but suggest the other suits.

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**DEFENSIVE CARDING**

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**NOTE 21: 4TH FROM HONOR VS. NT**

We may lead high with an honor if we want a shift. We may lead low from undisclosed length (6+) when partner will know we don't have only 4-card, and we want the suit returned.

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**NOTE 22: CASH-OUT SITUATION**

In this situation (usually when declarer has preempted), we can give count by leading low from odd number, 2nd highest from 4, and highest from 2 or 6. We give count the same way when following in this situation.

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**NOTE 23: LOW FROM HX,JX,10X:**

When partner has bid and has almost all the outstanding strength owned by our side, it is possible to lead low from these holdings.

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**NOTE 24: ACE LEADS**

**ACE ASKS UNBLOCK/COUNT VS. NT:**

Unblock 10 or higher, otherwise give count,

**ACE FROM AK VS. SUITS EXCEPT:**

- 1) Partner's suit;
- 2) Doubleton;
- 3) Contract is 5-level or higher;
- 4) Declarer or partner opened 3♣ or higher;
- 5) Alarm clock (usually shifting to a singleton.).

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**NOTE 25: SSxx VS. NT:**

We normally lead second highest, even from a sequence, but may lead high, if we feel this is clearer to partner.

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**NOTE 26: HI = ENCOURAGING**

This always relates to the entire hand, not just the suit. We play a lot of middle cards when not sure or wishing to temporarily mislead partner.

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**NOTE 27: HI = SUIT PREFERENCE:**

First card S/P, second card remainder count, except in dummy's long suit, then first card count, second card suit preference. Smith vs. NT takes priority over S/P, but not count in dummy's long suit. When we lead a possible singleton vs. suit to partner's length and he wins has (e.g.) AQJxx)x) and declarer has the King, A then Q asks for lower-ranking suit, A then J asks higher. Can go down to 109, if we lead Q and dummy covers with Kxx. This is the only upside down S/P we play.

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**NOTE 28: OBVIOUS SHIFT:**

When dummy has sing. Or both players know no more tricks can be cashed in opening lead suit, low asks for obvious shift, high says don't, 10 or higher asks for unusual shift. The obvious shift is defined as follows:

1) any suit bid naturally by us. If both have bid a suit then non-leader's suit. If one player bid two suits, then first bid suit.

2) dummy's suit of 2,3, or 4 cards with fewest A,K, and Q's.

If there is no obvious shift under these rules, then we revert to suit preference.

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**NOTE 29: HI = EVEN**

In dummy's long suit. If first card was S/P, 2nd card is standard remainder count.

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**NOTE 30: HI = EVEN**

When partner leads high from long suit and dummy has 4+ cards, we give count with doubleton.  
When partner leads Q from AKQ (apparently), we give count.  
When partner leads Q and dummy has King and we have Ace, we give count

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**NOTE 31: SMITH SIGNAL VS. NT:**

Echo in first suit led by declarer asks for continuation of suit led by us. Count in dummy's suit takes priority. If player's honor holding is known and length is known or irrelevant, then no Smith. If dummy has three sure stoppers, no Smith.

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**NOTE 32: HI = EVEN vs. NT:**

When dummy wins trick one and we can have no relevant honor, we give count.  
If partner leads K and dummy has Axx or Axxx, we give count.

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**NOTE 33: HI = SUIT PREFERENCE VS. NT:**

When dummy has three clear stoppers, give S/P not attitude.

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**BIDDING**

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**NOTE 34: INVITATIONAL JUMPS AND DOUBLE JUMPS TO 3-LEVEL: BY UPH,**

The following are INV.: 1m-3om, 1m-3m, 1M-3♦, 1♠-3♥.  
In comp, all jumps and double jumps to new suit at 3-level are INV.

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**NOTE 35: WEAK NT OPENING:**

Officially 12-14 but good 11 possible. And 10 HCP with 6-card m has been done. Responder does not usually pass 1st seat WNT with fewer than 5 HCP, so all bids are suspect, especially 2♣ and 2♥. Even 3NT is suspect.

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**NOTE 36: CUE-BID AFTER WE OVERCALL:**

Does not promise support by UPH. Forcing until a suit is bid twice or 2NT by the cue-bidder.

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**NOTE 37: DOUBLE JUMP CUE OF OPENER'S SUIT AFTER WE OVERCALL 1M:**

This shows a good PRE raise to 4M and involves partner. Raise to 4M does not involve partner.

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**NOTE 38: 2♣ INQUIRY AFTER BALANCING 1N (10-16 HCP):**

1NT bidder bids:  
2♦ = 10-12, no m;  
2(o)M = NAT. 10-12;  
2nt = 13-14 (now 3♣ = STAY);  
3m = 15-16 5-card m;  
3 opener's m = 15-16 no M;  
3M - 15-16 NAT. no oM;  
3N = 15-16 4-4 in M's.  
Direct raise to 2N invites the 10-12 hand.

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**NOTE 39: WEAK JUMP OVERCALLS NON-VUL:**

Upper limit of playing strength less than max. weak two opening. New major suit forcing. 2NT inquiry now: 3♣ = good hand ; 3♦ = medium hand; 3M = bad hand; 3NT = AQJxxx or better.

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**NOTE 40: INTERMEDIATE JUMP OVERCALL VUL.**

At 2-level, about AKJxxx + A. At 3-level, about AKJxxxx + A.

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**NOTE 41: JUMP CUE ASKING FOR STOPPER:**

Direct jump cue of 3M or any balancing jump cue shows a solid suit, usually a minor. Advancer can bid 3N with stopper, 4♣ with no stopper, 4♦ slam try asks SPL, 3♠ = 10xxx in opener's suit.

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**NOTE 42: BALANCING DOUBLE AGAINST SNT:**

Double = one minor or good 2N.

Also: After opponent responds 1NT to 1M, balancing 2m shows m and suggests oM (at least 3-card). After opponent responds 1NT to 1m. balancing 2m = M's, Bal. 2om = om + M.

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**NOTE 43: LEBENSOHL AFTER DIRECT SEAT DBL OF WEAK TWO:**

2NT by advancer shows weakness (below opener's suit), asks for stopper (3 cuebid), shows a stopper (3 other) or RKCB (4-level). Direct jump to 4m is forcing. Direct 3-level bids about KQxxx + k.

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**NOTE 44: CHOICE OF GAMES CUEBID:**

This occurs usually at the four level and usually after opponents have made a preemptive bid or raise. Does not apply if 4-level cue bid is one under last suit we bid. E.g. after (3♦)-3♠-(P)-4♦, overcaller should routinely bid 4♥ with 5-3 in the majors, even 6-3 with bad ♠. Repeat cue or jump preference by advancer shows slam try with control. (2♥)-2♠-(P)-3♥ suggests fewer than 3-card ♠, unless repeat cue. Returning to the higher ranking of two remaining places to play is a slam try. Returning to partner's suit after COG cuebid is a slam try.

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**NOTE 45: REDOUBLE FOR BUSINESS:**

After we redouble, direct seat double by either player usually 4-card, balancing dbl. Can be 3-card. Redouble of opening 1-bid creates a competitive force to three of our suit (3rd seat opening only forced to two of our suit).

If advancer bids directly after redouble of opening one bid, double by opener is either 4-card penalty or a hand that would have removed a penalty double (sing. or void).

Redouble of weak 2x opening is forcing to 3x.

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**NOTE 46: PASS THEN BID AFTER T.O. DOUBLE:**

This shows 2 or more places to play, except 1 under 2M is suspect. Pass then raise = bad raise. Pass then double is strong penalty double.

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**NOTE 47: SPECIALIZED JUMP SHIFTS BY UPH ONLY:**

1m-2♠ = Either SJS in ♠s or Limit Raise of minor



1♠-2♥ = Either SJS in ♥s or Balanced NT invitation with no 4-card Major

1♥-2♠ = Either SJS in ♠s or INV with clubs

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**NOTE 48: GOOD PREEMPTIVE RAISE TO 4M:**

A bid of two under 4m, i.e. 1♥-4♣ or 1♠-4♦ is a 'good 1-4'. It denies SPL and promises an A or K outside trumps, or trump ace. Opener can bid in between as an artificial slam try.

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**NOTE 49: "REVERSE DRURY (FIT)":**

Over 2♣: 2N is a slam inquiry. A new suit at 3-level below 3M (OR P-1♥, 2♣-2♠) can be SPL not FG. P-1♠-2♣-2♥ is mildest try (weaker than 2♦) or 4-card side suit S/T. After intervention, incl. DBL, system off. Opener passes with bad hand.

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**NOTE 50: 2♠ PUPPET TO 2N OVER WNT:**

Continuations:

3♣ puppet to 3♦: Now:

3M = SPL with one or both minors

3NT = 5 card ♥ suit without 2 of top 3 honors and offers a choice of games.

3♦ = 5-5 Majors, INV or better

3M = 5 M and 4 ♦s, INV

3NT = 5 card ♥ suit with 2 of the top 3 honors, choice of games.

4-lvl = 6 of bid suit, specific 4-card side suit and no void (♦ is always one of the suits)

---

**NOTE 51: 2NT PUPPET TO 3♣ OVER WNT:**

3♦ = 5 card ♠ suit without 2 of the top 3 honors, choice of games

3M = 5 M and 4 ♣s, INV

3NT = 5 card ♠ suit with 2 of the top 3 honors, choice of games.

4-lvl = 6 of bid suit, specific 4-card side suit and no void (♣ is always one of the suits)

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**NOTE 52: 2♠ TRANSFER TO ♣ OVER SNT:**

This shows either any strength with ♣ or invitational in ♦ (bid 3♦ next). Opener bids 2nt if he likes his hand for 3nt assuming partner has ♣. Resp. 3m bid confirms ♣ and shows void, sing. Or 5-card m (repeat m with 5-card).

3♣ over snt is transfer to ♦, either weak or fg. 3m now as after 2♠.

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**NOTE 53: WE JUMP TO 3M AFTER WEAK 2♦ OR 2♥:**

This is invitational in theory, but could be bid preemptively.

---

**NOTE 54: "OGUST" 2♠ AFTER WE OPEN 2♥:**

**RESPONSES:**

2NT = Good/good or bad/bad

3♣ = Good hand/bad suit

3♦ = 4-card ♠ suit

3♥ = Bad hand/good suit,

3♠ = AKJxxx or better,

3NT = 5-card ♥

4m = NAT. 6-5

4♥ = 7-CARD ♥.

Over 2NT by opener, 3♥ says bid game with bad/bad player.

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**NOTE 55: "OGUST 2NT" OVER WEAK 2♠:**

Same as over 2♥, with every bid up to 3NT one step higher.

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**NOTE 56: AFTER WE OPEN 2N, 3♠ PUPPET TO 3NT, AND 3NT PUPPET TO 4♣**

**After 3♠- 3NT:**

4m = 5-card m + 4om, mild slam try.

4♥ = 5♣+4♦ good slam try.

4♠ = 5♦+4♣ good slam try.

4NT = 5-5 minors, mild slam try,

5♣ = (5-5 minors, good slam try,

5♦ = (5-5 minors, slam force.

**AFTER 3NT-4♣ :**

4♦ = ♣ mild slam try,

4♥ = ♣ good slam try,

4♠ = ♦ mild slam try,

4NT = ♦ good slam try,

5♣ = ♦ slam force. one-suiter could be 5-card.

If 3♠ gets doubled, redouble by opener is to play. Redouble by responder shows doubt, or desire to escape to 4m

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**NOTE 57: FORCING PASS AFTER WE DOUBLE 1NT:**

After we double 1NT for penalty, pass is forcing thru 2♥. When pass is forcing, double of direct natural bid (or natural bid after forced RDBL.) Is T/O (fewer than 3-card). Pass then pull is weakest. All other doubles are penalty except doubler's reopening double after forcing pass.

After responder doubles 1nt overcall, pass is forcing thru 2 of our suit. New suit by doubler is nf.

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**NOTE 55: TWO-OVER-ONE IN COMP.:**

This leads to very NF style. Responder can pass rebid, raise or (vul) 2NT. Opener can pass rebid, raise, pref., or 2NT. Cuebid is forcing to 4m

Same after PH 2/1 not in comp.

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**NOTE 59: 1m-1M-2M:**

1m-1♥-2♥-2♠ = Relay. 1m-1♠-2♠-2N = Relay

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**NOTE 60: "McCABE": AFTER WE OPEN A WEAK 2M AND THEY DBL:**

New suit at 3 or 4-level below game = fit + OK to lead. 2NT is puppet to 3♣, either to play in 3y/z (P or bid suit), or G/T in M (bid 3M).

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**NOTE 61: NT AFTER PREEMPTS INVOLVING PARTNER:**

A bid in nt that cannot be to play or KC, suggests a defenseless hand and involves preempter. A raise does not.

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**NOTE 62: PENALTY PASS OF REDOUBLE:**

Pass of a RDBL is PEN only:

- 1) we open-(overcall)-P-(P)-DBL-(RDBL)-p.
- 2)(preempt)-P-(P)-DBL-(RDBL)-P.
- 3) Partner shows 5-5 and doubles-(rdbl)-P
- 4) When obvious

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**NOTE 63: FAST ARRIVAL:**

Only where specifically agreed, e.g.:

- 1) after 1m-3♣ (either player);
- 2) after Drury (opener only);
- 3) after partner bids NF 1NT or 2NT;
- 4) partner preempts.

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**NOTE 64: AFTER WE OPEN 3♣, 3♦ IS PUPPET TO 3♥**

Purposes:

- 1) to play 3♥ (pass)
  - 2) to bid a nf 3♠
  - 3) to show a 3n bid with doubt
  - 4) to offer a choice between 4♣, 4♥ and 5♣ (bid 4♣)
  - 5) to offer a choice of 4m (bid 4♦)
  - 6) to offer a choice between 4m and 5♣ (bid 4m)
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