

| DEFENSIVE AND COMPETITIVE BIDDING  |
|--|
| OVERCALLS (Style; Responses; 1/2 level; Reopening)   |
| Aggressive but usually 5+ card at 1 level. Sound at 2 level.   |
| Responses: New suit F1 at 1 level and constructive NF otherwise.   |
| CUE=limit raise+ or any FG. All direct raises weak.  |
| Fit jumps and splinters [1].   |
| Jump cue=constructive 4-card raise over a major but splinter over a minor. RAISE DBL when no cue bid below 3 of our suit.  |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening)  |
| 1NT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-14(m), 11-16(M). Responses as 1NT opener. LEBENSOHL-FAST with T/O DBL after intervention. ESCAPING FROM 1NT (DBL) [4].   |
| Reopening 2NT=19-21 BAL.   |
| (1X)-P-(2X)-2NT=NAT but (1X)-P-(2Y)-2NT=other 2 suits.   |
| JUMP OVERCALLS (Style; Responses; Unusual NT)  |
| 1-suit: WEAK. Suit response NF(2 level) F1(3 level), 2NT=relay.  |
| 2-suit: Constructive, 55+. (1m)-2NT=♥+om, (1M)-2NT=♦+♣,  |
| 1♦/♥-3♣=♣+♠, 1♠-3♣=♣+♥; new suit response=NF, jump=limit.  |
| Reopen: Intermediate (including natural 3♣).   |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)  |
| Direct Cue: 2-suit constructive, 55+. (1m)-2m=♥+♠, (1M)-2M=♦+OM. Responses: New suit NAT NF, jump in known suit=limit.   |
| 1♣-3♣=♦+♠, 3♦/♥/♠ jump cue ASKS FOR STOPPER solid m.   |
| Double Jump Cue=strong 4M. Reopen Cue=MICHAELS. [2]  |
| VS. NT (vs. Strong / Weak; Reopening; PH)  |
| All bids mainly obstructive. DBL=PEN of weak NT (min<14) but 4M and 5+m both unspecified over strong NT or by PH.  |
| 2♣=♥+♠, 2♦=one major, 2M=5M and 4+minor, 2NT=minors [10].  |
| Jump overcall=weak. DBL of Stayman or tfr shows 15+HCP if weak NT but shows the bid suit with opening values if strong NT.   |
| All bids mean the same in the reopening position.  |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)   |
| DBL=T/O. LEBENSOHL AFTER T/O DBL OF 2M.  |
| (2x)-2NT=15-18. 3 level CUE=stopper?   |
| 4 level CUE=2-suiter. LEAPING MICHAELS. [2]  |
| VS. ARTIFICIAL STRONG OPENINGS   |
| Over strong 1♣: Dbl=♥+♠, 1NT=♠+minor, 2 bids=suit or suit above NV but NAT VUL, 2NT=any 2 suits 55+. [11].   |
| After 1♣-1♦ or over strong 2♣/♦: Dbl=♥+♠, lowest NT=♠+m.   |
| OVER OPPONENTS' TAKEOUT DOUBLE   |
| Direct raises=weak except 1m(X)2m=10+ F1. FIT-SHOWING JUMPS (limit+). Double jump=as without dbl. 2NT=Limit raise+ over 1M but weak raise over 1m. RDBL=9+ BAL/semi-BAL with penalty possible. New suit F1. Pass then DBL=T/O. |

| LEADS AND SIGNALS  |   |                    |                              |
|--|---|--------------------|------------------------------|
| OPENING LEADS STYLE  |   |                    |                              |
|  | Lead  | In Partner's Suit  |                              |
| Suit   | Fourth best with an honour (10 is an honour). |                    |                              |
| NT   | Second with no honour.                        |                    |                              |
| Subseq   | Same as above                                 |                    |                              |
| Other: Top of touching honours except lower for unblock v NT.  |   |                    |                              |
| Trump leads are suit preference.   |   |                    |                              |
| LEADS  |   |                    |                              |
|  | Lead  | Vs. Suit           | Vs. NT                       |
| Ace  | AK(+), Ax(+)                                  |                    | AKx(+), Ax(+)                |
| King   | AK, KQ(+), Kx                                 |                    | KQx(+), Kx, AKJ10(+)         |
| Queen  | QJ(+), Qx                                     |                    | QJ(+), Qx, KQ109(+)          |
| Jack   | J10(+), KJ10(+), Jx                           |                    | J10(+), AJ10(+), KJ10(+), Jx |
| 10   | 109(+), H109(+), 10x                          |                    | 109(+), H109(+), 10x         |
| 9  | 9x, H98(+)                                    |                    | 9x, H98(+)                   |
| Hi-x   | xSx(+), Sx                                    |                    | xSx(+), Sx                   |
| Lo-x   | HxS, HxxS(+)                                  |                    | HxS, HxxS(+)                 |
| SIGNALS IN ORDER OF PRIORITY   |   |                    |                              |
|  | Partner's Lead                                | Declarer's Lead    | Discarding                   |
| Suit 1   | Hi=even [5]                                   | Hi=even [6]        | Hi=even [7]                  |
| Suit 2   | Hi=ENCRG [5]                                  | Suit preference[6] | Suit preference[7]           |
| Suit 3   | Suit preference[5]                            |                    |                              |
| NT 1   | Hi=even [5]                                   | "SMITH" [6]        | Hi=even [7]                  |
| NT 2   | Hi=ENCRG [5]                                  | Hi=even [6]        | Suit preference[7]           |
| NT 3   | Suit preference[5]                            | Suit preference[6] |                              |
| Signals (including Trumps): TRUMP SIGNAL=Suit preference.  |   |                    |                              |
| STANDARD SIGNALS. REMAINDER COUNT. "SMITH".  |   |                    |                              |
| DOUBLES  |   |                    |                              |
| TAKEOUT DOUBLES (Style; Responses; Reopening)  |   |                    |                              |
| Any strong hand or support for unbid suits.  |   |                    |                              |
| See [8] for cue bid responses.   |   |                    |                              |
| RESP DBL (even after reopening DBL)=two suits.   |   |                    |                              |
| LEB-VARIATIONS / SCRAMBLING 2NT after DBL of 2M [3].   |   |                    |                              |
| SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES  |   |                    |                              |
| NEG DBL: 1♣-(1♦)-DBL=4♥+4♠; 1m-(1M)-DBL=4OM.   |   |                    |                              |
| T/O DBL: (a) OPPT agreed a suit and auction is live, (b) OPPT overcall our suit or 1NT response, (c) partner has overcalled and CUE is available below 3 of our suit, (d) after an overcall of our 1NT opening or overcall, (e) 2nd round dbl by PH eg (1♥)P(1NT)P (2♥)DBL, (f) after (1NT)-DBL-(2M) and (1NT)-DBL-(2M)-P-P. |   |                    |                              |
| PENALTY DBL (>=Hxx under) after (1NT)-DBL-(2m) and (1NT)-DBL-(2m)-P-P. Game try DBL after raise if no space. [9].  |   |                    |                              |

# WBF Convention Card

CATEGORY: **Green** DATE: **08-May-08**

NCBO: **England** EVENT: **European Championships (Open)**

PLAYERS: **John Armstrong & John Holland**

| SYSTEM SUMMARY  |
|---|
| GENERAL APPROACH AND STYLE  |
| Natural. 1M may be 4 card with 15+HCP or in 3rd position.   |
| 1 bids usually follow rule of 19. Respond with 5+ HCP.  |
| NAT weak 2-bids. Weak PRE 1+3 seat NV; other PRE sound.   |
| Fit jumps below 4♥ in COMP auctions [1]. Frequent use of non-penalty DBL and artificial 2NT in COMP auctions. |
| 1NT Opening: (11)12-14.   |
| 2 OVER 1 Response: F1.  |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE   |
| Two suited overcalls [2].   |
| WEAK JUMP SHIFT RESPONSES at 2 level.   |
| LEBENSOHL-FAST after 1NT opening or overcall. DBL=T/O.  |
| LEB-VARIATIONS [3] after take-out double of a major.  |
| SCRAMBLING 2NT [3] after reopening take-out double of 2M.   |
| COMPETITIVE CUE=LIMIT RAISE or better.  |
| FIT-SHOWING JUMPS below 4♥ in COMP [1].   |
| ESCAPING FROM 1NT DOUBLED [4].  |
| SPECIAL FORCING PASS SEQUENCES  |
| Opponents bid below 2x after 1x-(DBL)-RDBL.   |
| Opponents bid 2♣/♦ after (1NT)-DBL. After (1x)-4x.  |
| After 4 level cue or FIT-SHOWING JUMP after partner's opening.  |
| IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  |
| PSYCHICS: Never in partnership experience.  |

| OPENING                   | TICK IF ARTIFICIAL | MIN. No. OF CARDS | NEG. DBL THRU | DESCRIPTION   | RESPONSES   | SUBSEQUENT AUCTION   | PASSED HAND BIDDING   |
|---------------------------|--------------------|-------------------|---------------|---|---|--|---|
| 1x                        |                    | 4                 | 4♠            | Most BAL 11 HCP hands are passed. UnBAL hands usually follow rule of 19. With (4432) 15+ and with (4441) we open the lower. In 3rd seat may open 4 card major when planning to pass the response. | 1M may be <5 HCP with long suit. 1NT=5-9 (7-10 with 4+♣ over 1♣ if no intervention). WEAK JUMP SHIFTS at 2 level. Limit raises over 1M. Inverted minor raises. 2NT over 1m=weak raise (0-5). 2NT over 1M=FG with 4+ card support [12]. 1m-3NT=12-15 BAL 4333 with 4 trumps and poor controls. 1♥-3♠ and 1♠-3NT=unspecified splinter 8-11 (next step asks), 1♥-3NT=♠ void. Other double jump=void. | 1x-1y-1NT=15-17 with 2♣ checkback. 1x-1y-2NT=18-19 (denies 4♠) then 3♣ is a PUP to 3♦. 1x-1y-3NT=long suit with at most 2 cards in partner's suit. 1x-2y-2NT=FG with NAT continuations<br>FOURTH SUIT FORCING (not FG).<br>See [13] after OPPT 2 suited O/C.         | FIT-SHOWING JUMPS<br>2NT=NAT NF.  |
| 1NT                       |                    |                   | 4♠            | (11)12-14 BAL. 5332 with 5M is usually opened 1NT. (5422) or 6m possible but not common.  | "PUPPET" STAYMAN" (NT rebids by RESP deny 4M). FOUR-SUIT TRANSFERS (2♠=♣, 2NT=♦). 3m=to play. 3M=6 cards invitational. 4♣=ace ask, 4♦=♥+♠ 55+ seeking preference. See [14] for artificial intervention.   | 1NT-2♣-2♦-2♥-2♠=4♥ F1. After 1NT-2♣-2♦-2M: 2NT=minimum without a fit, 3♣=maximum without a fit, 3♦=maximum with a fit, 3OM=minimum with a fit. See [15] for other continuations. See [16] for intervention over 2♣ or a TFR.   | LEB-FAST does not apply; 2NT over an overcall shows two places to play.               |
| 2♣                        | X                  |                   | 4♠            | 23-24 BAL or FG.  | 2♦=0-3 or 4-7 5+M. 2♥=any 8+ . 2♠=4-7 Bal. 2NT/3♠=4-7 with 5+♣/♦. 3♦/♥/♠=4441.  | 2♣-2♦-2♥=NAT or FG BAL with 2♠ relay. 2♣-(2x)-DBL=4-7 HCP. 2♣-(2x)-P-P-DBL=T/O.  |   |
| 2♦/<br>2♥/<br>2♠          |                    | 5                 |               | 5-9 HCP.5+ card 1st posn NVvVUL or 3rd posnNV. 8 playing tricks in 4th.   | 2x=NAT constructive NF. 2NT=(R). 3x=NAT F1. Raise=PRE. 4m=SPL. 4M=NAT. After an overcall: DBL=PEN,new suit=NAT NF.  | After 2x-2NT: 3x=MIN, 3y=high card feature non-MIN, 3NT=AKJxxx/AQJxxx and no singleton, 4y=SPL.  | After 4th in hand opening: 1st step=waiting (2NT by either hand shows 1st step suit). |
| 2NT                       |                    |                   | 4♠            | 20-22 BAL. 5M, (5422) or 6m possible. Singleton honour rare.  | PUPPET STAYMAN. 3♦/♥=TRF. 3♠=minor suit enquiry. 4x=NAT slam try, 6 card suit.  | After 2NT-3♣: 3♦=either a 4 card major or <3♠, 3M=5 cards, 3NT=exactly 3♠ and <4♥. Over a 3♦ response: 3♥=4♠ (then opener's 3♠=4♥), 3♠=4♥ & <4♠.   |   |
| <b>HIGH LEVEL BIDDING</b> |                    |                   |               |   |   |  |   |
| 3x                        |                    | 6                 |               | PRE. Weak 1+3 NV. Sound 2+4 or VUL.   | 3x=NAT F1. 3♣-4♦ and 3♦/♥/♠-4♣ ask for key cards. 4♥+=to play.  | Unnecessary jump=SPL, and even higher jumps (not 1st round)=exclusion KCB. 4NT=NAT when raise of NT, when same hand bid 3NT on previous round or over NAT F 4m which is a new suit.  |   |
| 3NT                       | X                  |                   |               | GAMBLING.Solid minor.   | 4♣=P/C. 4♦=asks for singleton. 4M=NAT, 5♣/♦=P/C.  | 4NT asks for aces (0,1,2,3,4) on 1st round in a non-comp auction. Otherwise 4NT=RKCB(1430) when suit agreed or when a jump over a suit bid. See [17] for continuations and intervention. 5NT bids without a preceding 4NT ask for trump honours with step responses. |   |
| 4x                        |                    | 6                 |               | PRE. Weak 1+3 NV. Sound 2+4 or VUL.   | New suit over 4M asks for control in suit above.  | Pass then pull is stronger than direct pull when pass is F. LIGHTNER.  |   |

**NOTE 1: JUMPS IN COMPETITIVE AUCTIONS**

After our overcall or when opponents make a direct seat suit overcall of our opening then a single jump below 4♥ is a fit jump, typically a decent 5 card suit with 4 card support for partner; a double jump below 4♥ is a splinter; any jump above 4♦ is natural. A jump to 2NT is still a weak raise (0-5) after a 1m opening but a non-jump 2NT and 1♥-(1♠)-2NT are natural.

When opponents make a direct seat take-out double of our opening then fit jumps apply but a double jump is unchanged by the intervention. Over a 1m opening then raises and 2NT are unchanged by the intervention. Fit jumps do not apply after opponent's natural 1NT overcall of our opening. In this case a new suit at 2 level is NF, 2 opener's suit is mildly constructive, 2NT=FG two suiter, 3 new suit=weak, 3 opener's suit=distributional limit raise (about 7-10 HCP). If the 1NT is artificial, eg 4OM+5m, then Dbl=high cards interested in a penalty, bids=natural F1 and fit jumps apply.

**NOTE 2: TWO SUITED OVERCALLS**

In direct position by non-PH: CUE, 2NT and 3♣ show specific 2-suits, constructive (QJ10xx + KQJxx is minimum NV) or better, 55+.

(1m)-2m: ♠+♥            (1m)-2NT: ♥+om.            (1m)-3♣: ♠+om.  
 (1M)-2M: ♦+OM.        (1M)-2NT: ♦+♣.            (1M)-3♣: ♣+OM.

In reopening position or by PH: CUE=MICHAELS (constructive, 55+). In response (where 2nd suit not known) 2NT=constructive enquiry for 2nd suit, 3m=P/C, jump in OM=invitational, 4m=P/C invitational. If the cue bid is doubled then Pass suggests playing, Rdbl shows a wish to play in own suit (where 2nd suit not known) or for partner to choose trump suit (if both suits known), and other responses are unchanged. (1x)-P-(1y)-2x/y are natural, not 2 suited, with direct overcalls stronger than pass then bidding the suit later. A 3m jump overcall by a PH is a weak jump overcall with a side 4 card major. Over opponent's natural 2m: 3m=stopper ask, 4m=♥+♠, 4om=bid suit+unspecified major. Over opponent's natural 2M: 4m=bid suit+other major (strong but non-forcing). Over opponent's natural 3♣: 4♣=♥+♠, 4♦=♦+unspecified major. After (2♣)-4♣ (P/Dbl) or (3♣)-4♣-(P/Dbl) then 4♦ is a puppet to 4♥ to sign-off and 4♥/♠ show slam interest. A cue bid over opponents 3♦/♥/♠ opening shows any strong 2 suiter.

**NOTE 3: 2NT AFTER PARTNER'S TAKE-OUT DOUBLE**

After a T/O DBL of a major when game values are still quite likely, eg (1M)-DBL-(2M), 1x-(2M)-P-(P)-DBL-(P) or 1x-(1M)-P-(2M)-DBL-(P) but not 1x-(2M)-DBL-(P) or 1NT-(2M)-DBL-(P), then 2NT=PUP to 3♣. Direct suit bids are NF but show invitational values; direct jumps are FG; suit bids after the PUP are weaker. After a T/O DBL of a major when game values are unlikely, eg (1M)-P-(2M)-P-(P)-DBL-(P) or (1M)-DBL-(2M)-P-(P)-DBL-(P), or when the responder to the double has shown balanced values, eg 1NT-(2M)-DBL-(P) or (1NT)-DBL-(2M)-DBL-(P), then 2NT is SCRAMBLING with any 2 suits below the M. After a T/O DBL of a minor then 2NT is NAT. 2NT is also natural if the responder to a double of a major has already bid a suit, eg 1x-(2M)-DBL-(P).

**NOTE 4: ESCAPING FROM 1NT DOUBLED**

After 1NT-(DBL) or 1NT-P-P-(DBL)-P-P: RDBL=PUP to 2♣ showing a single suited hand somewhere; 2x=bid suit + a higher ranking suit. 1NT-(DBL)-P-P-RDBL and 1NT-P-P-(DBL)-RDBL show a 5 card suit somewhere. Similarly after (1x)-1NT-(DBL) with 2x (even if opener's suit)=bid suit + higher ranking suit but 2y=bid suit + a higher ranking suit excluding opener's suit.

**NOTE 5: SIGNALS ON PARTNER'S LEAD**

The initial signal is almost always count; 2nd highest from 4, 6 or 8 cards except J from J10xx(xx) and 10 from KJ10x(xx). The signal is only ENCRG/DISCG during the play in cash out situations. The initial signal is only suit preference when partner is expected to retain the lead and a switch is evident. Subsequent cards in the same suit as the initial signal are suit preference.

**NOTE 6: SIGNALS ON DECLARER'S LEAD**

The initial signal is always count unless "SMITH" or partner is winning the trick and a switch is evident. Subsequent signals in the same suit are suit preference. With "SMITH" high-low from either defender encourages the suit initially led. If only one card has been played in declarer's suit, either because only a singleton or one affordable card was held or because declarer switched to another suit, then the 1st discard or cards in declarer's 2nd suit are "SMITH". If a defender switches to a second suit before declarer has gained the lead then the "SMITH" signal relates to the second suit. All trump signals are suit preference.

**NOTE 7: DISCARDING**

The 1st discard in each suit is remaining count if not already known, usually from a suit we don't want led. Subsequent discards in the same suit are suit preference.

**NOTE 8: CUE BIDS AFTER A PARTNER'S TAKE-OUT DOUBLE**

If next hand passes over a non-protective double then a cue bid of the suit doubled is forcing to suit agreement even if the responder to the double is a passed hand. If 3rd hand bids or if the dbl is protective then a cue bid of the suit doubled is only F1 and does not promise a rebid. It usually shows 2 suits with invitational values. Thus in these situations the doubler must jump or make a return cue bid in order to create a forcing sequence.

**NOTE 9: OTHER DOUBLES**

Any double of opponent's protective action is Penalty if we have both bid but take-out from both sides if only one of us has bid. Any DBL which would be take-out over our direct action is still take-out after our protective action, eg (1♠)-P-(P)-DBL-(2♠)-DBL or (1♥)-P-(P)-1♠-(1NT/2♣/2♥)-DBL. Penalty double of opponent's new suit after partner has made a take-out double, eg 1♣-(1♠)-X-(2♦)-X.

**NOTE 10: CONTINUATIONS AFTER OUR OVERCALL OF OPPONENT'S INT OPENING**

After (1NT strong)-Dbl-(P/Rdbl): 2 bids=P/C, 2NT=FG enquiry, 3 bids=natural NF.

After (1NT)-2♣-(P): 2♦=relay for longer major, 2NT/3x=natural invitational.

After (1NT)-2♣-(Dbl): Pass=to play, Rdbl=relay for longer major, bids=natural.

After (1NT)-2♦-(P): 2M=P/C, 2NT=relay, 3m=nat NF, 3M=P/C, 3NT=to play, 4♣=bid suit below your M, 4♦=bid your M, 4M=natural (not P/C).

After (1NT)-2♦-(Dbl): Pass suggests playing, Rdbl=bid your M, 2M=P/C competitive in OM.

After (1NT)-2M-(P): 2NT=relay for minor suit, 3m=P/C, 3M=invitational, OM=natural NF.

After (1NT)-2M-(Dbl): Rdbl=PUP to next bid wishing to play in own suit, other responses are unchanged.

If 3rd hand bids 2NT Lebensohl then bidding directly is weaker than passing and then bidding. Doubling 2NT replaces the relay.

**NOTE 11: DEFENCE TO STRONG CLUB**

After a 1NT overcall: minor suit bids below game are pass/correct, all bids in a major are natural NF (not invitational) and 2NT is a forcing enquiry. If 1NT is doubled: Pass asks overcaller to bid his longest suit, Rdbl is a puppet to 2♣ to play in responder's suit, bids are unchanged by the double.

If 3rd hand bids: Dbl shows that responder has a long minor and bids are unchanged.

Non-vul 2 level overcalls show a weak jump overcall in either the bid suit or the suit above, usually 6 card but may be 5 card when weak and NV against VUL.

In response: Bids in a possible suit are pass/correct non-constructive, 2NT=constructive enquiry (lower/higher non-possible suit=lower/higher suit maximum), bids in non-possible suits are NAT NF. Pass over a strong club may include strong hands; opener's rebid is treated as an opening bid.

**NOTE 12: DEVELOPMENTS AFTER A 2NT RESPONSE TO 1♥/♠**

Opener rebids 3♣ with any minimum, 3 new suit with non-minimum and a singleton (3NT with ♣ singleton), 3M with 15+HCP and no singleton.

After 1M-2NT-3♣: 3♦ asks for singleton; any other new suit=splinter (3M=♣ singleton, 3NT=♦ singleton).

After intervention below 4M: Pass=extra values (15+) but no shortage (then Dbl by responder=shortage, 3NT=A or K in opponent's suit), Dbl=shortage in bid suit, new suit=shortage, trump suit=any minimum without a shortage, 3NT=extras (15+) with A or K in opponent's suit.

**NOTE 13: DEVELOPMENTS AFTER OPPONENTS TWO SUITED OVERCALL**

**BOTH SUITS KNOWN:** Nearest cue below our suit=limit raise+, other cue=unbid suit FG, unbid suit=NF, raise=weak.

**ONLY ONE SUIT KNOWN:** Cue=limit raise+, new suit F1, 2NT=PUP to 3♣ with subsequent bids NF, raise=weak.

In both cases DBL suggests penalty often based on balanced values. If opponents make a 2 suited overcall after we have both bid then all DBLs of their suits are penalty from both sides.

**NOTE 14: CONTINUATIONS AFTER ARTIFICIAL INTERVENTION OVER OUR INT**

If the intervention shows the bid suit plus another then it is treated as natural.

If the intervention is artificial without guaranteeing the bid suit then dbl=high card values for at least 2NT; after this any dbl is penalty and pass below 2NT is F.

If the intervention shows just one defined suit (possibly plus a 2nd undefined suit) then a 2 level cue bid is for T/O (may be just competitive). Pass then dbl is also T/O but with 2+ cards in the defined suit.

If the intervention shows two defined suits then a 2 level cue is NAT and a 3 level cue stop showing.

In all cases 2NT is still Lebensohl.

**NOTE 15: CONTINUATIONS AFTER A INT OPENING**

After 1NT-2♣-2♦-2M-2NT then 3♣=5+♣, 3♦=(42)52, 3♥=5+♦ with short M, 3♠=5+♦ with a short ♣.

After 1NT-2♣-2♦-2M-3♣ then 3♦=5+♦, 3♥=5+♠ without a singleton ♦, 3♠=5+♣ with a singleton ♦. 1NT-2♣-2♦-3x=3 suited short in suit above.

A 2♠/NT transfer is always at least game invitational. In response the 1st step accepts the game invitation and the 2nd step declines it. Any new suit continuation by responder is a splinter and rebidding the minor over the first step is a slam try without a shortage.

**NOTE 16: CONTINUATIONS AFTER INTERVENTION OVER A 2♣/♦/♥ RESPONSE TO INT**

After 1NT-P-2♣-(DBL): RDBL=good ♣ suggesting 2♣ redoubled (may also have a major), Pass=no ♣ stop and no 5 major, 2♦=♣ stop and no 5 major, 2♥/♠=5 card suit with or without a ♣ stop.

After 1NT-P-2♣-(2♦): DBL=Penalty, 2M=5 cards, Pass=any other. After 1NT-P-2♣-(2♦)-P-(P): DBL=Penalty, 2M+=unchanged by the intervention, ie as though opener had bid 2♦.

After 1NT-P-2♣-(2♥/♠)-P-P: DBL=T/O, 2NT=invitational without 4OM (may not have a stop), Cue=< 4 cards in OM without a stop, 3NT=to play with a stop, others unchanged by the intervention.

After 1NT-P-2♦/♥-(DBL): RDBL=strong in bid suit suggesting playing redoubled, next step=happy to compete with 3+ trumps, Pass=not keen to compete. In these sequences if opener passes the DBL then RDBL from responder is to play, bids above the first step have the same meaning as if the transfer had been completed, a cue bid of the suit doubled is a general force asking for a stop, and a jump cue is a splinter.

After 1NT-P-2♦/♥-(bid)-P-P or 1NT-P-2♦/♥-P-2♥/♠-(bid): DBL by responder=take-out including all FG hands, 2NT=natural invitational (may not have a stop), new suit below 3♥/♠=NF, 3♥/♠=NF (not invitational), cue=splinter (DBL then cue if you want to ask for stopper), jump=natural (not a splinter).

**NOTE 17: DEVELOPMENTS AFTER RKCB**

The responder to RKCB is forced to slam if holding 3+ key cards and responds to a 5 level sign-off as though asked for the trump Q. After intervention over 4NT:-

a) Over intervention up to 5♥ - Make normal response if possible; otherwise Dbl of 5♣=penalty, Dbl of 5♦=0, Dbl of 5♥=0 or 2 without Q, Pass=1, 5NT=3, 6♣=4.

b) Over intervention above 5♥ but below 6 of trump suit - Dbl=0 or 2, Pass=1, 1st step=3 (may also be 4 if cannot afford to bid beyond 6 of the trump suit), 2nd step=4 (if affordable).