

| DEFENSIVE AND COMPETITIVE BIDDING                                                                   |
|-----------------------------------------------------------------------------------------------------|
| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>                                         |
| QUICK & STANDARD 1/2/3 LEVEL OVERCALL UP TO 17 HCP                                                  |
| REOPENING OVERCALL SHOWS LESS THAN 16 HCP                                                           |
| NATURAL & STANDARD RESPONSES                                                                        |
| 1/1 = F1, 2/1 = NF, FIT SHOWING JUMP                                                                |
| <b>1NT OVERCALL (2<sup>ND</sup>/4<sup>TH</sup> Live; Responses; Reopening)</b>                      |
| 2 <sup>ND</sup> : 15-18, SYSTEM ON, 4 <sup>TH</sup> : 14-16, SYSTEM ON                              |
| REOPENING: (9)10-13(14)                                                                             |
| RESP. OVER (1m): 2♣ = STAYMAN; 2♥/♦/♠ = TRF TO ♥/♠/Om                                               |
| RESP. OVER (1♥): 2♣ = RELAY; 2♦ = NAT, 2♥/♠ = TRF TO ♠/♣                                            |
| RESP. OVER (1♠): 2♣ = RELAY; 2♦/2♥/♠ = TRF TO ♥/♣/♦                                                 |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                                                |
| (1♣) - 2♦ = BOTH M WEAK/STRONG; (1♦) - 3♣ = PREEMPT                                                 |
| (1ANY) - 2M = (5)6cM PREEMT (11-14 VUL); (1M) - 3♦ = PREEMPT                                        |
| (1m/1M) - 2NT = 2 LOWEST; (1M) - 3♣ = OM & ♦                                                        |
| Reopen: NATURAL                                                                                     |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                                         |
| (1♣) - 2♣ = 5/4 BOTH M 6-10; (1♠) - 3♣ = PREEMPT                                                    |
| (1♦) - 2♦ = 5+/5+ BOTH M WEAK/STRONG                                                                |
| (1M) - 2M = OM & ♣ WEAK/STRONG                                                                      |
| (1♦/1M) - 3♦/3M = ASKS FOR ♦/M STOP FOR 3NT                                                         |
| <b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>                                                      |
| VS. STRONG NT: X = 5c+m & 4c+m; OTHERS = MULTI-LANDY                                                |
| VS. WEAK NT: X = GOOD OPENING+; OTHER = AS ABOVE                                                    |
| VS. PREEMPT NT: X = OPENING+; OTHER = NAT OPENING+                                                  |
| REOPENING: NO CHANGE; PH = NO CHANGE                                                                |
| REOPENING PH: X = PROTECTIVE/LANDY; OTHERS = NAT                                                    |
| <b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                                              |
| VS (2M): X = T-O; 2♠/3m/3♥: NF; 2NT = 15-19 (REOPENING 13-16);<br>3NT = NAT; Q = BOTH m; 4m = m+OM; |
| VS (3m): X = T-O; Q = BOTH M; (3♣) - 4♦ = ♦+♥                                                       |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                                                |
| X = BOTH M; 1♦/1M = NAT; 1NT = m 2 SUITED; 2♣ = NAT;                                                |
| 2♦ = 5+/5+ BOTH M; 2NT = 5+/5+ m 2 SUITED; 2M = PREEMPT                                             |
| (2♣) - X/2♦/2M/3m/3M = NAT; 2NT/3NT = ANY 2 SUITED                                                  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>                                                               |
| 1♣ - (X) - XX = 4c+♦; 1♦/1♥ = 4c+♥/♠; 1♠: TRF TO NT                                                 |
| 1♦ - (X) - XX = 4c+♥; 1♥ = 4c+♠; 1♠: TRF TO NT                                                      |
| 1M - (X) - XX: 10+; 1♠: 4c+♠: 1NT/2♣/2♦: TRF TP ♣/♦/♥;                                              |
| 2M-1 = 3cM 8+; 2M: 3/4cM 5-7                                                                        |

| LEADS AND SIGNALS                                                       |                                                   |                                                   |                 |
|-------------------------------------------------------------------------|---------------------------------------------------|---------------------------------------------------|-----------------|
| <b>OPENING LEADS STYLE</b>                                              |                                                   |                                                   |                 |
|                                                                         | Lead                                              | In Partner's Suit                                 |                 |
| Suit                                                                    | 1 <sup>ST</sup> /3 <sup>RD</sup> /5 <sup>TH</sup> | 1 <sup>ST</sup> /3 <sup>RD</sup> /5 <sup>TH</sup> |                 |
| NT                                                                      | SAME                                              | 1 <sup>ST</sup> /3 <sup>RD</sup> /5 <sup>TH</sup> |                 |
| Subsequent                                                              | HEAD OF SEQUENCE                                  | HEAD OF SEQUENCE                                  |                 |
| Other: VS SUIT: <b>A/Q/J</b> ASK E/D; <b>K</b> ASKS 1/2                 |                                                   |                                                   |                 |
| VS NT: <b>A/Q/J</b> ASK E/D; <b>K</b> ASK UNBLOCK IF DUMMY xx+ OR COUNT |                                                   |                                                   |                 |
| <b>LEADS</b>                                                            |                                                   |                                                   |                 |
| Lead                                                                    | Vs. Suit                                          | Vs. NT                                            |                 |
| Ace                                                                     | <b>A(+), AK(+)</b>                                | <b>A(+), AK(+), AKJ(+)</b>                        |                 |
| King                                                                    | <b>AKx(+), KQ(+)</b>                              | <b>AKx(+), KQJ(+), KQ10(+)</b>                    |                 |
| Queen                                                                   | <b>Qx, QJ(+)</b>                                  | <b>QJ10(+), QJ9(+), KQ(+), QJx(+)</b>             |                 |
| Jack                                                                    | <b>Jx, J10(+), KJ10(+)</b>                        | <b>J109(+), J108(+), KJ10(+)</b>                  |                 |
| 10                                                                      | <b>10x, 109(+), H109(+)</b>                       | <b>10x, 1098(+), H109(+)</b>                      |                 |
| 9                                                                       | <b>9x, 98(+), H98(+)</b>                          | <b>9x, 98(+), H98(+)</b>                          |                 |
| Hi-X                                                                    | <b>Xx, xXxx, xxXxx</b>                            | <b>Xx, xXxx, xxXxx</b>                            |                 |
| Lo-X                                                                    | <b>xXXx, xxX, xxXxX</b>                           | <b>xXx, xXxx, xxXxx</b>                           |                 |
| <b>SIGNALS IN ORDER OF PRIORITY</b>                                     |                                                   |                                                   |                 |
|                                                                         | Partner's Lead                                    | Declarer's Lead                                   | Discarding      |
| 1                                                                       | L = E (Except on K)                               | Suit Preference                                   | Odd = E         |
| Suit                                                                    | 2 Hi/Lo = Even                                    | Hi/Lo = Even                                      | Hi/Lo = Even    |
| 3                                                                       | Suit Preference                                   |                                                   |                 |
| 1                                                                       | L = E (Except on K)                               | Smith                                             | Odd = E         |
| NT                                                                      | 2 Hi/Lo = Even                                    | Hi/Lo = Even                                      | Hi/Lo = Even    |
| 3                                                                       | Suit Preference                                   | Suit Preference                                   | Suit Preference |
| Signals (including Trumps): SMITH → LEADER Lo = E; RECEIVER HI = E      |                                                   |                                                   |                 |
| TRUMP Hi/Lo = SHOWS INTEREST FOT RUFF                                   |                                                   |                                                   |                 |
| Legend: H = A/K/Q, Lo = Low, Hi = High, E = Encourage, D = Discourage   |                                                   |                                                   |                 |
| <b>DOUBLES</b>                                                          |                                                   |                                                   |                 |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>                    |                                                   |                                                   |                 |
| AGGRESSIVE T-O & REOPENING X ALL POSITIONS                              |                                                   |                                                   |                 |
| NATURAL RESPONSES                                                       |                                                   |                                                   |                 |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>                  |                                                   |                                                   |                 |
| RESPONSIVE & FIT SHOWING X/XX UP TO 4♥                                  |                                                   |                                                   |                 |
| STOPPER SHOWING X/XX FOR 3NT IN COMPETITIVE SEQUENCES                   |                                                   |                                                   |                 |
| GAME INVITING X/XX IN COMPETITIVE SEQUENCES                             |                                                   |                                                   |                 |
| CONTROL &/OR A SHOWING X/XX IN NT & SLAM SEQUENCES                      |                                                   |                                                   |                 |
| LEAD ASKING X/XX. H SHOWING X/XX IN PARTNER'S SUIT                      |                                                   |                                                   |                 |
| 1♣ - (X) - XX: 4c+♦; 1♦ - (X) - XX: 4c+♥;                               |                                                   |                                                   |                 |
| 1NT - (X) - XX: TRF TO ♣ OR ♦ M OR ♥♠                                   |                                                   |                                                   |                 |

| W B F CONVENTION CARD                                                                                                                                                                                                                                                                 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>NCBO: BELGIUM - RED</b>                                                                                                                                                                                                                                                            |
| <b>CATEGORY: ALL</b>                                                                                                                                                                                                                                                                  |
| <b>PLAYERS: F. BIGDELI (1155) – L.C. SPELEERS (13157)</b>                                                                                                                                                                                                                             |
| Legend: M = Major, m = minor, c = cards, GF = Game Force,<br>SF = Semi Forcing, F1 = 1 Round Forcing, T-O = TAKE-OUT<br>X = DBLE, XX = REDBLE, 1 <sup>ST</sup> /2 <sup>ND</sup> /3 <sup>RD</sup> /4 <sup>TH</sup> = Seat,<br>(OP'S) = OPPONENT'S BID, NAT = NATURAL, PH = PASSED HAND |
| <b>SYSTEM SUMMARY</b>                                                                                                                                                                                                                                                                 |
| GENERAL APPROACH AND STYLE                                                                                                                                                                                                                                                            |
| 5 CDS M, (3)4 CDS ♦ (EXCEPTION 4432), 1♣ CAN HAVE 4 BAD ♦                                                                                                                                                                                                                             |
| 1NT: 14-17 POSSIBLE 5cM OR 6cM OR SINGLE                                                                                                                                                                                                                                              |
| 2NT: 20-21 POSSIBLE 5cM OR 6cM OR SINGLE                                                                                                                                                                                                                                              |
|                                                                                                                                                                                                                                                                                       |
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|                                                                                                                                                                                                                                                                                       |
|                                                                                                                                                                                                                                                                                       |
|                                                                                                                                                                                                                                                                                       |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>                                                                                                                                                                                                                                          |
| 2♣: ALL GF OR, SF M                                                                                                                                                                                                                                                                   |
| 2♦: MULTI WEAK 6c♥ OR ♠, SF m, BAL 22-23                                                                                                                                                                                                                                              |
| 2♦ 4 <sup>TH</sup> : MULTI 10-12 6c♥ OR ♠, SF m, BAL 22-23                                                                                                                                                                                                                            |
| 2♥: 5c♥ & 4c+♠ WEAK                                                                                                                                                                                                                                                                   |
| 2♠: 5c♠ & 4c+m WEAK                                                                                                                                                                                                                                                                   |
| 2M 4 <sup>TH</sup> : 6cM 11-14                                                                                                                                                                                                                                                        |
| 3X 4 <sup>TH</sup> : 7cX 12-14                                                                                                                                                                                                                                                        |
| 3NT: GAMBLING                                                                                                                                                                                                                                                                         |
| 3NT 4 <sup>TH</sup> : 5c+m GOOD OPENING                                                                                                                                                                                                                                               |
| 4♣/4♦: PREEMPT                                                                                                                                                                                                                                                                        |
|                                                                                                                                                                                                                                                                                       |
| <b>SPECIAL FORCING PASS SEQUENCES</b>                                                                                                                                                                                                                                                 |
| AFTER ALL GF, F1 OR SELF FORCING BIDS                                                                                                                                                                                                                                                 |
|                                                                                                                                                                                                                                                                                       |
| <b>IMPORTANT NOTES</b>                                                                                                                                                                                                                                                                |
| 1 <sup>ST</sup> LEVEL TRANSFERS OVER 1♣ OPENING                                                                                                                                                                                                                                       |
| FLANERY STYLE 2♥/2♠/3♦ BIDS OVER 1♣ OPENING                                                                                                                                                                                                                                           |
| FLANERY STYLE 2♥/2♠/3♥ BIDS OVER 1♦ OPENING                                                                                                                                                                                                                                           |
|                                                                                                                                                                                                                                                                                       |
| TRANSFER BIDS AFTER 1m (1 ANY OR T-O X)                                                                                                                                                                                                                                               |
| 1M - (2m/♥) - 2NT: 4c+M FIT MIXED RAISE                                                                                                                                                                                                                                               |
| <b>PSYCHICS: RARE</b>                                                                                                                                                                                                                                                                 |

| OPENINGS | TICK IF ARTIFICIAL | MIN. NO. OF CARDS                    | NEG. DBL THRU |                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                   |                                                    |
|----------|--------------------|--------------------------------------|---------------|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|----------------------------------------------------|
|          |                    |                                      |               | DESCRIPTION                                                                                       | RESPONSES & SUBSEQUENT ACTION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | SUBSEQUENT ACTION | PH BIDDING                                         |
| 1♣       | L                  | 3c+♣                                 | 4♥            | 11-23 HCP<br>CAN HAVE 4 BAD ♦                                                                     | 1♦/1♥ = TRF 4c+♥/♠; 1♠ = TRF TO NT OR ♦; 1/2/3NT= NAT; 2♣ = INVERTED 10+; 3♣ = 5c+♣ 5-9;<br>2♦ = MULTI 6cm 5-8 OR NAT GF; 2♥ = 5c♠ & 4c♥ 8-10; 2♠ = 5c♠ & 4c♥ INV; 3♦ = 5c♥ & 5c♠ INV.                                                                                                                                                                                                                                                                                                                                                                                                                                            | SEE NOTE 1        | 2♣ = 8-10;<br>2♦/2♥/2♠ = NO CHANGE                 |
| 1♦       |                    | (3)4c+♦                              | 4♥            | 11-25 HCP GOOD SUIT                                                                               | 1/1= NAT; 2♣= GF; 2♦= INVERTED; 2♥ = 5c♠ & 4c♥ 8-10; 2♠ = 5c♠ & 4c♥ INV; 1/2/3NT= NAT;<br>3♣= 6c+♣ INV; 3♦= 4c+♦ 5-9; 3♥= 5c+♠ & 5c♥ INV; 3♠: 7c♠ PREEMPT                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | SEE NOTE 2        | 2♦ = 8-10;<br>2♥/2♠/3♣ = NO CHANGE                 |
| 1M       |                    | (4)5c+M                              | 4♥            | 11-23 HCP (9+HCP 3 <sup>RD</sup> )                                                                | 1NT= NF; 2♣= NAT SELF F TO 2NT; 2♦= 8-10 RAISE OR NAT SELF F TO 2NT; 2M: 3cM 5-7;<br>2NT= 3c+M GF; 3♣/3♦ = 3/4cM 10-14 OR 15+ WITH A BAD SUIT & A SHORT; 3M= 4cM PREEMPT                                                                                                                                                                                                                                                                                                                                                                                                                                                          | SEE NOTE 3        | DRURY (SEE NOTE 3)<br>2NT = 4c+M INV. WITH SHORT X |
| 1♥       |                    | (4)5c♥                               | 4♦            |                                                                                                   | 2♠ = 6c+♠ INV; 3♠ = SPLINTER; 3NT= 5CM 10-12; 4m= SPLINTER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | SEE NOTE 3        | 2♠/3m = NAT & 4c+♥ INV.                            |
| 1♠       |                    | 5c+♠                                 | 4♥            |                                                                                                   | 2♥ = NAT SELF F TO 2NT; 3♥ = 6c+♥ INV; 4m= SPLINTER; 4♥ = SPLINTER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | SEE NOTE 3        | 3m/3♥ = NAT & 4c+♠ INV.                            |
| INT      |                    |                                      | 3♠            | 14-17 HCP<br>xpPOSSIBLE 5cM OR 6cm                                                                | 2♣ = STAYMAN; 2♦/2♥/2♠/3♣ = TRF; 3♦ = 5c♦ & 5c♣ GAME; 3M = 4cM333 GAME;<br>4♣ = m 2 SUITED SLAM INTEREST; 4♦ = M 2 SUITED GAME OR SLAM; 4NT = QUANTITATIVE                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | SEE NOTE 4        |                                                    |
| 2♣       | √                  | 0c+♣                                 |               | ALL GF OR SF M                                                                                    | 2♦ = RELAY → 2M/2NT/3M = GF, 3M = SF, 3NT = 6cm322 20-22,<br>2M/3m = NAT GOOD SUIT; 3M = 6c+M SOLID SUIT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | SEE NOTE 5        |                                                    |
| 2♦       | √                  | 0c+♦                                 |               | WK M (1 <sup>ST</sup> /2 <sup>ND</sup> /3 <sup>RD</sup> ) (*)<br>OR SF m OR BAL 22-23             | 2♥/2♠/3♥/3♠ = P/C; 2NT = F1 RELAY; 3m = NAT. F1; 4♣ = TRF TO YR M; 4♦ = BID YR M<br>(*) 6cm 10-12 HCP (4 <sup>TH</sup> ) OR ALL SF POSSIBILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | SEE NOTE 6        |                                                    |
| 2♥       |                    | 5c♥ & 4c+♠<br>6c♥ (4 <sup>TH</sup> ) |               | 6-10 HCP (1 <sup>ST</sup> /2 <sup>ND</sup> /3 <sup>RD</sup> )<br>6c♥ 12-14 HCP (4 <sup>TH</sup> ) | 2NT= F1 RELAY; 3m= 5c+m F1; 3♥/3♠= PREEMPT; 4♥/4♠= TO PLAY;<br>2NT (2♥ 4 <sup>TH</sup> ) = GENERAL TRIAL; 3m (2♥ 4 <sup>TH</sup> ) = SPECIFIC TRIAL BID                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | SEE NOTE 7        |                                                    |
| 2♠       |                    | 5c+♠ & 4c+m                          |               | 6-10 HCP (1 <sup>ST</sup> /2 <sup>ND</sup> /3 <sup>RD</sup> )<br>6c♠ 12-14 HCP (4 <sup>TH</sup> ) | 2NT = GF RELAY; 3♣ = P/C; 3♦ = INV TO 4♠; 3♠ = PREEMPT; 4m: Splinter; 4♠ = TO PLAY;<br>3♥ = 6c+♥ NF; 4♥ = TO PLAY OWN SUIT;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | SEE NOTE 7        |                                                    |
| 2NT      |                    |                                      |               | 20-21 HCP<br>POSSIBLE 5cM OR 6cm<br>POSSIBLE SINGLE                                               | 3♣ = ROMEX; 3♦/♥ = TRF; 3♠ = 4c+/4c+ m 2 SUITED; 4♣ = 5c+♦ SLAM OR 5c♥ & 5c♠ GAME;<br>4♦ = 6c+♥ GAME OR SLAM; 4♥ = 6c+♠ GAME OR SLAM; 4♠ = 5c+♠ SLAM; 4NT = QUANTITATIVE<br>2NT → 3♣ = ROMEX; 3♦/♥ = TRF TO ♥/♠; 3♠ = 4c+♣ & 4c+♦ SLAM; 4♣ = 5c♥ & 5c♠ GAME OR 5c+♦ SLAM;<br>4♦/4♥ = TRF TO 4♥/♠ GAME OR SLAM; 4♠ = 5c+♠ SLAM<br>2NT 3♣ → 3♦ = NO 4c♥ MAY BE 4c♠, 3♥ = 4/5c♥, 3♠ = 5c♠, 3NT = 4c♥ & 4c♠<br>2NT 3♦ → 3♥ = 3c♥ OR 2c♥ & 4c♠, 3♠ = 5c♠ & 2c♥, 4m = Q 4/5c♥ (+), 4♥ = 4/5c♥ (-)<br>2NT 3♥ → 3♠ = 3c♠, 4m = Q 4/5c♠ (+); 4♥ = 4/5c♠ ALL CONTROLS (+); 4♠ = 4/5c♠ (-)<br>2NT 3♠ → 3NT = NO FIT OR MINI, 4m = FIT & MAXI | SEE NOTE 8        |                                                    |
| 3X       |                    | 6c+X                                 |               | PREEMPT (1 <sup>ST</sup> /2 <sup>ND</sup> /3 <sup>RD</sup> )                                      | (4 <sup>TH</sup> ): 7cm 12-14 → NEW SUIT 3 <sup>RD</sup> /4 <sup>TH</sup> LEVEL = F1 (IF NOT PH) OR FIT & TRIAL BID (IF PH)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                   |                                                    |
| 3NT      |                    |                                      |               | PREEMPT (1 <sup>ST</sup> /2 <sup>ND</sup> /3 <sup>RD</sup> )<br>TO PLAY (4 <sup>TH</sup> )        | 4♣= P/C; 4♦= STRONG RELAY; 4M= TO PLAY; 4NT= BW; 5m= TO PLAY OWN SUIT<br>(4 <sup>TH</sup> ): GOOD 2 <sup>ND</sup> /3 <sup>RD</sup> ZONE OPENING WITH 5c+m                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                   |                                                    |
| 4X       |                    | 7c+X                                 |               | PREEMPT                                                                                           | 6-7 PLAYING TRICKS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                   |                                                    |

| HIGH LEVEL BIDDING                                                                                                                                                                                                                                                                                                                                                                                                                     |
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| 4NT BW → 5♣ = 3/0; 5♦ = 4/1; 5♥ = 2; 5♠ = 2 + TRUMP Q; 5NT = 2 + VOID; 6X = 1 OR 3 + VOID X;<br>6 TRUMP SUIT = 1 OR 3 + VOID HIGHER THAN TRUMP SUIT                                                                                                                                                                                                                                                                                    |
| AFTER BW, CONTINUATION WITH TOUCHING SUIT (IF NOT TRUMP) ASKS FOR TRUMP Q & Ks →?<br>?: 1 <sup>ST</sup> STEP = NO TRUMP Q; FOLLOWING BIDS = TRUMP Q WITH 0/3 K - 1/4 K - ETC.<br>?: 5♠ ASKS TO BID 5NT, WHICH CAN BE PASSED OR, IF FOLLOWED BY A BID AT THE 6 LEVEL ASKS<br>FOR HELP (Q OR xx) IN THE BID SUIT FOR GRAND SLAM.<br>?: A 6 LEVEL BID ASKS FOR THE BID SUIT K FOR GRAND SLAM.<br>?: 5NT ASKS FOR KINGS (0/3 - 1/4 - ETC.) |
| IF NO FIT, THE RESPONSES TO BW ARE 03, 14, 2, ETC. 5NT ASKS FOR KINGS (0-3, 1/4 ETC.) INCLUDING KINGS ALLREADY Q-BIDDED                                                                                                                                                                                                                                                                                                                |
| IF OVERCALL ON 4NT → DOPI: X = 0-2-4; P = 1-3                                                                                                                                                                                                                                                                                                                                                                                          |
| IF THE RESPONSE TO BW IS DOUBLED → XX SHOWS THE 1 <sup>ST</sup> ROUND CONTROL & ASKS FOR TRUMP SUIT Q & KINGS;<br>PASS ASKS FOR FURTHER INFO ON DOUBLED SUIT; TOUCHING SUIT SHOWS THE DOUBLED SUIT CONTROL & ASKS FOR TRUMP SUIT Q & KINGS; ETC.                                                                                                                                                                                       |

### Note 1.

1♣ - 1M-1 → 1M = 3cM, 2M = 4cM, 2NT = 18-19 Bal, 3♦/3♥(1♥=♠) = mini Splinter 4cM good 14-15, 3M = 4cM good 15-17, 3NT = 4cM 18-19, 4♣ = 4cM & 5c+♣ 18-19, 4♦/4♥ = Splinter 17-19

1♣ - 1♦=♥ → 1♠=4c♠ 11-17 may have 3c♥

1♣ - 1M-1; 1M → 2♣ = Forcing to 2♦ (♦ Weak or 5cM 9-10 or 5c♠ & 4c+♥ 9-10 & No ♣ short or other INV. Hands), 2♦ = GF Relay, 2NT = Weak Transfer to ♣ or 4cM & 4c♣ GF, 3m = 5cM & 5c+m GF

1♣ - 1♦=♥; 1♠ → 2♣ = Forcing to 2♦ (♦ Weak or other INV. Hands), 2♦ = GF Relay, 2NT = Weak Transfer to ♣ or 4cM & 4c♣ GF, 3m = 5cM & 5c+m GF

1♣ - 1M-1; 1NT → 2♣ = Forcing to 2♦ (♦ Weak or 5c♠ & 4c+♥ 9-10 & No ♣ short or other INV. Hands), 2♦ = GF Relay, 2NT = Weak Transfer to ♣ or 4cM & 4c♣ GF, 3m = 5cM & 5c+m GF

1♣ - 1♠=3c+♦ → 1NT = Balanced or Semi Balanced, 2♦ = 4c♦ 11-14, 3♦ = 4c♦ 15-17

1♣ - 1♠=3c+♦; 1NT → 2♣ = Forcing to 2♦ (♦ Weak or other INV. Hands), 2♦ = GF Relay, 2NT = Weak Transfer to ♣ or 4c♦ & 4c♣ GF, 3♣ = 4c+♦ & 4c+♣ GF

### Note 2.

1♦ - 1M → 2NT = 18-19 Bal, 3♣: 4c+♣, 3M = 4cM good 15-17, 3NT = 4cM 18-19, 4♣ = Splinter 18-19; 4♦ = 4cM & 5c+♦ 18-19

1♦ - 1♥; 1♠ → 2♣ = Forcing to 2♦ (♦ Weak or other INV. Hands), 2♦ = GF Relay, 2NT = Weak Transfer to ♣ or 4c♥ & 4c♣ GF, 3m = 4c♥ & 5c+m GF

1♦ - 1M; 1NT → 2♣ = Forcing to 2♦ (♦ Weak or 5c♠ & 4c+♥ 9-10 & No ♦ short or other INV. Hands), 2♦ = GF Relay, 2NT = Weak Transfer to ♣ or 4cM & 4c♣ GF, 3m = 4cM & 5c+m GF

1♦ - 2♣ → 2♦ = 4c+♦ Relay, 2NT = Good 13-14 BAL

### Note 3.

1♥ - 1♠; 1NT → 2♣ = Forcing to 2♦ (♦ Weak or (5)6c♠ Good 9-10 DH or other INV. Hands), 2♦ = GF relay, 2NT = Weak Transfer to ♣ or 4c♠ & 4c♣ GF, 3m = 4c♠ & 5c+m GF, 3NT = 4c♠ & 5c♥ 18-19, 4m = Splinter 17-19

1M - 1NT=NF → 2NT = Good 18-19 GF (Balanced with 3cOM or with 4c♦/♥ or 6c+M); 3♣ = 4c+♣ 18-19; 3♦ = 5c♦ 18-19; 3♥(1♠) = 5c♥ 18-19; 4♣ = 6c♥ & 5c♠ 12-14; 4♦ = 6c♠ & 5c♥ 12-14; 4♥ = 6c♥ & 6c♠ 12-14

P - 1M(3<sup>RD</sup> & 4<sup>TH</sup>); 2NT=INV with a short - 3♣: Asking? → 3♦/♥/♠ = Short ♣/♦/OM

P - 1M(3<sup>RD</sup> & 4<sup>TH</sup>); 2♣ Drury → 2♦ = 11+, 2♥(1♠)/2M = 13-14, 2NT = 18+, 3m/3♥(1♠) = 5c+m/♥ 18+, 3M = 6c+M 17+

P - 1M(3<sup>RD</sup> & 4<sup>TH</sup>); 2♣ Drury - 2♦ → 2NT = 4cM no short, 3m/3♥(1♠) = 4cM & values 3 to 4 Italian controls

P - 1M(3<sup>RD</sup>); 2♣ Drury → 2♦ = 9+, 2♥(1♠)/2M = 13-14, 2NT = 18+, 3m/3♥(1♠) = 5c+m/♥ 18+, 3M = 6c+M 17+

P - 1M(3<sup>RD</sup>); 2♣ Drury - 2♦; 2M → P = 9-12, Others = 4c♦ 13+

### Note 4.

1NT - 2♣ → 2♦ = No 4cM; 2M = 4cM; 2NT = 4c Both M mini (→ 3♦/3♥ = Transfer to ♥/♠); 3♣ = 4c Both M Maxi (→ 3♦/3♥ = Transfer to ♥/♠)

1NT - 2♣; 2♦ → 2M = 5cM Inv. Unbalanced, 2NT = Inv., 3m = Nat. GF, 3M = 4c+M & 5c+OM, 4♣ = 6c♥ & 4c♠ Game, 4♦ = 4c♥ & 6c♠ Game, 4M = 6cM & 4cAM Slam Interest, 4NT = Quantitative

1NT - 2♣; 2♦ - 3♥(4c♥ & 5c+♠); 3NT → 4m = 4c♥ & 5c♠ Slam, 4♥ = 5c♠ & 5c♥ Slam Interest, 4♠ = 6c+♠ & 4c♥ Slam Interest

1NT - 2♣; 2♦ - 3♠(5c♥ & 4c+♠); 3NT → 4m = 5c♥ & 4c♠ Slam, 4♥ = 4c♠ & 6c♥ Slam Interest

1NT - 2♣; 2♥ → 2♠ = 5c♠ Inv. with a short, 2NT = Inv., Others = Nat. & GF, 4NT = Quantitative

1NT - 2♦, 2♥ → 3♠/4m = 6c+♥ & Splinter    1NT 2♥, 2♠ → 4m/4♥ = 6c+♠ & Splinter

1NT - 4♣: m 2 Suited → 4♦ = 4c♦ Fit, 4M = Q-Bid with ♣ Fit, 4NT = No Fit or mini

Note 5.

2♣ - 2♦; 2M/3m = GF, 2NT = 24+ Balanced, 3M = One Suited SF M

2♣ - 2M: NAT → 2♠(2♥)/2NT/3♦/3♥(2♠) = GF; 4OM = SF Other M

Note 6.

2♦ - 2M → 2♠(2♥) = Weak ♠, 2NT = Balanced 22-23, 3m = SF m, 3♥(2♠) = Weak ♥

2♦ - 2NT → 3♣ = Weak ♥ mini, 3♦ = Weak ♠ mini, 3♥ = Weak ♠ Maxi, 3♠ = Weak ♥ Maxi, 3NT = 22-23 Balanced, 4m = SF m

Note 7.

2♥ - 2NT → 3♣ = 4c♠ mini; 3♦ = 5c♠ mini, 3♥ = 4c♠ Maxi; 3♠ = 5c♠ Maxi

2♠ - 2NT → 3m = 4c+m mini, 3♥/♠ = 4c+♣/♦ Maxi, 3NT = 5c♠4c♣4c♦

Note 8.

2NT - 3♣; 3♥: 4/5c♥ → 3♠ = Relay; 3NT/4♥ = to play, 4m = NAT. & Slam Interest,

2NT - 3♣; 3♥: 4/5c♥ - 3♠ = Relay → 3NT = 4c♥; 4m = 5c♥ positive hand; 4♥ = 5c♥ Negative hand)

2NT - 3♣; 3♥: 4/5c♥ - 3♠: Relay; 3NT: Only 4c♥ → 4m = Q-bid with ♥ Fit positive hand

2NT - 3♠; 3NT - 4♣ = 5c+♣ & 4c♦, 4♦ = 5c+♦ & 4c♣, 4M = Splinter with 5c♣ & 5c♦

2NT - 3♠; 3NT - 4♣ → 4♦: 4c♦ Fit, 4M = 3/4c♣ Fit & M Q-bid, 4NT = No Fit or mini

2NT - 3♠; 3NT - 4♦ → 4M = ♣ or ♦ Fit & Q-bid, 4NT = No Fit or mini

2NT - 4♣ → 4♦ = Fit (→ 4♥ = P/C with 5c♥ & 5c♠ Game, 4♠ = Q with 5c+♦ Slam Hand, 4NT = BW♦), 4M = to play if 5c♥ & 5c♠ Game hand & No ♦ Fit (→ P or Others = 5c+♦ Slam Hand)

2NT - 4♦ → 4♥ (P or Others = Slam Hand)

2NT - 4♥ → 4♠ (P or Others = Slam Hand)

2NT - 4♠ → 4NT = No Fit (→ P or 5X = Response to BW♣), 5X = Fit & Response to BW♣