

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive style (8-16). May be 4 cards at 1-level with HHxx.
Raises are PRE, cue usually has 3-card support.
Usually respond with 8HCP
Jump cue over 1M = mixed, 2NT (over major) = strong raise
Jump responses are FIT, double jump = splinter.
New suit F at 1, 3 level and 2 over 2; 2 over 1 = constructive NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd ; 17-19 4 th live.
Responses as to 1NT opening.
Reopening = 11-14 over m, 11-16 over M
Responses as to 1NT opening but 2♣ asks range and Ms.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (usually 6+ cards)
2NT = two lowest unbid suits (then cue = game try, jumps PRE)
Reopen: Intermediate (about 11-15, 6+ cards). 2NT 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 2 highest unbid suits (any strong 2-suiter in 4 th) (wide range)
Responses: cue FG agreeing major, 2NT = game try
Jump cue asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ both majors, 2♦ one major, 2M suit plus minor, 2NT minors or any strong two-suiter.
After 2♣, 2♦ asks for longer M. After 2♦, M=P/C.
Double PEN v weak NT. Dble by passed hand & v strong NT = 5m and 4M
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O. Over double of weak 2, 2NT = Lebensohl, 3x = INV.
NT=NAT, system on (over 2NT), Over 3NT, 4♣ range enquiry, 4♦ weak with M, 4♥/♠ = NAT slam try
Leaping & Non-leaping Michaels, cue asks stopper v weak 2.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
v 1♣, X=MAJs, 1NT=MINs. Weak jumps. 2NT any two-suiter, usually 6-5 or better. v 1♣-1♦, X=Ms 1NT=ms.
v 2♣-2♦, X shows diamonds, 2♣-X = clubs
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, usually PEN-seeking. 2NT = sound raise to 3+.
Raises are PRE, jumps are FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partnership Suit	
Suit	4 th (2 nd from bad suits)	Same (3 rd /5 th if unsupported)	
NT	4 th (2 nd from bad suits)	Same (3 rd /5 th if unsupported)	
Subseq	Same	Same	
Other: King request count, ace requests attitude during play, and at trick 1 against pre-empts and 5+ level contracts. 6 th best if we have shown 5+.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) or AK(+) asks ATT	Usually AK, asks ATT	
King	KQ(+) or AK(+) asks CT	Asks CT/UNB	
Queen	QJ(+)	KQx(x), QJ(+) asks ATT	
Jack	(K)J10(+)	(A or K)J10(+)	
10	(H)109(+)	H109(+), 109(+)	
9	Shortage (9/9x) or Q/J98(+)	9x, Q/J98(+)	
Hi-X	Sx, xSx(+)	Sx, xSx(+)	
Lo-X	HxS, HxxS(+)	HxS, HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENC	Hi = Even	Hi = ENC/Even
Suit 2	Hi = Even	SP	SP
3	SP		
1	Hi = ENC	Hi = E but see below	Hi = ENC/Even
NT 2	Hi = Even	SP	SP
3	SP		
Signals (including Trumps):			
Mostly SP in trumps. Smith Peter on declarer's first lead v NT (H = ENC from both sides), 1 st discard = ATT (then present count)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasis majors, minors unclear. May be weak if shape-suitable.			
Reopening double may be a king weaker.			
After prepared 1♣/1♦ opener, X may be balanced with 3+ in MAJs			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low-level doubles are T/O except when we have redoubled to show strength. If we have bid and raised a suit, MAX doubles apply. After a T/O double, responsive doubles apply to 4♦ and usually deny an unbid M (if both are unbid, doubles show none or both).			

W B F CONVENTIOπN CARD
CATEGORY: Green
NCBO: England
PLAYERS: Barry Myers, Sally Brock
EVENT: European Mixed Teams 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card majors (except 3 rd); 1♣ NAT or BAL 15-19; 1♦ 4+ ♦s
2♣ opening = weak 2♦, FG or 23–24 BAL
2♦ opening = weak only Multi, 2♥/♠ = NAT, (7)8–12
Initial actions fairly sound, not all 11 counts opened
1NT (11)12-14 (EXCEPT in 3 rd seat when (14)15–17)
Light 2 over 1s
Wide-range overcalls
Many NEG and COMP doubles, T/O doubles emphasise majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ NAT or BAL outside NT range (1♦=4)
2♣ opening = weak 2♦, FG or 23–24 BAL
2♦ opening = Multi (weaker than 2♥/♠ – can be passed)
2♥/2♠ opening = ‘good’ weak two ((7)8-12 according to vul/pos)
3NT solid m and nothing 1 st & 2 nd , to play 3 rd & 4 th
Jump shifts: weak (except 1M – 3♣/♦/♥),
Jump in other minor after minor = limit raise
SPECIAL FORCING PASS SEQUENCES
After (1NT) X (2m) pass is F (X is PEN)
If we bid to game constructively, pass is F
IMPORTANT NOTES
In high-level auctions, a new suit is assumed to show a fit for partner and may be only lead-directing.
PSYCHICS: Almost never, no specific types



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Sally Brock & Barry Myers, NCBO England, European Mixed Teams 2019			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/ COMPETITIVE BIDDING
1♣	Yes	2	4♦	All strong NTs open 1♣ unless other 5-card suit or 4♦. 11+ if unbalanced	Natural, bypass ♦s unless INV. 2♣=FG, 2♦=limit raise, 2♥/♠=weak, 3♣/3♦/♥/♠=PRE	1♣-2♣-2♦ fewer than 4♣, 2NT=4♣s strong NT, others NAT + clubs 1♣-1x-1NT-2♣/♦ = ART checkback 1♣-1x-1NT may have 4-card support	2♣ constructive NF
1♦		4	4♣	Natural 11+ if unbalanced	Natural, limit raises, 2♥/♠=weak, 2NT=FG+fit, 3♠=limit raise, 3♥/♠/4♣=splinter	1♦-1x-1NT-2♣/♦ ART checkback	Fit jumps in competition
1♥		5 (4 in 3 rd)	4♦	Natural 11+ if unbalanced	1NT 5-9, 2/1=9+ (up to 11 after 3 rd in hand), 2♠=weak, 2NT FG +fit, 3♣/♦ = 3/4-card limit raise, 1♥-3♠/1♠-3NT = unspecified splinter, double jump = void, 1♠-3♥=weak	2-way Checkback 1♥-2♥ or 1♠-2♠, step 1 = game try, others=slammy	In competition: Fit jumps 2NT = 4-card limit raise Cue = 3-card raise 2-way Drury after 3 rd seat 1M
1♠		5 (4 in 3 rd)	4♦	Natural 11+ if unbalanced			
1NT			4♦	(11)12-14 in 1 st /2 nd /4 th seats May have 6m, 5M or 4M5m May have singleton (14)15-17 in 3 rd seat	2♣ STAY, 2♦/♥/♠/NT=♥/♠/♣/♦ 3♣=5♣4♦, 3♦=5♦4♣, 3M=natural slam try, 4♣ Gerber, 4♦/♥ = ♥/♠	2♣-2♦: 2♥/♠=WEAK, 3♥/♠=5-5 Ms INV/FG. 2♠/NT-3♣/♦ QJx or better New suit FG after TRF, jump auto-SPL	Rubensohl after intervention
2♣	Yes	0		Weak 2♦, 0-9NV, 5-9V, 23+ balanced or any FG (no weak option in 4 th)	2♦= waiting, then 2♥ = Kokish (23-24), 2M = nat INV, 2NT = relay, 3♣=nat, F, 3♦=to play facing weak 2♦	2NT-3♣ = any singleton (3♦ asks), 3♦ = MIN, 3♥/♠ = honour 2♣-2♦-2NT = 25+ (then 3NT= 5-6HCP) 2♣-2♦-3♥/♠=4♥/♠+5♦	
2♦	Yes		2♠	Weak 2♥/♠, 0-8 HCP NV, 5-8 VUL, often 5-card suit NV NAT (10-13) in 4 th	Bids of majors = pass or correct, 2NT relay, 3♣=♣ or ♥, 3♦=♦ or ♠, 4♣ says transfer major, 4♦ says bid major	3♥/3♠=NF), 3♠=MAX + singleton (4♣ asks), 3NT = 2 top honours, others = ♥	
2♥		6		Good weak 2, (7)8-12 HCP Slightly affected by vul and position (10-13 4 th)	New suit = INV, 2NT = relay	2NT: 3♣ = side suit (3♦ asks), 3♦ = singleton (3♥ asks), 3M=MIN, 3OM=extras, 3NT=2 top honours, jump = 6-5	
2♠		6					
2NT			4♦	20-22 balanced May be 19 in 3 rd /4 th	3♣ PUP STAY, 3♦ = ♥, 3♥ = ♠ 3♠ minors, 4♣/♦/♥/♠= ♥/♠/♣/♦	2NT-3♣: 3♦=4M (then bid one not held), 3♥=no MAJ, 3♠/3NT= 5♠/♥	
3♣		6		Natural, PRE, Maybe be 0 HCP NVvV	3♦ asks for 3-card majors; 3M NF 1 st NVvVul		
3♦		6			3M NF NVvVul 1 st in hand only		
3♥		6			4m=lowest Q		
3♠		6			4m=lowest Q		
3NT				Solid m, no side A/K 1 st & 2 nd To play 3 rd & 4 th	4♣ P/C, 4♦ asks shortage		
4♣		7		Natural, PRE	4♦ = general try, 4NT = RKCB	HIGH LEVEL BIDDING RKCB (3041). Gerber over 1NT. DOPI. Double jump can be Exclusion Direct forcing raise to 4m = RKCB. Cues usually up the line 4NT is not RKCB when: no suit agreed; a raise of NT; a response to 4SF; in minor-suit auctions (4NT = good, 5m = bad). Some last train	
4♦		7			5♣ = general try, 4NT=RKCB		
4♥		7			5m = lowest Q, 4NT=RKCB		
4♠		7			5m = lowest Q, 4NT=RKCB		
4NT					Asks for specific aces		
5♣ / 5♦				Natural PRE			
5♥ / ♠				Asks for A or K			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Competitive at 1 level (7-18), Sound at the 2 level. (9-16)
Cue bid = 3 card raise, 2NT=4 card raise
(majors only; or natural after a two level overcall)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, 11-14 in 4 th
System on
16-18 after (1Y) P (1Z) 1NT, system on as above
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak dependent on vul
(5-10 vul, 3-9 nv, wide ranging facing a passed hand)
Reopen: Intermediate 12-16, opening values
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cue Bids, (1m) 2m = both majors,
(1M) 2M=Major/Minor. Resp: 3C/D = P/C, 2NT stronger enquiry,
(3C/D min with that suit, 3H/S maximum with the linked minor)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = Majors (2D asks, 2NT natural)
2M = 5M / 4+minor (3C/D = P/C, 2NT stronger enquiry)
2D = One major (2M P/C, 3M P/C, 2NT enquiry (3C/D=Min with linked major, 3H/S = Max with OTHER major)
X = Penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Take out
Cue bid = Majors or Major/Minor, (3C) 4D = D+major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C : X = Majors, 1NT =Minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M X 1NT=clubs, 2C=diamonds, 2D = Hearts 2M-1=good raise
1H X 1S = Minors
1Y X XX =10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from hon, 2 nd from bad	3 rd and 5 th	
NT	Same	As above	
Subseq	Same	As above	
Other: Top from xxx in partner's suit if we have raised			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax / AKx asks for attitude	AKx, AKJx, AKxx	
King	KQ, KQ10, AK(J),	Asks for unblock or count	
Queen	QJ / QJx, QJxx etc	Asks for ATT, KQx / QJ9x	
Jack	J10x/J10xx/KJ10	J10x/KJ10/AJ10 (denies Q)	
10	109x/Q109/K109 (denies J)	Denies J, may have A/K/Q	
9	Shortage	9xx, 9x	
Hi-X	Sx, xSx , xSxx, xSxxx	Sx, xSx , xSxx, xSxxx	
Lo-X	HxS, HxxS, HxxSx(x)	HxS, HxxS, HxxSx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High/Low = even	High/low = even	Low=encouraging
Suit 2	High=discouraging, Low=encouraging	Suit preference	High/low = even
3	Suit preference		Suit preference in known suits
1	High/Low = even	Smith Peter High asks from switch both sides	Low=encouraging
NT 2	Low=encouraging	High/low = even	High/low = even
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps): Suit preference			
King lead asks for count against suits, for unblock or count against NT			
Ace/queen leads ask for reverse attitude in the first instance			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, Cue bid = GF (inv by passed hand)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles / redoubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Michael Byrne / Fiona Brown
EVENT European Mixed Teams Championship 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, 2/1 GF
1C can be short, (5D/2C bal open 1D, 2C/4D open either)
Strong 1NT Opening (14)15-17
Weak twos in D/H/S
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Bergen raises 1M-3C=limit, 3D=mixed 3M = pre-emptive
Weak twos in diamonds/hearts/spades
Drury (2C=3 card raise 2D=4 card raise)
Fit Jumps in competitive
Michaels Cue Bids
1H X 1S = Minors
1C (1H) 1S = Take out (not 4S)
1M X 1NT/2C/2D/2M-1 = Transfers
Lebensohl (fast) after Weak twos/multi
Rubensohl after 1NT (interference)
2 Way check back (2C forces 2D, 2D GF enquiry)
Serious 3NT after 2/1 auctions
SPECIAL FORCING PASS SEQUENCES
After 1Y X XX, When we have bid game constructively
IMPORTANT NOTES
Wide ranging/potentially weak pre-empts facing a passed hand, could be light on suit and length
3 rd in seat opener could be light
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Michael Byrne / Fiona Brown, NCBO England, European Mixed Teams 2019			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4S	Could be 2C/4D but not 2C/5D 11+HCP if balanced (NV)	Walsh style, 2C=F1, 3C=pre-emptive 2NT/3NT=Nat, 2D/H/S=Weak	1C-2C-2D = 12-14 bal	Fit Jumps
1♦		4	4S	10+ otherwise, 3 rd in seat could be modest values	2D=F1, 3D=Pre=emptive, 2M=weak		
1♥		5	4S	5 card majors 1 st , 2 nd and 4 th , 3 rd in seat opener's choice (may be 4 cards)	1NT=5-11 (nf) 2NT=GF 4 trumps, 3C = 4 trumps 9-11, 3D = 4 trumps 7-9, 1M-3M = 4 trumps 3-6 1M-2m and 1S-2H =FG	1M-2NT-3C any min, 3D 15+ no shortage, 3H club spl, 3S diamond spl 3NT OM spl	By passed hand: 2C=3 card raise, 2D=4 card raise 2NT=mini splinter, 1M-3M=mixed
1♠		5					
INT				(14)15-17	Stayman/Transfers, 2S=Clubs, 2NT=Diamonds	1NT-2S-3C=fit 1NT-2NT-3D=fit	
					3C=5/5m, 3D=5/5m GF, 3M=shortage	(New suit shortage gf) 1NT-2D/2H- 3H/S=min, 2NT=max (with 4)	Rubensohl (2NT+ transfers) after an overcall at the 2-level
2♣	✓	0		GF or 22-24 Balanced	2D=Negative or waiting, 2M=Natural positive		
					2NT=Natural, 3m=natural 2/3 top honours		
2♦		5	X	Weak two dependent }			
				on position and }4-10	2M = constructive nf	2Y – 2NT – 3 of new suit is high card feature	
2♥		5	X	vulnerability }	2NT=Asking (for high card feature)	non minimum	
				Can be aggressive	3Y = GF		
2♠		5	X				
2NT			4S	20-21 Balanced	3C 4-card Stayman, 3D/3H Transfers, 3S=Minors 4C=Hearts, 4D=Spades, 4H = Clubs 4S = D'monds	2NT-3C-3D-3M = Smolen, 4M+5+OM	
3♣		6		}Natural Pre-empts depending	4D= RKCB (14 30)		
3♦		6		}on position and vulnerability	} Other suits nat F1		
3♥		6		}4-9	}4C = RKCB (14 30)		
3♠		6		}	}		
3NT	✓	7	x	Solid minor, little else outside	4C=P/C, 4D=Asks for shortage, 4M=Nat		
					5C/D=PC, 4NT slam try		
4♣		6	x	}			
4♦		6	x	} Natural pre-empts 5-10	Natural 4NT=RKCB		
4♥		6	x	} Can be aggressive 5-12			
4♠		6	x	}			
4NT	✓			Specific ace ask	5C=0, 5D/H/S/6C=that ace, 5NT=two aces, 6D=3		
5♣				Natural		HIGH LEVEL BIDDING	
5♦							
5♥						RKCB = 5C = 1 or 4; 5D = 0 or 3, 5H=2 5S=2+Q, 5NT=2 +Void	
5♠						RKCB then 5NT asks for specific kings	
						EKCB = 1 st step = 0, 2 nd step = 1, 3 rd step = 2, 4 th step = 2+Q	

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE – see note 10			<div>NCBO Logo & Coloured Sticker:</div> <div></div> <div>CATEGORY: 3 NCBO: England PLAYERS: <u>Graham Osborne</u> <u>Frances Hinden</u></div> <div>February 2019</div>	
5 cards at 1-level; may be up to 19 HCP			Lead	In Partner's Suit		
RESP: new suit F1 after P; jumps FIT; cue support F1; NT NAT INV	Suit	3 rd /LOW; STND/RUS*	3 rd /LOW, STND			
jump cue: 3-level mixed raise; 4-level SPL; Jump raise PRE	NT	ATT vs game, else 4 th (2 nd bad suit, top of 3 low) K STR				
2NT L/R if no cue available	Subseq	ATT (CT) in new suit;			SYSTEM SUMMARY	
4 th seat: 2-level new suit NF in competition; 2NT: see [12]	Other: *Rusinow vs NT and when leading own suit vs SUIT					
(1x) – P – (1y) – 2y NAT; Re-opening similar but K lighter	Lead attitude in partner's suit if length is known from auction					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS [see also note 10]					
2 nd : 15-18; RESP STAYMAN/TRANS; 4 th LIVE 16-19 RESP NAT	Lead	Vs. Suit (see * above)	Vs. NT		GENERAL APPROACH AND STYLE	
In Competition 2NT+ transfers; DBL T/O	Ace	AKx(+),AQx(+),Ax(+); REV. ATT				
Re-opening: 11-15 (PH 9-11) Responses: 2♣ ART ENQ others NAT	King	AK(+), KQ(+); CT/ REV ATT	STR; UB or CT			
PH shows 5-5 in two unbid suits	Queen	QJ(+); REV. ATT (KQ+*)	KQ9(+),REV. ATT			
	Jack	KJ10(+), J10(+);(QJ*+)	QJ10(+), QJ9, AQJ (+), KQJ(+)			
JUMP OVERCALLS (Style; Responses; Reopen)	10	109(+); KJ10; (J10*+)	(A/K)J10(+), REV. ATT		Pre-empts classical in 2 nd or 1 st VUL; random 1/3 NV [see note 1]	
WK, Random NV (0+ HCP/5+ cards), RESP 2NT+ TRANS, jumps FIT	9	3 rd from even length or 9x	(A/K/Q)109(+), 9x		Double often not PEN even in FP sequences	
2NT (CONSTR+) other M+♣ (over 1M), ♠+other m (over 1m)	Hi-x	3 rd /LOW	DISC(game) / Sxx/xSxx (1/2NT)			
RESP: all jumps PRE; new suit NAT NF;	Lo-x	3 rd /LOW	ENC (game)/4 th best		1NT Opening: (14)15-17 may have 6m or 5♥ (5♠ more common 3 rd /4 th)	
Reopen: INTERM. 11-15 6+ cards; 2NT NAT 19-21 RESP as open	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: FG/1M 1♦-2♣ F2NT		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m)–2m: 55+ in M any strength WK+;	Suit	1 Lo = ENC	S/P	Lo = ENC		
(1M)–2M: 55+ in OM + ♦, Constructive.+; 2NT INV+ relay		2 Lo = ODD	Lo = ODD	Lo = ODD	Transfer responses to 1♣, may respond with 0 HCP without club length	
RESP: all jumps PRE; DBL PEN; RDBL 1-card pref for higher suit		3 S/P		S/P	1♥ - 1♠ 0-12 HCP, no more than 4 spades unless also 3+ hearts	
(1x)-3x asks 3NT with stop (no FP). (1♠ short) - 3♣ NAT CONSTR	NT	1 Lo = ODD	"SMITH SIGNAL"	Lo = ENC	May have 3 or 4 hearts if very weak or INV	
VS. NT (vs. Strong / Weak; Reopening; PH) [see note 7]		2 Lo = ENC	Lo = ODD	Lo = ODD	1♥ - 1NT 5+ Spades any strength	
Non-PH 2♣=♥+?, 2♦=♠+?, 2M NAT, 3x WK, 2NT good 3m bid		3 S/P	S/P	S/P	We open most balanced 11-counts	
PH: 2♣ = ♥+♠, 2♦ = 1M, 2M = suit bid + a minor	Signals (including Trumps): REVERSE ATTITUDE;REMAINDER					
X PEN of WK NT, 16+ or PEN of STR NT (then 2♣ scramble)	COUNT; SMITH v NT: PETER BY EITHER HAND ENC LEAD vs NT;			Transfers in competition by responder in many auctions		
X of WK NT sets up FP over 2m [STR NT defined as 14+ HCP]	A lot of S/P. REV. ATT on K lead in Bath Coup positions					
PH: DBL = max pass (vs WK NT)/M+m canapé (vs STR 1NT)	Doubles			1♦ – 2NT WK raise (not interested in 3NT opposite 18-19 BAL)		
X of STAY or JTB = vs WK NT shows PEN DBL of opening 1NT				WJS in response to 1m (jump to 2x is NAT, 4-8 HCP, 6 or 7 cards)		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
X t/o LEB FAST[6];(3m)-4m FG MM; 4m-(4NT) NAT; 3NT NAT	10+ HCP Shape-suitable or STR (19+ or equivalent); K less by reopener			2NT in competition TRF, LEB, SCRAMBLING or GOOD RAISE [12]		
4M-4NT any 2 suits; (2/3M) – 4m FG 55+ in OM and suit bid	Responses: cue forcing to suit agreement; jumps 8-11, 1NT 6-10			FIT-SHOWING BIDS IN COMPETITION [2]		
VS. ART PREEMPTS see [6]	If doubler then cues, step 1 = NEG others 5+ HCP					
VS. ARTIFICIAL STRONG OPENINGS	COMPETITION: [4]			SPECIAL FORCING PASS SEQUENCES		
(1♣) – x/1♦/1NT=CRO others NAT; lowest NT response ART INV+	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			(1NT weak) – PEN DBL forcing to (2m)		
Otherwise DBL = MM, NT shows the minors	Most X T/O before fit found or hand defined (some game-try) [5].			In major suit raise auctions 3NT often sets up a FP, 4M does not.		
Jumps WK; P then bid after 1♣ strong.	In penalty FP auctions below game, DBL as the first action is T/O			Higher-level P only F if we have clearly forced from strength (V or NV)		
General style very aggressive NV (over 1♣ may be 4-4)	DBL of 1♦/♥ overcall = TRANS. DBL after partner's PRE is PEN			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE	DBL of suit we have bid or implied is PEN except 1♣-(2/3♣)-DBL T/O			1♣ may be short if 18-20 BAL, 11-14 BAL < 4♦ or any 11-12 min		
1M–DBL–RDBL 7+ dblton M or STR; P=WK or 10+ PEN seeking	Action X: by Pre-emptor shows extra offence.			18-19 (or bad 20) BAL opens 1♣ with five (sometimes 6) diamonds		
1M-DBL-1NT/2-level TRANS; other jumps FIT (1♠-x-3♥ PRE RAISE)	RESP DBL show 2 places to play, may not have OM			11-14 BAL may open 1♣ with 4♦ or 5♥ if min or bad suit		
1M –DBL–3M = Mixed; 2M+1 L/R+;1♥- x-2NT = PRE RAISE	(2/3x)-DBL-(raise)-DBL shows convertible values			Lead Rusinow in own bid suits against suit contracts		
1m–DBL–RDBL/1x TRANSFERS; 2NT WK raise 0-6	DBL of response to PRE t/o of opener's suit.			PSYCHICS: Rare.		

OPENING	TICK IF-ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	Frances Hinden & Graham Osborne, England, Feb 2019 SUBSEQUENT AUCTION	PASSED HAND / COMPETITIVE BIDDING
1♣	✓	2	4♠	NAT or BAL Open 1♣ (17)18-19(20) BAL 9+ HCP UNBAL, 11+BAL May have 5 bad hearts	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 4+♦ no M unless FG 2♣ = 10+ 4+♣ F1, 3♣ 6-10 (5)6+♣. 2x = WJS (4-8 HCP, 6 or 7 cards) 2NT 15+ with 4+ ♣ 1NT 5-10 USU. 4♣; 3x FG SPL; 3NT 3334 13-15	1♣-1red-complete = 11-14 SEMI-BAL or MIN any 3-card support. 1♣-1red -1NT=18-20 BAL. 1♣-1♠-1NT=11-14 BAL or 4414 11-16 1♣-2♣-2♦ = NAT or MIN BAL now 2♥ FG(R), 2NT/3♣ NAT INV 1NT/complete may have 4 in OM. 2NT STR RAISE after 1red	XFRS after 1♣-(1 red) [11] SWITCH after 1♣-(1/2♠) XFRS after ART overcalls PH 2-level Jumps NF Weak
1♦		4	4♠	NAT 9+ HCP (11+ if BAL). May open 1♣ if min & bad♦ Else 1♦ with 4+ & 12-14 BAL	INVERTED MINOR RAISES (3♦ 6-10) 2M WJS (4-8 HCP 6 or 7 cards) 2NT 0-6 4+♦ 3♣ NF INV. 2♣ F2NT	ART rebids after 1♦-1NT/2m and by responder after 1♦-1M 2♣ then 3♣ FG 1♦ - 1♥-1♠-2♣ = ART weak or FG, 2 other constructive	XFRS after 1♦ - (1♥) [11] SWITCH after 1♦-(1/2♠) PH 2-level Jumps NF FIT
1♥		5	4♠	NAT 9+ HCP (11+ if BAL) May open 1♣ if min bad suit (may be 4-card suit in 3/4)	1♠ F1 ART up to 12 may have 3♥; 2♦ NAT FG 2♣ FG NAT or semi-BAL 1NT 5+ ♠ F1 any strength. 2♠ WJS (4-8 HCP 6 or 7 cards) 3♣ L/R, 3♦ STR SPL 2NT FG RAISE 3♠ WEAK SPL any suit 3NT+ Void	1♥-1♠-1NT = 11-14 BAL or 4+ diamonds or 6+ ♥; 1♥-1♠-2♦ = 45(+) MM WK or STR, 2♥ 45 MM 14-16 (not 4 th) 1♥-1NT-2♣ = NAT, or BAL 11-14/18-19, or good 3-card raise ART continuations over all responses	2♣ = 8+ with 3♥; 2♦ 8+ with 4♥ 2♠ = SPL to 3-level (2NT asks) 3♥ = 6-9; 3m = FIT 2NT FIT in ♠.
1♠		5	4♥	NAT 9+ HCP (11+ if BAL) (may be 4-card suit in 3/4)	1NT up to 12 HCP nearly F; may have 3+ spades 2red NAT FG 5+ cards. 3♥ NAT INV. Other 2NT+ ART with 4♠. 2♣ FG NAT or semi-BAL	ART continuations over all responses (1♠-1NT-2 non-clubs = NAT)	2♣ = 8+ with 3♠; 2♦ 8+ with 4♠ 2NT = SPL to 3-level (3♣ asks) 3♠ = mixed; 3m = FIT
1NT		2	4♥	15-17, may be good 14 (may be 6m or 5♥, 5♠ rare)	2♣ Relay INV+ may be INV with 5CM 2♦ JTB OR 4♥ / 5m FG 2♥ JTB 2♠ ART INV+, 2NT TRF to ♣, 3♣ TRF to ♦ 3♦/♥ FG 3-suiter short in next suit. 3♠ mm FG 4♣ MM no slam interest. 4♦ 5♠ 332 mild SLAM TRY	ART continuations after 2♣, 2♠ and after JTB break 2♦ to step 2 only If JTB doubled complete with 3-cards support+, RDBL NAT see [3]	2NT+ XFER after intervention DBL = TO of NAT bid SYSTEM ON after ART 2♣
2♣	✓			FG or (22)23-24 BAL	2♦ NEG or waiting, 2M NAT FG, 2NT+ TRANS	2♣-2♦-2NT continuations as 2NT opening 2♣-2♦-2♥- Hearts or 25+ BAL FG; 2♠ Relay others TRF 2♣-2♥/♠-2NT bids NAT	DBL = NEG by RESPONDER DBL = BAL by OPENER FP by OPENER 2-suiter
2♦		5 0		1 st /2 nd WK (sound in 2 nd) [1] 3 rd WK random 4 th 14-16 4=5 majors	2♥/♠ NF INV; 2NT NAT INV; 3♣ STR ENQ 4♣ keycard ask, 3M NAT FG 2M to play others NAT CONSTR.	2♦-3♣-3♦ MIN, 3M MAX+feature, 3NT MAX BAL 2♦-4♣ steps show 0, 1, 1+Q, 2	
2♥/♠		5		1 st /2 nd WK (sound in 2 nd) 3 rd WK random 4 th Intermediate	2NT=ASK SHORTAGE; raises PRE; 2♥-2♠ NF CONSTR; others NAT FG 4♣ key card ask	2M-2NT-3M MIN or no shortage; 3NT = MAX BAL 2M-4♣ steps show 0, 1, 1+Q, 2	2M - (Dbl) - 2NT = lebensohl 2M-(Dbl)-new suit = FIT
2NT				NAT 20-21 (22) HCP 20 HCP may open 1♣ 5422 rare in 1/2 seat	3♣ "PUP STAY" 3♦/3♥ JTB FG 3♠ TRF to 3NT or ♦ S/T; 3NT ♣ S/T 4m SA TEXAS; 4M SS slam try in linked m	3♦+ from responder is FG. Opener completes JTB with fit. Many ART auctions later. 3♣ - 3♦ 1/2 4CMs, 3♥ no M, 3♠ 5 cards, 3NT 5 hearts	2NT-(3♣)-XFERS 2NT-(3♦)-3M shows OM
3 suit		6 (5)		PRE, SOUND 2 nd or 4 th [1] 3M maybe < HCP than 2M	3♣-4♦; 3♦/3M-4♣ KC ask. 3♣-3red = Xfer (complete with no fit); 3♣-3♠ trump ask; 3♦-3M shows OM	HIGH LEVEL BIDDING	
3NT			N/A	Good 4M opening (8.5 - 9 tricks). Stronger 3/4 position	4♣ slam try; 4♦ asks major; 4M slam try shortage in bid suit	Cue bidding (first or second) agreements vary by auction, may bypass 2 nd round control If m agreed 4NT ENC/DISC; jump 4NT NAT	'last train' type bids in some auctions 5NT GRAND SLAM FORCE (5♠ if ♣ agreed) RESP: 6 trump suit 0, 6NT 2, 7♣ 3, lower bids
4 suit		6	N/A	NAT PRE	4m-4NT NAT; 4♠-4NT RKCB; 4m-4M NAT 4♣-4♦ RKCB; 4♥-4♠ to play NV, else RKCB	If ♠ agreed 4NT RKCB. If ♥ agreed 4♠ RKCB if opponents only P/DBL Some m Kickback auctions. Else 4NT RKCB	stronger if room; see also [9] for kickback If cue-bid is doubled, XX shows control 4NT in competition:
4NT			N/A	Specific ace ask	5♣ none, 5♦/♥/♠/6♠ ace of bid suit, 5NT two aces	RESP: 5♣ 1/4, 5♦ 0/3, 5♥ 2, 5♠ 2+Q, 5NT +=void	Good raise of partner's suit if no cue available
						DOPI/ROPI if room else DOPE/ROPE.	RKCB in M as jump or with no intervening bid
						5NT pick a slam where useful	NAT or Two places to play otherwise

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<p>[1] POINT COUNT FOR PRE-EMPTS</p> <p>Note we do not adhere strictly to these ranges which are a guide only. Good pips and extra shape may lead to an upgrade. 3 or 4 controls and a 9-count may be opened at the 1-level.</p> <p>Weak Twos: 1/2 NV 3-8; 1/2 V: 5-9, may be a bad 7-card suit. 1 NV may be a 5-card suit.</p> <p>Weak Threes: 1 NV: 0-8, 2 NV 4-9 both may be a 6-card suit; 1/2 Vul classical usu. 7 cards 5-9</p> <p>4-level openings: 1 NV 0-10 may be 6-5 or more, 2 NV 5-10, 1/2 vul classical 7 or 8 cards 8-12</p> <p>3rd seat NV anything goes (0-12, may be a 5-card suit at the 3-level), Vul 5-13</p> <p>4th seat: 9-13 at 2- or 3- level (6 or 7 cards); 4M hoping to make (10-18); 4m unknown</p>	<p>LATER DOUBLES BY OPENING SIDE</p> <p>DBL is T/O EXCEPT in the following situations:</p> <p>We have tried to pass out a contract having both bid; we have explicitly found a fit (except game try doubles); opposite a pre-empt;</p> <p>they bid a suit we have shown (not a short club); after a 2/1 FG or after a forcing major suit raise</p> <p>After a 2/1 FG DBL = PEN; in competition after a FG bid, DBL = extras (1M-2x-3y-3x-DBL)</p> <p>After 1x – (simple overcall) – P – (P) Opener will DBL on all shape-suitable hands</p> <p>After 1M – 2NT – (bid) DBL = shortage in overcaller's suit</p> <p>After an inverted raise DBL = PEN</p>
<p>[2] FIT BIDS: Show 5+ cards in suit bid and 4+ card support for partner, F1 (except by passed hand)</p> <p>4-level fit jumps show playing strength not high cards, no forcing pass. 3-level fit INV.</p> <p>NEW SUIT JUMPS IN COMPETITION are FIT if a non-jump would be forcing EXCEPT all game bids by a non-passed hand and WJS at 2-level after T/O DBL or overcall of 1♣ opening</p> <p>NEW SUIT NON-JUMP IN COMPETITIONS are 3-card FIT when three suits have been bid</p> <p>DBL shows the fourth suit without a fit; also frequently by a passed hand.</p>	<p>LATER DOUBLES BY OVERCALLING SIDE</p> <p>Generally T/O even in unclear situations (e.g. (1♣) – P – (P) – 1♠ – (2♠) – DBL)</p> <p>PEN only if we have tried to pass out a contract or if we DBL a suit we have implied</p> <p>PEN if we DBL a suit we passed earlier except DBL protective up to 3♥ after 1-level opening (e.g. 1♠-P-2♠-P-P-X)</p>
<p>[3] Intervention over our 1NT opening (see also (5))</p> <p>After 2♣/DBL with no anchor suit, system ON - DBL/RDBL replaces systemic 2♣ bid</p> <p>FP after 1NT – P – 2♣ - Action with DBL T/O. After responder's TRANS, DBL = it is our hand</p> <p>After 2m overcall with one anchor major, 2-level cue bid = INV+ in other major.</p> <p>After overcall up to 3♦ responder's bids 2NT to 3♥ are transfers (xfer to cue = 3-suiter)</p>	<p>AFTER WE HAVE PRE-EMPTED</p> <p>DBL shows extra offence by pre-emptor i.e. desire to bid again</p> <p>DBL of a FIT bid = FIT in the other suit. Double of a forcing bid opp a WJO is save-suggesting</p> <p>AFTER THEY HAVE OPENED WITH A PRE-EMPT</p> <p>DBL of a new suit or NT bid by responder is T/O of opener's suit.</p> <p>DBL of a raise after partner has overcalled shows convertible values</p> <p>DBL of a raise after partner has doubled is RESP</p>
<p>[4] AFTER T/O DBL</p> <p>(1x) – DBL – (1y) – 2y NAT NF 5+; DBL PEN 4 cards or STR</p> <p>RESPONSIVE DOUBLES at all levels show 2 (or 3) suits may not have OM</p> <p>DBL by Aggressor: extra values and usually fewer than 4-cards support (e.g. 1♠-x-P-2♥-2♠-DBL)</p> <p>DBL followed by new suit is STR NF. DBL then 3-level jump in new suit is F</p> <p>P of RDBL is USUALLY NAT EXCEPT 1x – DBL – RDBL – P and 1x – P – 1y – DBL – RDBL – P</p>	<p>AFTER WE HAVE OPENED 2♣ STR</p> <p>2♣ STR – (bid) – DBL T/O FG; P PEN or WK; DBL by opener usually BAL suggests defending</p> <p>2♣ STR – (bid) – P – (new suit) – DBL PEN</p> <p>AFTER 1NT OPENING AND OVERCALL</p> <p>1NT – (2♦+ that does NOT promise the suit bid, or 2♣ with an anchor suit) -</p> <p>DBL sets up FP at 2-level then 1st DBL of new suit T/O</p> <p>P then DBL light take-out</p>
<p>[5] DOUBLES in COMPETITION</p> <p>NEGATIVE DOUBLES</p> <p>1m-(1♠)-DBL shows 4♥. 1♣/♦ - 1♦/♥- DBL = 4+ cards in next suit</p> <p>Higher doubles of an overcall may be quite weak if shape-suitable</p> <p>DBL then bid is NF over minimum rebid. DBL unlimited in HCP but can bid NAT F if suitable</p> <p>DBL of a 2-suited overcall shows any unbid major, pass NF</p> <p>SUPPORT DOUBLES over simple 4th hand overcalls after a major-showing response</p> <p>e.g. 1♦ - (P) – 1♥ - (1♠) – DBL shows exactly 3♥;</p> <p>DOUBLES OF SPLINTERS</p> <p>Double of an immediate FG splinter NV suggests saving.</p> <p>Otherwise double of a first round 4-level splinter is lead-directing in the lower unbid suit</p> <p>Double of a second round splinter suggests not leading the fourth suit</p> <p>Double of a 2- or 3-level splinter suggests competing in the suit</p>	<p>1NT opener will always re-open with a low doubleton after 1NT-(2x)-P-(P) and often with Hx</p> <p>1NT – (overcall that shows suit bid) – DBL T/O or BAL FG</p> <p>1NT-(P)-2♦-(2♠)-P-(P)-DBL includes all FG hands 2+ spades (2NT LEB by responder, suits FG)</p> <p>LEAD-DIRECTING DOUBLES</p> <p>DBL of a freely bid slam or uncontested 3NT asks for unusual lead usually dummy's first bid suit</p> <p>DBL of 3NT in competition asks for 1) partner's suit 2) own suit 3) dummy's suit</p> <p>Lead-directing DBL of an ART BID followed by DBL of final contract still wants same lead</p> <p>DBL of 1NT – 3NT asks leader to find doubler's major</p> <p>DBL by pre-emptor = don't lead it. Double of slam by pre-emptor's partner asks for pre-empt suit</p> <p>DOUBLES OF ARTIFICIAL BIDS</p> <p>Generally length-showing below game; lead-directing above game but in particular:</p> <p>DBL of an artificial bid by fourth hand is T/O of the suit shown</p> <p>DBL of ♣ cue-bid by 1♣ opener just shows a genuine suit</p> <p>(1NT weak) – P – (2-level response not promising values)-DBL = PEN of 1NT; now DBL T/O</p> <p>DBL of BERGEN RAISE (or similar) T/O of opener's suit e.g. 1♠-P-3♣-X T/O of ♠</p>

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[6]	DEFENCES To PRE-EMPTS (OTHER THAN DOUBLE – SEE NOTE 5) DEFENCE TO A MULTI 2♦ or similar 2-level opening that does not define a 5+ card suit X 13-16 BAL or STR; LEB applies by partner; later X T/O; 2NT 16-19 NAT by either hand; delayed 2NT 2-suiter; all 2/3 level suits NAT except cue of suit shown by opener passing 2Mx or correcting/competing; delayed suit bids NAT WK; 3NT NAT (usually has a long suit). 4m=2-suiter After 2M/3M overcall, bid of the other major by fourth hand = cue raise DEFENCE TO OPENINGS THAT PROMISE SUIT OPENED (WK 2, LUCAS 2, WK 3 etc) X T/O with LEB over 2♦ or 2M (3NT NAT, CUE FG with stop & 1/2M, 2NT WK or FG no stop) Bids NAT; jump to 4m shows suit bid+OM 55+ FG; 2NT 15-18 BAL (may be light in 4 th) CUE asks for a stop for 3NT (often has a long suit) In response to 3NT overcall of WK 2 or 3-level opening: 4♣ ASK (4NT MIN, suit NAT, CUE MAX) 4♦ to sign off in any suit; 4M NAT INV; 4NT NAT; 4M CUE STR S/S DEFENCE TO 2♠/2NT showing ♣+♦ 3M NAT, 3♣ both M longer ♥, 3♦ both M longer ♠; (2♠)-x ♠, 2NT NAT; (2NT)-X BAL; later X T/O DEFENCE TO OTHER OPENINGS THAT PROMISE DIFFERENT SUIT(s) (e.g. 2♦ shows both M) If min suit-length shown is 4 then all suits NAT; if min 5+ CUE OM+m/both M, 55+ X T/O of anchor suit(s); X then X strong T/O; P then X BAL (3 or 4 trumps);2NT 15-19 NAT	[9]	GENERAL AGREEMENTS IN CONSTRUCTIVE AUCTION 4SF FG at 2-level+ (except 1D-1H-1S-2C is artificial), raise of 4 th suit extras FG After a reverse at 2-level over 1-level response continuations ART TWO-WAY GAME TRY: after 1M-2M also 1M-3M and after 1M-2m (Drury) by either hand KICKBACK RKCB: After a minor suit is agreed at the 2 level, 4 of that minor is RKCB. After a minor is rebid at the 2 or 3 level, 4 of the next unbid suit up is RKCB. With hearts agreed, 4♠ is RKCB	
[7]	ASPTRO: 2♣: ♥+any, 2♦: ♠+any, with both M anchor to shorter (or weaker with equal length). RESPONSES TO ASPTRO: step 1 to play opposite 5-card suit; 2♠ NAT NF; 2NT NAT INV 3♣ FG INQ: 3♦ 5M4m, 3♥ both M, 3♠ 4M5♣, 3NT 4M5♦, 4m 65; 3♦ INV 3 cards in anchor suit After X of ASPTRO RDBL shows own suit, P to play opposite 4 cards After a bid over ASPTRO: X of anchor suit PEN, X of other suits T/O, re-opening X T/O	[10]	NON-STANDARD LEADS/SIGNALS From Q109(xxx) or K109(xxx) in a suit bid and supported, will make the standard length lead e.g. 9 from Q109xxx (3 rd highest). Similarly from KJ10. Also applies to long suits if a length lead is likely to be helpful. When we have raised partner and length in the suit is known, lead attitude (i.e. top from xxx(x)) Against NTs, lead top from 3 low but second from 4 low or 9xx When following suit having shown length (5+ cards) high/low are suit pref, middle encourages Opening a short club does not show length (i.e. no Rusinow)	
[8]	DEFENCE TO CONVENTIONAL OVERCALLS 2-SUITED OVERCALLS (ANY) If there is at least one unshown major, DBL = NEG, no FP; pass then DBL = PEN 2-SUITED OVERCALLS (e.g. cue bid or UNT), BOTH SUITS SPECIFIED If two cues available below 3 of opener's suit: lower FG in 4 th suit, upper L/R+, raise WK, 4 th suit NF If one cue below 3 of opener's suit: lower cue L/R+, higher cue FG in 4 th suit, 4 th suit NF, raise WK If no cue below 3 of opener's suit: cue good raise (now FP), new suit FG; in all cases jump cue SPL 2-SUITED OVERCALLS, ONE SUIT SPECIFIED 1♥-(2♥ ♠+m)-2♠ 3-card L/R+,2NT TRF to ♣,3♣ TRF to ♦, 3♦ L/R+,3♥ PRE, 3♠ SPL, 4m FIT 1♠-(2♠ ♥+m)-2NT TRF to ♣, 3♣ TRF to ♦, 3♦ 3-card L/R+, 3♥ L/R+, 3♠ PRE, 4♥ SPL, 4m FIT 1m-(2m MM)-2NT both minors Other auctions CUE good raise, raise WK, new suit F often a transfer, jumps FIT	[11]	After 1♠ - (1red) TRF at 1-level, including dbl; 2♣ = NAT INV+ values, F2NT; 1♠ t/o without 4 spades Cue = 6+ cards in the next suit up (INV if showing spades); 2♠ = WK After 1♦ - (1♥) – dbl = 4+ spades, 1♠ t/o without spades Completing a transfer to a major in competition at the 1-level shows 3-card support or a bad 4 SWITCH: 1m – (1/2 ♠) – om at minimum level = hearts. Hearts at min level = om. 2♥ not FG. Completing a transfer at the 2- or 3-level is regressive (any hand prepared to play there)	
		[12]	2NT in competition: 2NT by opener is weak in ♣ or good elsewhere in 5 th position opposite a 1-level response 2NT is LEB after a 2M overcall or opening and DBL/2-level bid by 3 rd hand 2NT as response to a T/O x is LEB if bidder's strength is undefined, else shows 2+ places to play (1NT-(2♥)-x-(P)-2NT = NF SCRAMBLING) 2NT by 3 rd hand after 1M opening from opener and overcall is a good 4-card raise 2NT by 4 th hand in competition if partner has bid is good raise if no cue below 3 our suit else LEB 2NT by a passed hand is a good raise opposite a major suit overcall 2NT by 4 th hand after pass by partner is lowest two suits except 1♠-P-2♠-2NT = any two suits Rubensohl after 1NT – (2suit NAT) – ; and (1x) – 1NT – (2any) DBL T/O usually 2 cards+; 2x NAT WK; 2NT+ transfers LEB also after 4 th hand overcall of 1NT e.g. 1NT-(P)-2♦-(2♠)-P-(P)-2NT LEB 3m FG	