


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1M overcall light with shape, else sound
After 1x/2m overcall, Rubens advance (note 34, note 35)
Jump shift is fit-showing or NAT. Jump raise is PRE
After opponent 1m-IN (NF), 2♣/♦ = M's with different/same length
After opponent 1M-IN (or similar), 2m = m+oM, cue bid = any strong m 2N = any other 2 suits 55+, weak (note 27)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 2nd, 12-15 4th. Gladiator response (note 36):
2♣ = puppet to 2♦, then 2x or 3♣ = S/O, 3x = INV, 2N = INV with ♣
2x = INV, 2N = invite, 3x = FG
Forcing stayman: (1M)-1N-cue bid
Non-forcing stayman: (1m)-1N-2♦, (1M)-1N-2♣, 2♦-cue bid
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: Weak, vulnerability dependent, may intermediate if partner passed
2-suit: Intermediate or strong, 2NT = 55+ two lower unbid suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = Michael over NAT, intermediate or strong
Jump cue = 1 running suit, ask for stopper, P/C response
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Astro vs. weak no trump (note 40)
X=14+, 2♣/♦=♥/♠ and any other suit, 2M=6+M intermediate
2N=two neighboring suits 11 cards or more,
Lionel vs. strong no trump (note 41)
X=♠+x, 2m=m+♥, 2M=NAT, 2N=both m's
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs. 2M: X = T/O, cue = ask for stopper, 4m = m+oM 55+, 2N = NAT 16-18
Vs. 4♣: X = optional, 4N = 4+♥'s T/O or 5♥'s+5m
Vs. 4♣♦♥: X = T/O or 16+ BAL
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. strong 1♣: X=4♣'s 5M, 1♦=4♦'s 5M, 1N=m's or M's, P/C through 3♠
1M = 4+M, 2N = 55+♣♥ or ♦♠
2♣ = 6+♣'s or 55+♦♥, 2♦ = 6♦'s or 55+♥♠
2♥ = 6+♥'s or 55+♠♣, 2♠ = 6♠'s or 55+♣♦, P/C through 4♠
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(X): 1N=♣, 2♣=♦, 2♦=♥ (1♠ open), 1 under 2M=normal single raise
2M=bad raise, 2N=limit raise or better, jump shift=fit-showing, 3M=PRE
1♦-(X): XX=♥, 1♥=♠, 1♠=NT, 1N=5+♣'s, 2♣=3♦'s 5+♠'s NF, 2♦=11+, 4+♦ facing 1/2seat NV, else 5+♦, 2M=PRE, 3M=short oM

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd and low	3rd and low, top from 3 low if raised	
NT	4th and MUD	3rd and low, top from 3 low if raised	
Subseq	ATT/count	ATT/count	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx, AKxx, AQx	
King	AK, Kx, KQx	STRONG: AKJTxx, KQT9x, etc.	
Queen	QJx, Qx	KQ weaker, AQJ, QJ(x)	
Jack	KJTxx, JTxx, Jxx, Jx	QJxx, JT(x)	
10	KT9x, QT9x, T9x, Tx	HJT(x), JTxx, AQT9, T9(x)	
9	KJ9x, 9x	HT9(x), T9xx, A98x, J98x, 9x, AKT9	
Hi-X	Hi from xx or 3rd/even	8 from K98x, Q98x, MUD	
Lo-X	Low from odd	4th best	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	low = ENC	low = even	low = ENC
Suit 2	low = even	low = low S/P	low = even
3	low = low S/P		low = low S/P
1	same	same	low = low S/P
NT 2	same	same	low = ENC
3	same		low = even
Signals (including Trumps):			
If lead A and see Q on the table when vs. suit, give the count signal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout double through 4♥, T/O + optional at 4-level			
Doubleton in unbid m is OK			
Doubler raises freely in comp			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Opponent overcall 1M after 1♦ opening, X = negative			
Support X/XX through 2♥			
Opponent overcall after 1♣ opening, X = optional, usually (semi)BAL			
After opponent 1M-1N: X = strong BAL, pass then X = T/O in M			
After (1♠)-2♥-(2♣), X = ♥ constructive raise			
After Pass-1M-(2x), X = M constructive raise			

W B F CONVENTION CARD
<b>CATEGORY: Precision - BLUE</b>
<b>NCBO: Chinese Taipei</b>
<b>PLAYERS: Wei-Bung Wang, Chien-Yao Tseng</b>

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Slightly aggressive, Frequent upgrading and downgrading
1♠ = 16+
1♦ = 11-15, 2+♦, may (1) 13-15BAL (1/2 seat NV), 11-13BAL (else) (2) 11-15, 4+♦ unBAL (3) 11-15, 4-1-3-5 or 1-4-3-5
2♣ = 11-15, 6+♣'s
2♦ = 0-10, 6+♥'s or 6+♠'s
1NT Openings: 1/2 seat NV 10-12, else 14-16, may 5M or 6m
2 OVER 1 Responses: Forcing game unless rebid
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♥ = 11-15, 4-4-1-4, 4-4-0-5, 4-3-1-5, 3-4-1-5
2♠ = 11-15, 3-1-4-5, 3-1-5-4
2N = 0-9, 6+♦'s
3♦/3♥ = ♥/♠ preempt
3♠ = any solid suit w/o side A/K
1♦-1M = may only 3M's if not enough for 1N, may psyche if bad hand
1♦-2♦ = one M WJS or SJS
1♦-2♥ = 5♠'s 4/5♥'s PRE
1♦-2N = ♣ PRE or 13+BAL
1♦-3♣ = 44+ m's PRE
2♣-2M = 5+M or ♣ fit, NF
Special overcall over opponent 1N response (see left)
Special overcall over special opening
Special response after special interference
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1♠-1♦; Pass = MIN 5♦'s 4♠'s, rarely happen
<b>PSYCHICS: sometimes</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	V			ART Fl, 16+any	1♦=0-7, 2M=5-7 6+M, else=ART FG: 2♦=8-11 BAL 1♥=5+♠ or 12+BAL, 1♠/1N/2♣=5+♥/♠/♦, 2N-3♦=4441 3♥-3N=some solid suit (note 1)	(note 1)	
1♦	V	2	1♣	11-15, 2+♦'s	1M=NAT, may only 3 or psyche if 0-7 HCP, 1N=8-10, 2♣=relay, 2♦=one M WJS or SJS, 2♥/2♠=rev Flannery 2N=♣ PRE or 13+BAL, 3♣=44+m's PRE (note 3)	(note 3)	
1♥		5 (4 3rd)		11-15, 5+♥'s	1N=F, 2♥=8-10, 2♠=WJS, 2N=4+♥'s FG 3♣=3/4♥'s INV or 16+ 3♥'s BAL, 3♦=13-15 3♥'s BAL 3♥=PRE, 3♠=one stiff SPL, 3N/4♣/4♦=void (note 10)		1N=semi-F 2♣/♦=Drury, 3/4+support 2N=one m to play, JS=fit-showing
1♠		5 (4 3rd)		11-15, 5+♠'s	1N=F, 2♠=8-10, 2N=4+♠ FG, 3♣=♥ SJS 3♦=3/4♠'s INV or 16+ 3♠'s BAL, 3♥=13-15 3♠'s BAL 3♠=PRE, 3N=one stiff SPL, 4♣/4♦/4♥=void (note 10)		1N=semi-F 2♣/♦=Drury, 3/4+support 2N=one m to play, JS=fit-showing
INT				10-12 1/2 seat NV, 14-16 else 5M or 6m is OK	2♣=ask for 5M or 6m, INV or less, NF, 2♦=FG relay 2M=to play, 2N=semiBAL CoG, 3x=NAT INV (note 17)	(note 17)	2♦=one M to play or FG with some majors, 2M=INV, 2N=55+m's weak (note 18)
2♣		6		11-15, 6+♣'s	2♦=relay, 2M=5+M or ♣ fit, NF, 3♣=INV 2N=♣ comp or ♦ INV or M CoG (note 19)	(note 19)	
2♦	V			mini-multi: 3-10, 6+♥'s or 6+♠'s	2M/3M/4♥=P/C, 3/4♣=ask for transfer (note 22)	(note 22)	
2♥	V	3		11-15, 4414, 4405, 4315, 3415	2N=relay, 3♦=44M's INV+, 3M=INV, 4♣=PRE (note 23)	(note 23)	
2♠	V	3		11-15, 3145, 3154	2N=relay, else=to play (note 24)	(note 24)	
2NT	V			0-9, 6+♦'s	3♣=relay, 3♦=to play, 3M=NAT, F	(note 25)	
3♣		6		NAT PRE			
3♦	V			♥ PRE	4m=CAB		
3♥	V			♠ PRE	4m=CAB		
3♠	V			any solid suit w/o side A/K	4♣=P/C, 4♦=ask for suit,		
3NT	V			one solid minor with side A/K	4♣=P/C, 4♦=ask for splinter, 4M=CAB	4♦: 4♥/4♠=short, 4N=short om, 5♣/5♦=no short	
4♣		7		NAT PRE			
4♦		7		NAT PRE			
4♥				NAT PRE			
4♠				NAT PRE			
4NT				Blackwood	5♣=0/4, 5♦/5♥/5♠=1/2/3		

### HIGH LEVEL BIDDING

Cue bid style: A, K, singleton, or void. XX shows first control if opponent X. Two honors in self suit, one honor in partner's suit (not trump suit). If partner has denied a necessary control, the next cue bid only shows that control.

RKCB 1430, response with a void: 5N = even, 6x = odd. When double fit, both kings are keycards, having two queens counts as one keycard: 5♣ = 1/4/7, 5♦ = 0/3/6, 5♥ = 2/5 w/o queens, 5♠ = 2/5 with exactly one queen.

EKB: 1st step = 0/4, next = 1/2/3. Captain's next step = queen ask.

DOPI if opponents bid under our 5-trump. DEPO if opponents bid our 5-trump or higher. After double, pass = 1st step, XX = 2nd step.

Response to grand slam force 5N: 6♣ = no A/K (6♦ asks for queen), 6♦ = one A/K, 6♥ = one A/K with long trump, 6♠ = two honors (then 6N = choice of grand slam)

## Supplementary notes for Wei-Bung Wang and Chien-Yao Tseng

note 1: Response to 1♣:

1♦=0-7, 2M=4-7, 6+M, else=FG: 1♥=5+♠'s or 12+BAL, 1♠=5+♥'s, 1N=5+♣'s, 2♣=5+♦'s, 2♦=8-11BAL, 2N=4441 short in m, 3♣=4-1-4-4 or 15+HCP 1-4-4-4, 3♦=8-14HCP 1-4-4-4, 3♥=any solid suit with one side A/K, 3♠/3N=solid minor/major w/o side A/K.

1♣-1♦; 1♥ = (1) 20-24 BAL (2) 4+♥'s unBAL, FI.

After 1♣-1♦; 1M:

2♣=5-7 no 3 fit, 2♦=5-7 3 fit in M, but 1♣-1♦; 1♠-2♦ may 0-4, 6+♥'s.

After positive response:

NT=usually BAL, next 3 suit steps=unbid suits (ART, with precedence to unbid M). Replies show fit/values.

note 2: 1♣-1♦; 1♥-2x; 2N follow-ups:

After 1♣-1♦; 1♥-2♣; 2N:

3m=5+, 3♥=short ♥, 3♠=4♠'s.

After 1♣-1♦; 1♥-2♦/♥; 2N:

3♣=puppet 3♦, then 3♥/3♠=5+♣/♦'s, 3N=4♠'s. 3♦/3♥/3♠=short ♦/♣/♠.

note 3: Response to 1♦:

1M=NAT, but may only 3 cards if 0-7HCP, or psyche with very bad hand, 1N=8-11, 2♣=no 4M's, one m or BAL INV/FG, 2♦=one M 6+suit, WJS or SJS (KQxxxx & FG), 2♥=5♠'s 4/5♥'s, 3-9, 2♠=5/6♠'s 4♥'s, INV, 2N=puppet to 3♣, to play or 13+BAL, 3♣=44+ in m's, PRE, 3/4♦=NAT PRE, 3♥/3♠=♣/♦, short in ♦/♣, ST, 3N/4M=to play, 4♣=puppet to 4♥ to play or 11 cards in M's ST.

note 4: After 1♦-1♥:

2♣=3 cards support, unBAL (may 2-4-(52) if NV), 2♠=55+ in m, 2N=6+♦'s, MAX, 3♣=6♦'s 4♣'s, MAX, 3♦/3♥=4 cards support, short in ♣/♠, MAX.

After 1♦-1♠:

2♣=short in ♠, 2♥=short in ♥ or ♣, 2N=6+♦'s, MAX, 3♣=6♦'s 4♣'s, MAX, 3♦(V)=4♥'s 6♦'s, MAX, 3♦(NV)=4-2-(52) MAX, 3♥/3♠=4 cards support, short in ♣/♥, MAX.

After 1♦-2♣: (1) 1/2 seat NV (2) else

2♥=(1) MIN 4-1-3-5, 1-4-3-5, 4-4-4-1, (2) 11-13 BAL or 4-4-4-1,

2N=(1) 13-15 BAL, (2) MIN 4-1-3-5, 1-4-3-5,

2♠=5+♦'s MAX, 3♣/3♦=44+ m's unBAL, MIN/MAX, 3♥/3♠/3N=1-4-3-5/4-1-3-5/4-4-4-1, MAX.

note 5: After 1♦-1♥; 2♣:

2♦=ask, at most INV, 2♥=to play (opener rebid 2♠=m's, else=♦), 2♠=4♥'s CoG, 2N=S/O in m or FG w/ 5♥'s, 3♣=5+♣'s FG, 3♦=4+♦'s FG, 3♥=6♥'s INV, 3♠/4m=NAT w/ 6♥'s.

After 1♦-1♥; 2♣-2♦:

Pass=long ♦ MIN, 2♥=MIN, 2♠=m's, 2N/3♣=long ♦ short ♣/♠, 3♦=2-3-6-2.

note 6: After 1♦-1♠; 2♣:

2♦=to play, 2♥=puppet 2♠, to play or any INV, 2♠=NAT INV, 2N=ask for longer minor, 3m=NAT 5+ FG, 3♥=5-5 FG, 3♠=7+♠'s FG.

After 1♦-1♠; 2♥:

2♠=to play if partner has 3♠'s, 2N=relay, 3♣=puppet 3♦ to play or ♣ FG, 3♦=NAT FG, 3♥=5-5 FG, 3♠=NAT INV.

After 1♦-1♠; 2♥-2N:

3♣/3N=2-1-5-5, MIN/MAX, 3♦=MIN 3♠'s, 3♥/3♠=MAX 3♠'s, short ♣/♥.

**note 7:** After 1♦-1♥; 2♥:  
2♠=FG relay (2N=short ♠, 3♣=short ♣, 3♦=BAL), 2N=INV, 3♣/3♦/3♥=short ♣/♦/♠.  
After 1♦-1♠; 2♠:  
2N=FG relay (3♣=short ♣, 3♦=BAL, 3♥=short ♥), 3♣=INV, 3♦/3♥/3♠=short ♦/♥/♠.

**note 8:** After 1♦-2♦:  
2♥/2♠/3♥/3♠=P/C, 2N=ask, 3♣=MAX, 5-5 m's, 3♦=MAX long ♦'s.

After a P/C bid:  
Cheapest M=WJS, 2N=♠ SJS, else=♥ SJS. (Then 1st step/3N=MAX/MIN misfit, 3M=MIN fit, else=MAX fit)

After 1♦-2♦; 2N:  
3M=WJS, 3♣=♠ SJS, else=♥ SJS.

**note 9:** After 1♦-1♥; 1♠ or 1♦-1M; 1N:  
2♣=puppet 2♦, weak or INV, 2♦=ART FG, 2M=NAT INV.

After 1♦-1M; 1N-2♦:  
2M/2oM=NAT, 2N=5+♦'s, 3♣=5+♣'s, 3♦=(32)-4-4, 3♥/3♠=2-2-4-5/2-2-5-4.  
1♦-1M; 1N-2♣; 2♦-3N=5M's CoG.

**note 10:** Response to 1M:  
1N=FI, 2M=8-10, 2N=4+cards support FG, 3M-2=BAL, INV with support or 16+ exactly 3 cards support, 3M-1=13-15 BAL exactly 3 card support, 3M=PRE, 3M+1=one stiff splinter, 3M+2+=void splinter, 4M=may strong BAL, 1♥-2♠=WJS (0-7), 1♠-3♣=♥ SJS.

**note 11:** After 1M-2M:  
1st step=soft value ask, new suit=NAT, usually 5-5, 3M=go w/ good trump or PRE.

**note 12:** After 1♥-2N:  
3♣=short ♣ (3♥) or MAX no shortness (3♠), 3♦=short ♦, 3♥=short ♠, 3♠=MIN no shortness. Then 1st step=Extra, 2nd step=MIN.

After 1♠-2N:  
3♣/3♦/3♥=short, 3♠/3N=MAX/MIN no shortness.

**note 13:** After 1♥-3♣ or 1♠-3♦:  
1st step=forward going, 2nd step=to play if partner has INV hand, 3rd step=slam try w/ a void somewhere, higher=natural 55+ slam try.

After 1♥-3♣; 3♦ or 1♠-3♦; 3♥:  
3M=INV, suggest 3N, 4M=S/O. 3M+1=16-18 BAL, higher=cue bid, 19+BAL.

After 1♥-3♣; 3♥ or 1♠-3♦; 3♠:  
1st step=16-18 BAL, higher=cue bid, 19+BAL.

**note 14:** After 1♥-3♦ or 1♠-3♥:  
3M=forward going, new suit=shortness, 3N=CoG, 4M=S/O.

**note 15:** After 1♥-1♠; 2♣:  
2♦=FG, 2♠=5♠'s INV NF.

After 1♥-1♠; 2♦:  
2♠=5+♠'s, INV+, F, 3♣=FG w/o 5♠'s (3♠=waiting bid from both side).

After 1♥-1♠; 2♦-2♠:  
2N/3♣=ART, no 3♠'s, MIN/MAX, 3♦=5-5 MIN, 3♥=6-4 MAX, 3♠=3♠'s MIN, 4♣/4♦/4♥=3♠'s MAX, 3-5-4-1/3-5-5-0/3-6-4-0.

**note 16:** After 1♥-1♠; 2♥:

2♣=ART FG, 3m=5-5 FG.

After 1♥-1♠; 2♥-2♠:

2N=4+♣'s, 3♣=4+♦'s, 3♦=waiting, 3♥=3+♠'s (responder bids new suit to show ♥ fit),  
3♠/4♣/4♦=shortness, 7+♥'s.

note 17: Response to 1N:

2♣=ask for 5M or 6m, OPENER CAN PASS, 2♦=FG, relay, 2M=to play, 2N=FG, semiBAL  
CoG, may 5431 4441 sometimes, 3x=INV, may be bad hand, 3N=S/O, 4♣/4♦=transfer to  
4♥/4♠, 4M=to play.

After 2♦ response: relay for distribution & strength.

After 2N response: 3♣=no 5M or 6m, 3♦=5♠'s, 3♥=5♥'s, 3♠=6♣'s, 3N=6♦'s.

After 1N-2N-3♣: 3♦=4/5♥'s, 3♥=4♠'s, 3♠=5♠'s.

After opponent's X: 2♣=to play or 44(43)♦+M (XX=♦+♥, 2♦=♦+♠), 2♦=to play or  
44(43)M's.

note 18: Response to 1N: (passed hand, 1♣-1♦; 1N, or 1♣-1♦; 1♥-1♠; 1N)

2♦=(1)Flint, one M to S/O, or (2)FG with some majors, 2M=5+ suit INV, 2N=5-5 m's weak,  
else the same.

After 2♦ response, opener P/C facing case 1, then

3♣=44+M's, 2N=puppet stayman, the following are the same as 1N-2N.

After 2♦ response and 3♣ rebid: opener 3♦=waiting, else NAT, responder 3M=Smolen,  
4♣=5-5M, 4♦/4♥=transfer.

note 19: Response to 2♣:

2♦=relay, 2M=7-12 NAT or bad hand with club fit, NF, 2N=puppet to 3♣, comp, ♦ INV, or  
one 5-card M CoG, 3♣=INV, 3♦/3♥=6+♥'s/6+♠'s INV+, 3♠=♦ FG, 3N/4M=to play, 4♦=RKB.

After 2♣-2♦:

2♥=one 4+M's, 2♠=MIN, 2N=two side stoppers, 3♣=semiBAL, else, 3♦/3♥=stopper, short in  
others, 3♠/3N=♠'s stopper, short in ♥/♦.

After 2♣-2♥:

Pass=MIN, 2♥'s, 2♠=NAT (then 2N=lebensohl), 3♣=NAT INV, 3♦=3♥'s, short ♠, MAX,  
3♥=4♥'s, MIN, 4♣=raise to 4♥, 2N=lebensohl, puppet 3♣, then Pass=play, 3♦/3♠=5-6 two  
suiter, 3♥=3♥'s MAX, not short ♠.

After 2♣-2♠:

Pass=MIN, 2♠'s, 3♣=NAT INV, 3♦/3♥=3♠'s, short ♥/♦, MAX, 3♠=4♠'s, MIN, 4♣=raise to 4♠,  
2N=lebensohl, puppet 3♣, then Pass=play, 3♦/3♥=5-6 two suiter, 3♠=3♠'s MAX, no short.

note 20: 2♣-2♦ follow-ups: (w/ 4-card major)

After 2♣-2♦; 2♥:

2♠=relay, 2N=major ask, 3♣=INV w/ 4♥'s, 3♦/3♥/3♠=stopper ask.

After 2♣-2♦; 2♥-2N:

3♣/3♦=4♥'s/4♠'s, (3M=fit w/ FF), 3♥/3♠=5♥'s/5♠'s.

After 2♣-2♦; 2♥-2♠:

2N=4♠'s (3♣=relay), 3♠=5♠'s, 3♣=4♥'s, MIN, 3♦=4♥'s MAX short ♠, 3♥=4♥'s MAX short ♦,  
3N=5♥'s.

After 2♣-2♦; 2♥-2♠; 2N:

3♣=MIN, else=MAX, 3♦=short ♥, 3♥=4-2-1-6, 3♠=MAX void ♦, 3N=MIN void ♦,  
4♣/4♦/4♥=4-1-1-7/4-0-2-7/4-2-0-7.

note 21: 2♣-2♦ follow-ups:

After 2♣-2♦; 2♠:

2N=relay, 3♣=to play (opener bids stopper if he doesn't pass), 3♦/3♥/3♠=stopper ask.

After 2♣-2♦; 2♠-2N:

3♣=unBAL, or 7+♣'s, 3♦=6322 (3♠=3-2-2-6, 3N=2-2-3-6, 4♣+=2-3-2-6), 3♥/3♠/3N=4+♦'s, short ♠/void ♥/singleton ♥.

After 2♣-2♦; 2♠-2N; 3♣:

3♦=relay (3♥=short ♠ or 7222, 3♠/3N=short ♥/♦), 3M=NAT.

After 2♣-2♦; 2N

3♣=relay for distribution, 3♦=relay for stoppers (3M=M+♦, 3N=♥+♠), 3M=NAT.

After 2♣-2♦; 2N-3♣:

3♦=6322 (3♠=3-2-2-6, 3N=2-2-3-6, 4♣+=2-3-2-6), 3♥=short ♠ or 7222, 3♠/3N=short ♥/♦.

After 2♣-2♦; 3♣:

3♦=relay for stoppers (3M=M, 3N=♦), 3♥=relay for distribution (3♠=3-2-2-6, 3N=2-2-3-6, 4♣+=2-3-2-6), 3♠=NAT.

After 2♣-2♦; 3♦:

3♥=relay, (3N=short ♥, 3♠/4♣+=short ♠, 2♥'s/3♥'s), 3♠=NAT, 4♣=S/O.

After 2♣-2♦; 3♥-3♠:

3N=short ♠, 4♣=short ♦.

note 22: Response to 2♦:

2M/3M/4♥=P/C, 4♠=to play, 2N=relay, 3♣=fit both M INV, 3♦/4♦=fit both M, partner comp freely, 4♣=ask for transfer.

After 2♦-2N:

3♣=MIN, 3♦/3♥=bad suit ♥/♠, 3♠/3N=good suit ♥/♠, 4♣/4♦=solid suit ♥/♠.

After 2♦-2N; 3♣-3♦ (relay):

3M=NAT, 3N/4♣+=one-loser ♠/♥.

After 2♦-3♣: (never stop at 3N)

3♦/3♥=MIN ♥/♠, then 3♠/4♣ ask SPL; 3♠/3N=MAX unBAL ♥/♠, then 3N/4♣ ask SPL; 4♣/4♦=MAX BAL ♥/♠, then 4♦/4♥ = mild slam try.

note 23: 2♥ opening: 11-15, short in ♦, 4-4-1-4, 4-4-0-5, 4-3-1-5, or 3-4-1-5.

Response: 2N=relay, 3♦=44M, INV or better, 3M=INV, 4♣=PRE, 4♦=Blackwood.

After 2N response:

3♣=MIN not 4-4-0-5, 3♦=4-4-0-5 (3♠/3N=MAX/MIN), 3M=MAX 3-card, 3N=MAX 4-4-1-4.

After relay for shape and range:

4♣=any INV, 4♦=any S/O (unless rebid 4N=RKCB ♠), 4♥/4♠/4N=RKCB ♣/♦/♥.

Over X: XX=Pen, Pass to play if opener has 4♥'s, 2N=system on, else NF.

Over overall: X=Pen, 2N=system on, else NF.

note 24: 2♠ opening: 11-15, short in ♥, 3-1-4-5 or 3-1-5-4.

Response: 2N=relay, else=to play.

After 2N response: bid 5 cards minor.

Responder rebids 3♥ for range ask (3♠=MAX, 3N=MIN), then

4♣=any INV, 4♦=any S/O (unless rebid 4N=RKCB ♠), 4♥/4♠/4N=RKCB ♣/♦/♥.

note 25: 2N opening: 0-9, 6+♦'s. Response: 3♣=relay, 3M=NAT, F.

After 3♣ response: 3♦=bad PRE (then 3M=NF), else opener bid misfit major.

note 26: Over opponent 1m-1N:

X=T/O, 2♣=both M's with different length, 2♦=both M's with the same length.

note 27: Over opponent 1M-1N: (including inverted 1♥-1♠\*)

X=STR BAL, 2m=m+oM 54+ or 45+, 2M=one STR suit, ask for stopper, 2N=any two suits 55, 3m=intermediate, Pass then X=T/O in M. 1N over 1♥-1♠\*=one m w/ stopper.

note 28: Transfer response. Example 1♠-(X)-2♦=♥. Used mostly after we overcall 1M/2m, 1M-(X), or opponent overcall our 1♣.

note 29: 2N for takeout. Example 1N P P 2♥; P P 2N, showing two minors.

note 30: Optional double over artificial opening.

**note 31:** Opponent overcall 1N:  
1♦-(1N): 2♣/2♦=Astro, 4+♥'s/4+♠'s and a side suit, 2♥/2♠=6+suit.  
1♥-(1N): 2♣/2♥=♥ support, 9+/4-8, 2♦/2♠=♠, INV+/NF.  
1♠-(1N): 2♣/2♥=♥, INV+/NF, 2♦/2♠=♠ support, 9+/4-8.

note 32: Transfer lebensohl when (1) 1x X 2x (2) 1x X 2x P; P X P (3) 1x P 2x X (4) 1x P P X; 2x (5) 1N 2x (6) 1x 1N 2x (7) 2x X P (8) 2x P P X; P (9) 1♦ 2x.  
2♦=T/O, 2M=to play, 2N=puppet 3♣, but if opponent bid club, 2N=♦'s INV+ or better, 3♣=stayman if opponent bid minor, 3♣~3♥=next suit INV or better, but ask for 4-card major if the next suit is opponent's suit, 3♠=ask for stopper, 4m=leaping Michael, if opponent bid M, 4m=m+oM; if opponent bid m, 4♣=om+M, 4♦=both M.

After 3♣ stayman: 3♦/♥=♥/♠'s, 3♠/N=no M, no/with stopper, 4♣/♦=both M, ask partner to transfer/directly bid.

note 33: Unusual vs. unusual: (after opponent's two-suit bid)  
If partner have bid, then lower/higher cue bid=higher/lower suit.  
Else, lower/higher cue bid=lower/higher suit.

note 34: Rubens advance example.  
After (1♦)-1♠, opponent pass/double or bid under 2♠:  
2♦=♥, 2♥=good raise (9+), 2♠=bad raise (4-8), 2N=strong raise (12+, 4+trumps),  
2/3♣=NF NAT, 3♦=mixed raise (9-11, 4+trumps), 3♥=fit-showing, 3♠=PRE.  
If opponent raise 2♦, then X=♥ (cue bid double). If opponent free bid 2♥, then X=9+support points still, if opponent free bid 2♠, then X=5+♥'s, 2♠'s.

note 35: Rubens advance example.  
After (1♥)-2♦, opponent pass/double or bid 2♥ or under:  
2♥=♠, 2♠=ask for stopper, 2N=♣, 3♣=♦ INV, 3♦=raise, 3♥=4♠'s and ♦ support, 3♠=5+♠'s and ♦ support. Cue bid double applied.

note 36: After (1m)-1N:  
2♣=puppet 2♦, 2♦=stayman, 2♥/2♠/2N=NAT INV, 3x=NAT FG.  
After (1m)-1N-2♣; 2♦:  
Pass/2M/3♣=to play, 2N=INV w/♣, 3♦/3♥/3♠=NAT INV.  
After (1M)-1N:  
2♣=puppet 2♦, 2♦/2oM=NAT INV, 2M=stayman FG, 2N=INV, 3x=NAT FG.  
After (1M)-1N-2♣; 2♦:  
Pass/2oM/3♣=to play, 2M=stayman INV, 2N=INV w/♣, 3♦/3♥/3♠=NAT INV.

note 37: After (2m)-2N:  
3♣=puppet 3♦, 3♦=stayman, 3♥/3♠=NAT FG, 4x=NAT ST, 4N=INV.  
After (2m)-2N-3♣; 3♦:  
Pass/3♥/3♠/4♣/4♥/4♠=to play, 3N=♣'s, CoG, 4♦=INV, 4N=blackwood.  
After (2M)-2N:  
3♣=puppet 3♦, 3♦/3oM=NAT FG, 3M=stayman, 4x=NAT ST, 4N=INV.  
After (2M)-2N-3♣; 3♦:

Pass/3oM/4♣/4♥/4♠=to play, 3M=SPL stayman, 3N=♣'s CoG, 4♦=INV, 4N=blackwood.

note 38: (3x)-3N=(1) 16-22 (2nd) 15-20(4th) BAL (2) w/ a long suit

After (3x)-3N:

4♣=ask, 4♦=Flint, unbid 4M=NAT ST, cue-bid 4M=slam force, 4N=INV (for 16-19),

5♣=Gerber, 5N=pick a slam.

After (3x)-3N-4♣:

4♦=Strong NT (cue=T/O, 4M=NAT F, 4N=blackwood), 4♥=weak NT (cue=T/O), 4♠=long suit, better hand (4N=blackwood), 4N=long suit, weaker hand.

note 39: Response to Michael.

After (1m)-2m: 2M=to play, 3M=constructive, 3♣/3♦=♠/♥ INV+.

After (1♠)-2♠: 3♣/4♣/4♦/5♣=P/C, 3♦=♥ constructive raise, 3♥=to play, 3♠=♥ ST, 2N=relay.

After (1♥)-2♥: 3♣/3♦/4♣/4♦/5♣=P/C, 3♥=♠ INV+, 3♠=constructive.

After 2N relay: 3♣/3♦=weak with ♣/♦, 3♥/3♠=strong with ♣/♦.

note 40: Astro after opponent's weak no trump (14+-17, 14-16, 13-17, or worse):

X=strength, 2♣=4+♥'s and another suit, or 1-4-4-4, 2♦=4+♠'s and another suit, or 4♠441,  
2M=6+M, 2N=65 two suits but not ♠+♦ or ♥+♣.

Selection: 65+♠♦=2♦, 65+♥♣=2♣, 4♠5♥=2♦, 5♠4/5♥=2♣.

note 41: Lionel after opponent's strong no trump (15-17 or better):

X=4+♠'s and another suit, 2m=m+♥, 2M=NAT, 2N=both m.

note 42: Over gambling 3N:

X=power, 4♣=T/O (4♦=ask major), 4♦=M's.