

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: light
 2-level: Sound
 Responses; 1-level F1 if next hand pass, 2-level constructive, double jumps are Splinter. Cue-bid is at least a good raise, Jump in opener suit is Mixed-raise with 4+support, 2NT is natural, but 4+support and INV+ in competition. Jumps in new suit at 2/3-level is natural GF.

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 HCP 2nd and 12-16 HCP 4th seat. After 2nd seat overcall: Same responses as after opening 1NT. After 4th seat overcall: 2♣ asks for range.
 After sandwich 1 NT followed by penalty double: pass is neutral.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but not bad red vs. green
 2-Suit: 2 NT = 2 lowest suits (5+/5+) weak/strong
 Reopen; 11-13 HCP, 6+card suit

(1♥) - p - (2♥) - 2NT = Minors
 (1♠) - p - (2♠) - 2NT = 5-5+ in ♥+ minor

Direct and Jump Cue Bids (Style; Responses)

Over 1m: 2♦ = Both majors (so 2♣ is always natural)
 Over 1M = Other Major + 5+ in a minor
 Jump cue-bid = Ask for stopper, except (1♣) - 3♣ = 5-5 in ♣+♦

VS. NT (vs. Strong/Weak; Reopen: PH)

Vs Strong NT:
 DBL = Strength/Penalty, 2♣ = Both majors, 2♦ = ♥ or ♠, 2♥ = ♥ and a minor (normally longer), often 4♥ and 5m+, 2♠ = ♠ and a minor (normally longer), often 4♠ and 5m+, 2NT = Both minors OR GF with any 2-suiter
 Vs Weak NT:
 DBL = Strength/Penalty, 2♣ = Both majors, 2♦ = ♥ or ♠, max 11 HCP, 2♥ = ♥ and 12+ HCP, 2♠ = ♠ and 12+ HCP, 2NT = Both minors OR GF with any 2-suiter
 Vs BAL over Strong NT or as a passed hand vs all 1NT:
 DBL = One m or both M, 2♣ = ♠ + higher, 2♦ = ♦ + M, 2♥ = ♥, 2♠ = ♠

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take-out DBL
 Over 3m = 4♣ shows mm + 5M, GF, 4♦ = Both M
 Over 3M = 4m shows that m + 5 in other M, GF. 4M = Both minor and approx. 10,5 tricks, 4NT = Both minor and approx. 9-10 tricks

VS. Artificial Strong Openings

Vs strong 1♣; YESLEK at ALL levels
 Vs strong 2♣; Db l= M+m, 2NT = Both m, 3♣ = Both M
 Vs strong 2♦; Dbl = M+m, 2NT = Both m, 3♦ = Both M

Over Opponents' take-out double

Rdbl: 9+HCP.
Of 1 m: Fit jump in M, jump in the other minor shows 9+ HCP with proper fit for opener. TRF over 1♣.
Of 1 M: Transfers from 1NT, Mini-Splinter
Of 2 M: Transfers from 2NT

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	3 rd -5 th
NT	Attitude (Possible 3 rd -5 th)	3 rd -5 th
Subseq	Attitude	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK/KQ(x)	KQ(x),AKQ(x),AKJ10(x)
Queen	QJx	QJ(x),HQJx(x),KQ109(x)
Jack	JT(x), KJ10(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
9	9x	9x, A98(x), Q98(x), J98(x)
X	Even number	xx, xxx, xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Enrg/Discrg	Count	Enrg/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enrg/Discrg	Smith	Enrg/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P

Signals (including Trumps): Hi-Low = Discrg/Even number.
 Smith (NT); Hi-Low likes the lead from both. S/P in trumps (could be STD count when ruffing)

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Negative, Responsive, Support DBL to 2♥, Competitive

1♣-(1♦)-DBL shows 4+♥, 1m-(1♥)-DBL shows 4+♠,
 1m-(1♠)-DBL suggests 4+♥



WBF

System

Card



System:

GREEN

NCBO/team:
Norway Open

Event:
EC 2012 Dublin



Players

Boye Brogeland

Frode C. Nybo

System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♣
 Light openings, extremely light 3rd hand openings
 Light pre-empts green vs red. 1NT opening: (14)15-17 HCP (may have 5M/6m/single/5422) 2-over-1 responses: GF except rebid of the minor

Special bids that may require defence

2♥: 2-7 HCP 6c M (may be 5 green vs red). 2♥ and 2♠: Good weak 2, 8-11 HCP, 6 c. (1♦)-3♦ and (1M)-3M = Ask for stopper
 1♣ - 2♦ = 6+♥, 3-9 HCP or GF max one loser suit, 1♣ - 2♥ = 6+♠, 3-9 HCP or GF max one loser suit, 1♣ - 2♠ = 5-5+ m, 3-9 HCP or GF

Special forcing pass sequences

Important notes that don't fit

1♣ - (1♦) - 1♥ = 4+♠
 1♣ - (1♦) - 1♠ = Denies 4+ M
 1♣ - (1♥) - 1♠ = Denies 4+ ♠
 1♣ - (1♦) - 2♣ = 4-4 in M, 6+ HCP
 1♣ - (1♦) - 2♦ = 6+♥ INV+, but inverted if passed originally
 1♣ - (1♦) - 2♥ = 6+♠ INV+, but fit-jump if passed originally
 1m - (1♥) - 2♥ = 6+♠ INV+, but fit-jump if passed originally
 1m - (1♥) - 2♦ = Both minors, at least INV, but NAT if passed originally
 1m - (1♠) - 2♥ = Both minors, at least INV, but NAT if passed originally
 SWITCH bids (when at least 2 suits available at 2-level)
 Xy-NT/xyz. 2♣ = sign off in ♦ or INV, 2♦ = GF (NAT if passed originally)
 Nilslands slinkingar when 1NT opening is doubled.

Psychics

Can occur

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11+ HCP if BAL, 2+♣. May have 2♣ or 3♣ and 4♦.	1♦=4+♥, 1♥= 4+♠, 1♠ = No M unless GF, 2♣=INVERTED m, 5+♣, 2♦=6♥, 3-9 or GF max one loser suit, 2♥=6♣, 3-9 or GF max one loser suit, 2♠=Both m, 3-9 or GF, 1NT=11-12, 2 NT=13-15 OR 19-20 w/33(34), 3♣= 5-9 18-19, 3x=void w/6+♣, 3NT=16-18,33(34), 4♣/4♦= PRE, 4M=To play	Accepts TRF if 3c (may or may not bid 2NT with 18-19NT and 3c support). Jumps w/4-card and ok 12-14. [Note 1] 1♣-2♣: 2♦=GF var. hands, 2M=Nat, GF, 2NT=11-14 and 2 or 3♣, 3♣=11-12 and 4+♠, no shortage, 3x=shortage. [Note 5]	TRF at the 1-level 1♣-2♣=Natural, max 9 hcp 5+♣ 1♣-2♦=9-11 hcp with 5+♣ 1♣-2M=Fit jump; 5 M+4+♣, 6-10 hcp
1♦		4	4♠	11+ HCP if BAL, 4+♦. Could be 4-4 in the minors.	INVERTED m, 2M=Good 6c GF, 2NT=11-12, 3♣=4+♦, 6-9 HCP, 3♦=PRE, NOT INV vs 18-19NT, 3x=void, 3NT=13-15 with 3334	Similar as for 1♣, but no TRF.	1♦-2♦= Natural, max 9 hcp 4+♦ 1♦-3♣=9-11 hcp with 4+♦ 1♦-2M = Fit jump, 5M + 4+♦, 6-10 hcp
1♥		5	4♠	11+ HCP if BAL, 5+♥	1NT =6-12 hcp NF, 2♣♦=GF except rebid, 2♠=Short in a m., INV, 2NT=4+♥GF, 3♣=BAL INV with SUPP, 3♦=Short in ♠, INV, 3♥=PRE, 3♠=Single 10-12, 3NT=Void♠, 4m=Void	[Note 2] 1♥-2NT-3x=NAT, not MIN. 1♥-2NT-3x-3♥=Ask for singleton, 3NT=Ask for cue [Note 3] [Note 4]	1♥-2♣/2♦=3card/4card raise 1♥-2NT/3m= NAT, INV
1♠		5	4♥	11+ HCP if BAL, 5+♠	2m=GF except rebid, 2♥=GF, 2NT=GF with 4+♠, 3♣= Short in a m., INV, 3♦ =BAL INV with SUPP, 3♥=Short in ♥, INV, 3♠ =PRE, 3NT= Single 10-12, 4m/4♥=Void	Similar as for 1♥	Similar as for 1♥
1 NT			4♠	15-17 HCP (Good 14) May have 5M, 6m, 5422 and singleton [Note 6]	2♣=STAY, 2♦ /2♥=TRF, 2♠ =mSTAY, 2NT=Bad doubleton, GF, 3x=Singleton GF, 4♣/4♦=TRF to 4♥/4♠=15-16 with 2344/3244	1NT-2♣ -2♦ -2♥=Pick a M, normally pass with equal length. 2x-3♣=New asking bid 1NT-2NT-3♣=Ask for which weak doubleton (respond one below for M and two below for m).	
2♣	v			Strong, HCP 22+ OR Tricks 8,5+	2♦=Weak OR waiting, 2M=5+ card and 6+ HCP, GF, 2NT=6+ with 5-5 in the minors, 3m=5+ card and 6+ HCP, GF, 3M=Shortage 1444, 3NT=EKDxxx unspecified suit	2♣-2♦-2M=F1, 3m=GF, 3♥=4♥ and 5+♦, 3♠= 4♠ and 5+♦. After 2M (F1)-3♣=2nd negative, we can stop in 3M	
2♦	v			2-7 HCP 6c M (may 5 gr.vs red) 4th Seat 11-13, 6♦	2♥/2♠=Pass or correct, 2NT=Ask, 3♣/3♦=To play except if fit by opener, 3♥=Pass or correct, 3♠=Slam try for ♣, 4♣=ask for TRF (bid one below your suit), 4M=NAT, to play [Note 7]	2♦-2NT-3♣=Any MAX, 3♦= MIN ♥, 3♥=MIN ♠ 2♦-2NT-3♣-3♦=Asking: 3♥=Shows♠, 3♠=Shows♥	
2♥		6		Good weak 2. 8-11 HCP, 6♥ (4th seat 11-13)	2♠ =F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=PRE (can be raised with 6-4), 3♠ =NAT INV, 4♣ =Poor man's BW, 4♦=Splinter, 4♠ =To play, 4NT=4 ace BW [Note 8]	2♥-2NT-3♣=Any 6-4, 3♦=Shortage in a m, 3♠=Shortage 3♥/3NT=MIN/MAX without shortage. 4♣/4♦/4♥=void in ♠/♦/♠	
2♠		6		Good weak 2. 8-11 HCP, 6♠ (4th seat 11-13)	2NT=Ask for shortage/strength, 3x= NAT GF, 3♠= PRE (can be raised with 6-4), 4♣ =Poor man's BW 4♦=Splinter, 4♥=To play, 4NT=4 ace BW [Note 8]		
2 NT			4♠	20-21 HCP (19) May have 5M, 6m, 5422, single	3♣=PuppetSTAY, 3♦/3♥=TRF, 3♠=4+4+ in m 2NT-4♣/4♦/4♥/4♠= slam try with ♥/♠/♣/♦	Slam Conventions	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=GF, but competitive afterDBL, 3♦-4♣= Poor man's BW, 3M-4♠= Poor man's BW, 3M-4♦=Cue, 4M=To play	1430 KEYCARD BW over ♦/♥/♠, and 0314 KEYCARD BW over ♣ and Exclusion BW. DOPI/ROPI/DEPO.	
3NT	v			Solid minor, gambling	4♠=Pass or correct, 4♦=Ask for control, 4M=Natural	5NT is frequently pick a slam Splinter bids	
4♣,♦	v			8-9 tricks with good ♥/♠ (NAT PRE in 3rd hand)	4♣-4♦=slam try with ♥, 4♦-4♥=slam try with ♠	Cuebids (Italian style), a lot of last train cuebids Lightner DBL	
4♥,♠		6		PRE, ACC to VUL	4♠=To play, 5m=Cuebid, 4NT=KEYCARD BW (1430)		
4NT	v			Asks specific Aces	5♣=0 Aces, 5♦♥♠ and 6♠=That Ace, 5NT= 2 Aces		

Notes for Boye Brogeland – Frode C. Nybo, Norway Open

Note 1: Inverted minor

1♣ - 2♣ (10+)

- 2♦ = Natural / 13-14 Bal with 4+ ♣ / 18-19 Bal
- 2M = Natural, GF
- 2NT = 11-14, 2-3 ♣
- 3♣ = 11-12, 4+ ♣
- 3♦ / ♥ / ♠ = Shortness, **NOT** GF
- 3NT = 18-19, 2-3 ♣ and double stoppers in all the unbid suits

1♣ - 2♣

2♦ - 2♥ = Relay

- 2♠ = 13-14 Bal with 4+ ♣
- 2NT = 18-19, 4+ ♣
- 3♣ = 2245
- 3♦ = 5♦ and 6♣
- 3M = Shortness (with ♣ and ♦)
- 3NT = 18-19, 2-3 ♣

1♦ - 2♦ (10+)

- 2♥ = Natural / 13-14 Bal with 4+ ♦ / 5-4 minor / 18-19 Bal
- 2♠ = Natural, GF
- 2NT = 11-12
- 3♣ = Shortness, **NOT** GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = Shortness, **NOT** GF
- 3NT = 18-19, 4♦ and double stoppers in all the unbid suits

1♦ - 2♦

2♥ - 2♠

- 2NT = 18-19 **NOT** 3343
- 3♣ = 13-14 bal, 4+♦
- 3♦ = 5-4 in ♦ and ♥, GF
- 3♥ = 5♥ and 6♦
- 3♠ = 5-4 in ♦ and ♣, GF
- 3NT = 18-19, 3343

If it is possible to bid 3 in a minor as F1, bidding a M from the responder shows a singleton.

If it is **NOT** possible to bid 3 in a minor as F1, bidding a M from the responder shows a stopper.

Note 2: Transfers after 2NT rebid

1m - 1y
2NT

- Transfers on 3-level and to both majors on 4-level. **No Splinter!**
 - Transfers to 3♦, always accept
 - Transfers to responders suit accept with 3 card
 - 1♣ - 1♥ - 2NT - 3♦: Opener bids 3♥ with 4 card hearts and 3♠ with 3 card spades
 - 1♣ - 1♠ - 2NT - 3♠: Both minors, in search for the best game, OR may be stronger
 - Jump to 4y for play 4 in that M, while 3y followed by 4 in that M is slammish (1♣ - 1♥ - 2NT - 4♦ and 1♦ - 1♠ - 2NT - 4♦ is to play with both Majors)
 - Jump to 4♣ is Natural slammish

1♥ - 1♠
2NT

- Transfers on 3-level. Minor on 4-level is Splinter with ♠ as trump!
 - Transfers to 3♦ and 3♥ always accept
 - Transfers to responders suit accept with 3 card
 - Jump to 4♥ og 4♠ to play, while 3♦/3♥, followed by 4♥/4♠ over 3NT is slammish

Note 3: Good raises

1♥ - 1NT
2♣

- 2♦ = Good raise to 2♥ (with doubleton support) or 3♣

1M - 1NT
2♦

- 3♣ = Good raise to 3♦

1♠ - 1NT
2♣

- 2♦ = Good raise to 2♠ (with a doubleton support) or 3♣
- 2♥ = 5+ ♥
- 3♦ = Natural, to play
- 3♥ = Natural, INV

Note 4: 1M – 1NT – 2NT: GF

1♥ – 1NT
2NT

- 3♣ = 5+♣
- 3♦ = 5+♦
- 3♥ = 5-5 in the minors and doubleton ♥, min OR max (3♠ from opener is slammish)
- 3♠ = 3244
- 3NT = 5-5 in the minors and max singleton ♥, min
- 4♣ = 5-5 in the minors and max singleton ♥, max

1♠ – 1NT
2NT

- 3♣ = 5+ in a minor (3♦ ask)
- 3♦ = 4+♥
- 3♥ = 5-5 in the minors and doubleton ♠, min OR max (3♠ from opener is slammish)
- 3♠ = 2344
- 3NT = 5-5 in the minors and max singleton ♠, min
- 4♣ = 5-5 in the minors and max singleton ♠, max

1♠ – 1NT
2NT – 3♦
3♥ = 3+♥

- 3♠ = Doubleton ♠
- 3NT = 1444
- 4♣ = Cue with 5+♥
- 4♦ = Cue with 5+♥
- 4♥ = Min with 5+♥

1♠ – 1NT
2NT – 3♣
3♥ = 4+♥

- 3♠ = 5+♣
- 3NT = 5+♦
- 4♣ = Cue and 4♥, max
- 4♦ = Cue and 4♥, max
- 4♥ = 5card minor and 4♥, min

Note 5: Reverse

Reverse on 2-level after 1 over 1

After 1 over 1, and opener reverses, *the cheapest bid of 4th suit and 2NT will be negative*. Rebid of own suit on 2-level is F1, on 3-level GF. After Rebid of own suit on 2-level, responder may pass 2NT and 3 in opener's first suit.

1♣ - 1♦ (transfer)

2♦

- 2♥ = 5+♥, F1
- 2♠ = Negative. Normally to stop in 3♣ OR 2NT
- 2NT = Natural GF, may have ♣support
- 3♣ = F1
- 3♦ = 4+♦, F1
- 3♥ = Natural F1, at least a good 6 card suit
- 3♠ = Splinter with ♦ as trump

Reverse after 1x - 1NT

After 1m - 1NT - 2♥: 2♠ is negative (min), other bids are GF.

After 1m - 1NT - 2♠: 2NT is negative (min), other bids are GF.

After 1♥ - 1NT - 2♠: 2NT is negative (min), other bids are GF.

Note 6: Opening 1NT

Opening 1NT shows (14)15-17. May be semi-balanced, especially if opener may have a difficult rebid after opening 1 in a suit.

1.1 Responses to 1NT

- 2♣: Stayman
- 2♦: Transfer to ♥
- 2♥: Transfer to ♠
- 2♠: Minor suit Stayman
- 2NT: Weak doubleton any place (may have 4card M)
- 3♣: Shortness (may have 4card M)
- 3♦: Shortness (may have 4card M)
- 3♥: Shortness (may have 4card ♠)
- 3♠: Shortness (denies 4card ♥)
- 3NT: Natural
- 4♣: Transfer to 4♥
- 4♦: Transfer to 4♠
- 4♥: 2-3-4-4, 15-16
- 4♠: 3-2-4-4, 15-16
- 4NT: Quantitative to 6NT
- 5NT: Quantitative to 7NT

1.2 Stayman

Opener bids a M if he has (starts with 2♥ with both), otherwise 2♦.

1NT - 2♣ - 2♦ - ?

- 2♥: Weak with both majors. (Opener passes with 3-3 in the Majors.)
- 2♠: 5+ spades (but not 5(3-2-2)), INV.
(Opener bids 2NT to look for side suit or 6 card spades.)
- 2NT: Natural INV (does **NOT** promise a major)
- 3♣: Further asking bid (3♦ shows a 5-card minor, 3♥ 2344, 3♠ 3244 and 3NT 3-3-3-4)
- 3♦: GF with 4-card ♠ and 5-card ♥
- 3♥: GF with 4-card ♥ and 5-card ♠
- 3♠: 1-4-4-4, GF
- 3NT: Natural
- 4♣: TRF to 4♥. (6+♥ and 4♠)
- 4♦: TRF to 4♠ (6+♠ and 4♥)
- 4NT: Quantitative to 6NT

1NT - 2♣ - 2♥ - ?

- 2♠: 5+ spades (but not 5(3-2-2)), INV.
(Opener bids 2NT to look for side suit or 6 card spades.)
- 2NT: Natural INV (do **NOT** promise 4-card ♠)
- 3♣: Further asking bid (3♦ shows a 4-card minor, 3♥ 5-card, 3♠ 4-card and 3NT 3433)
- 3♦: INV with 3-card+ ♥.
(Opener bids 3♥ with min, and choose game with max and 4+♥.)
- 3♥: GF with 4-card ♥ without shortness. (Opener is supposed to bid 3NT with 3-4-3-3.)
- 3♠: Splinter.
- 3NT: Natural
- 4♣: Splinter
- 4♦: Splinter
- 4NT: Quantitative to 6NT

1NT - 2♣ - 2♠ - ?

- 2NT: Natural INV (does **NOT** promise 4-card ♥)
- 3♣: Further asking bid (3♦ shows 4-card minor, 3♥ bad 5-card ♠, 3♠ good 5-card ♠ and 3NT 4333)
- 3♦: GF with a minor.
(Opener bids 3♥ in search for the minorsuit.)
- 3♥: At least INV with 3-card+ ♠.
(Opener bids 3♠ with min, and choose game with max and 4+ ♠.)
- 3♠: GF with 4-card ♠ without shortness (Opener is supposed to bid 3NT with 3-4-3-3.)
- 3NT: Natural
- 4♣: Splinter
- 4♦: Splinter
- 4♥: Splinter (in the suit right next to trump shows a better hand than when "last train" is available.)
- 4NT: Quantitative to 6NT

Minor Suit Stayman

Opener responds 2NT with better \diamond , and $3\clubsuit$ with better \clubsuit or equal minors.

Major on 3-level from responder shows shortness, jump to 4 in a M is void. 3NT shows 22(54) with weak doubletons in both Majors.

2NT - Weak doubleton any place

1NT - 2NT = Weak doubleton any place (may have 4card M)

$3\clubsuit$ asks where the weakness is. $3\diamond$ shows weakness in \heartsuit , $3\heartsuit$ in \spadesuit , $3\spadesuit$ in \clubsuit and 3NT in \diamond .

After revealing an open suit, we bid natural to the best game. By bidding the shown weak doubleton opener wants to know more about responder's hand.

$3\diamond$ asks for M. $3\heartsuit$ shows \spadesuit , $3\spadesuit$ shows \heartsuit , $4\clubsuit$ shows a slam try in \clubsuit , $4\diamond$ shows both majors, 4M shows a slam try in \diamond with a weak doubleton in the major, 4NT with weak doubleton clubs.

By bidding $3\heartsuit/3\spadesuit$ directly over 2NT, opener shows a good 5card suit and max.

1.3 Bidding after transfers

New suit from responder is natural GF (except $2\spadesuit$ which is INV+ with 5+ \heartsuit , but not (5-3-3-2) INV).

2NT is mandatory to check for minor side suit, 6 card \heartsuit or 5-5 in the majors.

3 in the transfer suit is GF without shortness (OR not strong enough to jump to the suit directly under the trump suit).

With 3-card major support and and 4-card minor support bid 3 in the M.

1NT - $2\diamond$

$2\heartsuit$ - $3\clubsuit$

?

- $3\diamond$ = 4+ card \diamond (OR values)
- $3\heartsuit$ = 3-card \heartsuit (may have 4-card \clubsuit), NOT min
- $3\spadesuit$ = 4+ card \spadesuit (OR values)
- $4\clubsuit$ = 4-card \clubsuit (denies 3-card \heartsuit) and a hand suitable for playing in trumps

1NT - $2\diamond$

$2\heartsuit$ - $3\diamond$

?

- $3\heartsuit$ = 3-card \heartsuit (may have 4-card \diamond), NOT min
- $3\spadesuit$ = Waiting bid, not sure about the best contract
- $4\clubsuit$ = 4-card \diamond (denies 3-card \heartsuit) and a hand suitable for playing in trumps, cue in \clubsuit
- $4\diamond$ = 4-card \diamond (denies 3-card \heartsuit) and a hand suitable for playing in trumps, no cue in \clubsuit

1NT - $2\heartsuit$

$2\spadesuit$ - $3\heartsuit$ (5-5 in Majors)

?

- $3\spadesuit$ = 3card \spadesuit , NOT min
- $4\clubsuit/4\diamond$ = 3card+ \heartsuit , NOT min, cue

1.4 How to break the transfers (same principle as after 2NT)

Jump to 3 in the major suit shows 4-card support (NOT 4-3-3-3) and min.

Opener super-accepts (4-card support and max) with 2♣ over 2♦, and 3♣ over 2♥.

2NT shows 3-card support and max. With an own good 5-card suit this may be bid at the 3-level instead of 2NT.

After super-accept, 2NT and 3 in a new suit the suit under the major at the 3-level is a new transfer (if not possible, the suit under the major at the 4-level is a new transfer).

A new suit from responder shows shortness, jump is void. 3 in the major shows shortness in the suit below, except when this bid is to play (over the responses 3♦ after 2♦ and 3♥ after 2♥).

After 2NT, 3 in a new suit and super-accept 3NT is suggestion to play (more interest for NT than a retransfer and then bid 3NT). With a balanced slam try retransfer first and start cue.

1.5 Opponents showing the majors

If the opponents overcall 2♣ or 2♦ showing both majors, we use:

- 2♥ = Transfer to ♣ (to play or stronger)
- 2♠ = Transfer to ♦ (to play or stronger)
- 2NT = Natural
- 3♣ = 5-card M
(3♦ ask which major. Responder bids the other major, as after Puppet Stayman.)
- 3♦ = At least one weak doubleton in the majors
(Opener bids 3NT with stoppers in both majors, other wise shows stopper.)
- 3♥ = Shortness
- 3♠ = Shortness

1.6 Lebensohl (transfers)

We use the same principles in all Lebensohl positions. It is transfer Lebensohl in these situations:

- a) 1NT, followed by an overcall (but **NOT** after 2♣ or 2♦ as both majors), also after we have overcalled 1NT
- b) (1M) - dbl - (2M)
- c) (1M) - pass - (2M) - dbl
- d) Take out DBL at the 2-level, but when the doubler has passed first, we use 2NT as scrambling

1NT - (2♥)

- 2NT = Transfer to ♣. May have ♣, OR a weak hand for play on the 3-level, OR GF with 4-card in unbid major, OR singel in the overcall suit. If the responder bids a higher suit on the 3-level than a suit for play, this is 4-card and GF.
- 3♣ = 5+♦, INV+. Natural bids from opener.
- 3♦ = Ask for ♥-stopper
- 3♥ = 5+♠, INV+. Natural bids from opener.
- 3♠ = Both minors; at least 5-5. Slammish OR looking for best game.
- 3NT = Promise ♥-stopper.
- 4♣ = Transfer →♥ (not the case in this position, but for example after opponents Multi)
- 4♦ = Transfer →♠
- 4♥ = To play (not the case in this position, but for example after opponents Multi)
- 4♠ = To play

1NT - (2♥) - 2NT - (P)

3♣ - (P) -

- P = ♣
- 3♦ = To play
- 3♥ = Singleton ♥. Typically 3-1-5-4 OR 3-1-4-5.
- 3♠ = 4-card ♠ and ♥-stopper, GF
- 3NT = Slam try with ♣

If a DBL has indicated at least 3-card in a suit, a transfer will show only 4-card. For example (2♥) - dbl - (P) - 3♥ - (P) - 3♠ - (P) - 3NT shows 4-card ♠. Other wise the system is the same.

Note 7: Opening 2♦ Multi

- (2)3-7 HCP with a 6-card major (may have 5-card green vs red)

Responses:

- 2♥ = Pass OR correct
- 2♠ = Pass OR correct (opener bids 3m with short minor and max weak 2♥, 2NT is max with spade shortage or BAL max 2♥)
- 2NT = F1
 - 3♣ = Max → 3♦ ask partner to bid the other major (than the 6(5)card suit)
 - 3♦/♥ = Transfer, min
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass OR correct
- 3♠ = Slam try with ♣
- 4♣ = Asks for transfer to opener's Major
- 4♦ = Slam try with ♦
- 4♥ = Natural, to play
- 4♠ = Natural, to play

Note 8: Opening 2M

8-11 HCP with 6-card major.

Svar:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ could be passed, a rebid of 3♠ is GF)
- 2NT = Asks for shortage and another suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥, which may be raised to game with at least 6-4)
- 3♠ = Preempt which may be raised to game with at least 6-4/NAT INV over 2♥
- 3NT = To play (2NT followed by 3NT suggests to play)
- 4♣ = Poor Man's Blackwood
(4♦ = 0 Key card (may have Q of trump), 4♥ = 1 key card without the Q of trump, 4♠ = 1 key with the Q of trump, 4NT = 2 key without the Q of trump, 5♣ = 2 key with the Q of trump)
- 4♦ = Splinter
- 4M = To play, no forcing pass

2♥ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♠
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Min with no shortage
- 3♠ = Shortage
- 3NT = Max with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void in ♠

2♠ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♥
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Shortage in ♥
- 3♠ = Min with no shortage
- 3NT = Max with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void
- 4♠ = Void in ♥, min

If opponents DBL, we use transfers from 2NT. Transfers may be lead directing. Transfer to 3 in the Major is a good raise (INV+). RDBL shows interest in penalty DBL.

If opponents bid 2♠, system is on, except for 3 in a minor which is then constructive.

DBL of overcalls are for penalty.