

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level: usually 5+ cards, occasionally 4; 8+HCP NV or 10+HCP V
2 level: usually 5+ cards, occasionally 4; 10+HCP NV, or 12+HCP V
HCP may be lower with good suit quality (for lead-directing purpose)
Advancer raises overcall suit to 3 level with 4 card support <9HCP
Cue-bid by advancer is good raise in overcall suit, or shows big hand
Weak new-suit free bid by advancer; often shows misfit in overcall suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 1NT overcall is 16-18HCP balanced, may have 5 card major
Systems on after 1NT overcall
Balancing 1NT overcall in fourth seat promises 16-18HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Michaels 2NT
Weak Jumps
Leaping Michaels (Note 10)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Cappelletti (Note 5) defense to strong NT: 2♣ - single suiter
2♦ - both majors, 2♥/2♠ - major and minor
2NT - both minors
Direct double of strong 1NT: penalty oriented, may be balanced 16-19
Balancing double of strong 1NT: 13-16 HCP, may have 5M
Double of weak 1NT: balanced 13-16 HCP, may have 5M (Note 5)
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double=take-out at 3-level, penalty at 4-level
Leaping Michaels 2 suiter
Cue-bid=forcing to game
NT=to play at 3 level, may have long minor.2NT=15-18BAL
Lebensohl 2NT after dbl by partner over a weak 2 shows weaker hand
Lebensohl 2NT after interference by opps over 1NT opening (Note 5)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(Note 5)
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(x)-2M, 1M-(x)-3M, 1M-(x)-4M=weak raises
1M-(x)-2NT=limit raise; 2♣/2♦=Drury after original Pass
1M-(x)-xx- 10HCP+; 1M-(x)-2NT after original pass 5 card support BAL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Usually 4 th /3 rd from honor	Same	
NT	4 th from honor,	Same	
Subseq			
Other:	2 nd /4 th leads thru declarer		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax	AK(+); Ax	
King	AK(+); KQ(+); Kx	AK(+); KQ(+); Kx	
Queen	AQJ(+); QJ(+); Qx	AQJ(+); QJ(+); Qx	
Jack	AJT(+); KJT(+); JT(+); Jx	AJT(+); KJT(+); JT(+); Jx	
10	AT9(+); KT9(+); QT9(+); Tx	AT9(+); KT9(+); QT9(+); Tx	
9	9x	9x	
Hi-X	Sx; xSx; xSxx(+)	Sx; xSx; xSxx(+)	
Lo-X	HxxS(+);HxS	HxxS(+);HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT hi=discourage	CNT hi=odd	ATT hi=discourage
Suit 2	CNT hi=odd		CNT hi=odd
3			
1	ATT hi=discourage	CNT hi=odd	ATT hi=discourage
NT 2	CNT hi=odd		CNT hi=odd
3			
Signals (including Trumps):			
S/P signal when dummy is singleton or void			
UDCA Low cards encourage or show an even number			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out double usually with classic shape after 1M			
Take out double may not have classic shape after 1m			
Balancing take-out double in 4 th seat promises 8-12 or 16+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Standard negative doubles through 4♥			
Support doubles through 2♠			
Frequent non-penalty doubles through 4♥			
Responsive doubles through 3♠			
Maximal doubles			
Step response to Cue-bid after double is a Herbert Negative Bid			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Philippine Tournament Bridge Association (PTBA)
PLAYERS: URRQUIA-REFE
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive openings/overcalls, especially under favourable vulnerability or if in 3/4 seat
Mild pre-empts at 1/2 seat, may be aggressive at 3/4 seat
Standard American Yellow Card (SAYC), with many gadgets
Usually Open 12+HCP V or 11+HCP NV using Rule of 20, may be lighter if in 3/4 seat or favourable vulnerability
inverted minor raises, followed by frequent NT probes
5-card majors, with comprehensive system of raises
Jacoby 2NT game force shows 4+ major fit and 12+HCP
2 over 1 new suit is natural, 10-15HCP, F1
1NT is balanced 12-14 HCP with no 5+ major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Comprehensive system of major and Minor raises
Strong GF jump shifts (16+HCP)
Michaels two-suited overcalls
Artificial 2 level openings
4♣/4♦ NAMYATS Opening
Special Escape Bids after 1NT-x or 1NT-P-P-x (Note 6)
New Minor Forcing F1 / 4 th Suit Forcing GF
Reverse Drury after 1M opening in 3/4 seat
SPECIAL FORCING PASS SEQUENCES
After an interference over 2♣ opening: dbl or rdbl shows negative, pass positive.
If game force is established, forcing pass may apply over opponents' high level intervening bids.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
We often bid games aggressively, w/ good fit and 50+% probability
We often bid small slams aggressively, on 50+% probability
We use Losing Trick Count for hand evaluation with a clear suit fit
PSYCHICS: Rare

BID	ARTI-FICIAL	MIN #	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		1	11+HCP Long clubs or 4441	1♦/♥ = H/S trf, 4+ cards, 6+HCP; 1♠=0-9 HCP, no 4 card M if 6-9; 1NT=GF, no 4 card M; w/ 5+C: 2♣=GF; 2♦=LR;	(Note 1)
			15-19 HCP balanced	2♥/♠=strong JS, 6+cards; 2NT = INV, no 4 card M; 3♣ = 6+C, 0-5HCP W 6+D: 3♦ = INV; 3♥=GF min; 3♠ = STR;	
1♦		5	11-21HCP	w/ 4+ M: 1M=4+M 5+HCP F1; w/ 3+D: 2♦=GF; 3♣=LR;	
			may open very light or 4-cards on 3rd seat favorable vulnerability	w/ 4+D: 2♥=6-7pts; 2♠=8-9pts; 3♦ = 0-5pts; 3♥/3♠/4♣ = splinter;	
1♥		5	5+H, 11-21 HCP	1♠=4+S 6+HCP F1; 1NT=6-11 HCP, no supp or 4333 w/ supp; 2♣=GF; 2♦=GF, natural;	(Note3)
			may open very light or 4-cards on 3rd seat favorable vulnerability	fit: 2♥ = 3+H supp, min; 2♠ = STR JS, natural; 2NT= Jacoby (Note 3), GF; 3♣=LR, 4 card H; 3♦ = LR, 3 card H; 3♥ = preemptive;	After 1♥-2♥: new suit=help ask, 2NT/3♥=game try; jump new suit=cue bid; After 1♥-3♥: new suit=cue bid;
				3♠/4♣/4♦ = splinter 3NT* = 3 card H supp, bal, GF; 4♥ = fast arrival	Passed hand Drury (Note 9)
1♠		5	5+S, 11-21 HCP	1NT=6-11 HCP, no supp or 4333 w/ supp; 2♣=GF; 2♦=GF, natural; 2♥=GF, natural;	After 1♠-2♠: new suit=help ask, 2NT/3♠=game try; jump new suit=cue bid
			may open very light or 4-cards on 3rd seat favorable vulnerability	fit: 2♠ = 3+S supp, min; 2NT= Jacoby (Note 3), GF; 3♣=LR, 4 card S; 3♦ = LR, 3 card S; 3♥ = STR JS, natural; 3♠ = preemptive;	After 1♠-3♠: new suit=cue bid; Passed hand Drury (Note 9)
1NT		NA	Bal 12-14HCP, no 5+M	2♣: Stayman (does not promise 4M); 2♦/♥: H/S transfer;	(Note 6) Super-accepts after major transfer
				2♠-Minor Suit Stayman GF; 2NT= relay to Clubs, pass or correct; 3♣/3♦=6+C/D, 2 of top 3 honors, NF	After major transfer: new suit=2 nd suit GF, jump new suit=CB slam try
				3♥/♠=stopper ask in H/S; 4♣=choose a M, GF; 4♦/♥=Texas H/S transfers; 4♠=choose a minor; 4NT/5NT=Quantitative	After 1NT-2♠: 2NT=no 4 card m; 3♣ = 4 card ♣ may have 4♦; 3♦ = 4 card ♦ denies 4♣
2♣	Art	NA	Strong 22+ HCP or strong shapely hands	2♦=positive GF; 2♥=negative; 2♠=super-positive (opening hand) GF & slam try	After 2♣-2♦: Kokish Relays
			Rule of 25 or Rule of 29 if <22 HCP	2NT/3♣/3♦/3♥ = 5+ cards in suit above the bid, headed by 2 of top 3 honors	After 2♣-2♥: 2♠=art GF, See Note
				3♠ = 5+ cards in unknown suit headed by AKQ	
				After an interference over 2♣ opening: dbl or rdbl shows negative, pass positive	After 2♣-3♠, 3NT asks for suit, responder bids the suit below
2♦	Art	NA	long H or 5-5 S+m, preemptive	2♥=NF relay (pass or correct); 2♠=H, inviting; 2NT=forcing, 15+ HCP (Note 4); 3♣/3♦=natural;	
2♥	Art	NA	long S or 5-5 H+m, preemptive	2♠=NF relay (pass or correct); 2NT=forcing, 15+ HCP (Note 4); 3♣/3♦=natural; 3♥=S, inviting;	
2♠	Art	NA	5-5 both M or m; preemptive	2NT=asking if both M or m (Note 4);	
2NT	Art	NA	20-21; Balanced	3♣ = Puppet stayman (Note 7); 3/4♦/♥=transfer to ♥/♠; 3♠=minor suit stayman; 3NT=transfer to ♣ pass or correct to ♦; 4♣=5/5 both majors, no slam interest; 4♠:minors	
3♣		6	Normal pre-empt		
3♦		6	Normal pre-empt		
3♥		6	Normal pre-empt		
3♠		6	Normal pre-empt		
3NT	Art	7	Gambling 3NT in Minor	4/5/6♣=pass or correct; 4♦ forcing; 4♥/4♠ to play	
4♣	Art	NA	7.5-8.5 tricks in ♥	4♦: slam interest ; 4♥ to play	HIGH LEVEL BIDDING
4♦	Art	NA	7.5-8.5 tricks in ♠	4♥: slam interest ; 4♠ to play	w/ explicit or implicit suit agreement: 4NT = RKCB 1430
4♥		8	Normal pre-empt		w/o suit agreement: 4NT = RKCB 1430 on last bid suit
4♠		8	Normal pre-empt		
4NT	Art	NA	Specific Ace-Asking	5♣: no ace; 5♦/5♥/5♠/6♣: one ace only, in the suit bid, 5NT: 2 aces	After major fit established, 5-level raise is a general slam try
5♣		8	Normal pre-empt		After 4NT; Response of 5NT is 2 key cards with void; 6C-one KC with void
5♦		8	Normal pre-empt		In case of intervention: DOPI (or ROPI) for counting step responses
5♥		8	Normal pre-empt		
5♠		8	Normal pre-empt		

Note 1: Transfers over 1C Opening

1C = long clubs, 4441, 15-19 balanced

Responses and Subsequent Responses

1C 1D* = H trf, 4+H, 6+HCP
 1H* = S trf, 4+S, 6+HCP
 1S* = 0-9 HCP, no 4 card M if 6-9
 1NT* = GF, no 4 card M
 2C* = GF, 5+C
 2D* = LR, 5+C
 2H/S = strong JS, 6+H/S
 2NT = INV, no 4 card M
 3C = 6+C, 0-5HCP
 3D = 6+D, INV
 3H* = 6+D, GF min
 3S* = 6+D, STR

1D/1H Sequence

1C **1D***
1H = 3+H supp, min
1S = 4+S, min
1NT* = 15-17 bal, denies 4 card H supp
2C = club suit, min
2D = reverse
2H = 4+H supp, INV
2S = reverse
2NT = 18-19 bal, denies 4 card H supp
3C = club suit, INV
3D* = club suit, GF
3H = 4+H supp, GF
3S = splinter
3NT = 3 card H supp, long clubs, GF
4C/D = splinter
4H = to play, fast arrival

1C **1H***
1S = 3+S supp, min
1NT* = 15-17 bal, denies 4 card S supp
2C = club suit, min
2D = reverse
2H = reverse
2S = 4+S supp, INV
2NT = 18-19 bal, denies 4 card S supp
3C = club suit, INV
3D = club suit, GF
3H** = N/A
3S* = 4+S supp, GF
3NT = 3 card S supp, long clubs, GF
4C/D/H = splinter
4S = to play, fast arrival

Subsequent bids

(1) **1C** **1D***
1H 1S = 4+S, 6+HCP
 1NT = 4 card H, min
 2C* = 4 card H, inv (checkback)
 2D* = 4 card H, GF (checkback)
 2H = 5+H, min
 2S* = help suit
 2NT* = short suit game try
 3C/D* = help suit
 3H = 5+H, slam try
 3S* = cue
 3NT* = short suit slam try
 4C/D = cue
 4H = to play

(2) **1C** **1H***
1S 1NT = 4 card S, min
 2C* = 4 card S, inv (checkback)
 2D* = 4 card S, GF (checkback)
 2H = 5+S, 4+H, min
 2S = 5+S, min
 2NT* = short suit game try
 3C/D/H* = help suit
 3S = 5+S, slam try
 3NT* = short suit slam try
 4C/D/H = cue
 4S = to play

(3) **1C** **1D/H**
1H/S **2C***
2D = denies invite, natural
2M = denies invite, natural
2oM = denies invite, natural
2NT = denies invite, long C
3NT = accept, 3 card M
4M = accept, 4+M

(4) **1C** **1D/H**
1H/S **2D***
2M = 4+M supp
2oM = natural oM, 3 card M
2NT = 3 card M
3C = 3 card M, 6+C

1S Sequence

1C 1S*

1NT* = 15-17 bal

2C = club suit, min

2D = 16+, reverse in D or w/ singleton C

2H = reverse

2S = reverse

2NT = 18-19 bal

3C = club suit, 16+

Subsequent bids

(1) **1C 1S***

2D/H/S

P/2H/S = to play, 0-5 HCP

2NT = forcing to 3C/3D, 6-7

other bids = natural, 8-9 or fast arrival

(2) **1C 1S***

1NT 2C/D/H/S* = D/H/S/C trf

2NT = INV

3NT = to play

NT Sequences

1C 1NT*

2C = club suit, 12+ (step bid resp, supp)

2D = reverse

2H = reverse

2S = reverse

2NT = 18-19 bal

3C* = singleton C (step bid resp, points)

3D* = singleton D, min

3H* = singleton H, min

3S* = singleton S, min

3NT = to play

1C 2NT

3C = club suit

3D* = singleton m (3H* = asking singleton)

3H* = singleton H

3S* = singleton S

3NT = to play

Subsequent bids

(1) **1C 1NT***

2C 2D* = 3 card C supp, 16+

2H* = 4 card C supp, 16+

2NT = 5 card D, 16+

3C* = 3 card C supp, min

3D/H/S* = 4 card C + D/H/S stop, min

3NT = 5 card D, min

2NT/3NT after step bid = 16+/min GF

(2) **1C 1NT***

3C*

3D = 16+ w/o stopper

3H = 16+ w/ stopper

3S = min GF w/o stopper

3NT = to play, w/ stopper

3NT resp = has singleton honor

C Support Sequences

1C 2C

2D* = Catch all, 3+C, min

2H/S* = H/S stopper, 3+C, min

2NT* = no 3+C club support, 16+

3C = club suit, min

3D* = 3+C, 16+

3H/S* = asking for H/S stop

3NT = no 3+C club support, min, to play

4C = club suit, slam try

4D/H/S = splinter

1C 2D*

2H/S* = H/S stopper, club suit

2NT = no 3+C club support, denies INV

3C = club suit, min

3D = 3+C, 16+

3H* = asking H stop

3S* = asking S stop

3NT = no 3+C club support, to play

4C = club suit, slam try

4D/H/S = splinter

Showing Strong NT

1C 1D/H*

1NT* systems on

After interference

1C (dbl)

rdbl/D/H* = D/H/S trf, can be 0

1S* = 6-9 bal

1C (1X)

stolen bids, systems on

1C (2X)

natural bids, 2Y = 10+HCP w/ 5+Y

dbl = 10+HCP

3X = LR or better

2NT = INV

3NT = to play

Note 2: Weak 1NT Sequences

1NT 2C = Stayman
2D/H = H/S trf
2S = minor Stayman
2NT = minor trf
3C/D = C/D with 2 of top 3 honors, NF
3H/S = stopper ask in H/S
3NT = to play
4C = choose a M
4D/H = Texas H/S trf
4S = choose a m
4NT = quantitative INV to 6NT
5NT = quantitative INV to 7NT

1NT (dbl)
systems on
rdbl* = forcing to 2C,
escaping
pass* = forcing to rdbl,
escaping or penalty

1NT (2X/3X)
dbl = 11+HCP
2Y = to play, 4+Y
3Y = GF, 5+Y
2NT = forcing to 3C
4/5 level bids = systems
on

1NT (2NT=both m)
dbl = 11+HCP (3C/D resp
= stopper ask, 3M = 4 card
M)
3C/D = stopper ask in C/D
3H/S = GF, 5+M
3NT = to play
4/5 level bids = systems
on

Note 3: Sequences after 1M Opening

1H 1NT = 6-11 HCP, no supp
or 4333 w/ support
2C* = GF
2D = GF, natural
2H = 3+H supp, min
2S = STR JS, natural
2NT* = Jacoby, GF
3C* = LR, 4 card H
3D* = LR, 3 card H
3H = preemptive
3S/4C/4D* = splinter
3NT* = 3 card H supp, bal,
GF
4H = fast arrival

1S 1NT = 6-11 HCP, no supp
or 4333 w/ support
2C* = GF
2D = GF, natural
2H = GF, natural
2S = 3+S supp, min
2NT* = 4+S supp, GF
(Jacoby)
3C* = LR, 4 card H
3D* = LR, 3 card H
3H = STR JS, natural
3S = preemptive
3NT* = 3 card S supp, bal,
GF
4C/4D/4H* = splinter
4S = fast arrival

1H 1S
1NT 2C* = forcing to 2D, may
be INV or passed after
2D* = GF
2H = H supp, min
2S = to play, min
2NT = INV
3C = to play, min
3D = GF, 5+D, 5+S

1M 1S/1NT
2C* = 16+ HCP
2D* = 13-15 HCP; natural if over 1S
3m* = 12-15 HCP; 5card M; 5card m
1M 2NT
3C* = at most a singleton in C
3D* = at most a singleton in D
3M* = 16+HCP
3oM* = at most a singleton in oM
3NT* = 13-15 balanced
4C/D/H = natural, solid suit
4M = minimum w/ no shortness

1M (dbl)
rdbl = 10+HCP, no supp, unbalanced
1NT = 6-11 HCP, no supp
2C/D = natural; 4/3 card LR in M if
passed hand
2(M-1) = constructive raise to M
3C/D* = 4/3 card LR in M, natural
preemptive if passed hand
2/3/4M = preemptive
3NT = to play

1M (2M/2NT)
lower ranking suit =
takeout
higher ranking suit =
support

Note 4: 2 Level Opening and Other Preemptive Bids

2D = long H or 5-5 S+m, preemptive

2H = long S or 5-5 H+m, preemptive

2S = 5-5 Both M or m, preemptive

2D/H 2H/S = pass or correct
2NT = forcing, 15+ HCP
2S/3H = H/S, inviting
3C/D = Natural

2S 2NT = asking if both M or m
3C = min, minors
3D = max, minors
3H = min, Majors
3S = max, Majors

2D/H 2NT (Suit Quality over Points)

3C = max, H

3D = max, S

3H = min, H

3S = min, S

2D/H/S (dbl)

P = waiting, or passed hand
systems on

2D/H/S (2X/3X)

dbl = pass or correct/show suit

2Y/3Y = natural, 1 round force

2NT = forcing, 15+

3X = asking for stopper in X

3NT = to play

Note 5: Defense Against STR 1C/2C, STR 1NT, Weak 1NT, and Preemptive Bids

Against STR 1NT

Direct Position: Cappelletti

Dbl = 15+ pts, systems on

2C = single suiter, 12+HCP

2D = both M, 12+HCP

2H = 5-4+ H+m, 12+

2S = 5-4+ S+m, 12+

2NT = both m

Balancing Position: DONT

Dbl = single suiter

2C* = C + higher ranking suit

2D* = D + higher ranking suit

2H* = both M

2S* = both m

* can be 4-4

Against Weak 1NT

Direct Position: Multi-Landy

Dbl = 12+ pts, systems on

2C = both M, 12+HCP

2D = weak in H/S, 6+H/S

2H = natural, 12+

2S = natural, 12+

2NT = both m

Balancing Position: DONT

Dbl = single suiter

2C* = C + higher ranking suit

2D* = D + higher ranking suit

2H* = both M

2S* = both m

* can be 4-4

Against STR 1C/2C

Direct Position: Transfers

1D/H/S/NT = H/S/C/D trf

2D/H/S/NT = H/S/C/D trf

dbl = 15+HCP, sys on (1NT)

Balancing Position: Natural

2C = natural

Against Natural Preempts

(2X) dbl = 12+

2Y = natural, 12+

2NT = 15-17, sys on

3X = stop ask in X

(2X) **dbl**

2NT = 8-11, forcing to 3C

3Y = natural, GF

Against Multi 2D

(2D) dbl = diamonds, 12+
dbl after correct = STR

2H/S = takeout, 12+

2NT = 15-17, sys on

3C = natural

(2H/S) dbl = takeout, 12+

2S/3C/3D/3H = nat.

2NT = 15-17, sys on

(2X) **dbl (diamonds)**

2NT = 10-11, inviting

(2X) **dbl (STR)**

2Y = 0-7, 4+Y

2NT = 0-7, forcing to 3C

3Y = GF

Passes = STR if there is:

* Natural Overcalls over GF situations

* An interference after partners cue bid/artificial responses

Note 6: 1NT Sequences

Sequences after 1NT-2♣-2♦:

- 2♥/2♠: to play
- 2NT: inviting to 3NT
- 3♣: Minor Suit Natural, asks support
- 3♦: Minor Suit Natural, asks support
- 3♥: Smolen, game force, promises 5+ ♠ and 4♥
- 3♠: Smolen, game force, promises 5+ ♥ and 4♠
- 3NT: to play
- 4♣/4♦- Suit GF
- 4NT/5NT: Quantitative

Sequences after 1NT-2♣-2♦-3♣/3♦:

Step Bid shows 3 card support; 3NT- shows 2 card support, and any other bid shows 4+ support

Sequences after 1NT-2♣-2M:

- 2NT: inviting to 3NT
- 3♣: asking for club support; continuation:
 - 3♦: 3-card club support
 - 3♥: 4-card club support
 - 3NT: denies support (only 2 cards in clubs)
- 3♦: asking for diamond support; continuation:
 - 3♥: 3-card diamond support
 - 3♠: 4-card diamond support
 - 3NT: denies support, only 2 cards in diamonds
- 3M: inviting to game
- 4M: to play
- jump in new suit: agrees on M as trump suit, control-showing, slam try (mini-splinter or cue-bid)
- double jump in new suit: agrees on M as trump suit

Super-accepts after 1NT-2♦ and 1NT-2♥ (Jacoby Major Suit Transfers):

A 1NT opener with 4 cards in the major transfer suit may super-accept as follows:

- 2NT: super-accept with maximum hand
- 3M: super-accept with minimum hand

Note 7: Puppet Stayman Sequences:

After Puppet Stayman ...2NT-3♣:

- 3♦: opener has no 5-card major, but at least one 4-card major
- 3♥: opener has 5-card hearts
- 3♠: opener has 5-card spades
- 3NT: opener has no 5-card major, nor 4-card major

After ...2NT-3♣-3♦:

- 3♥: responder shows 4 spades, does not deny 4+ hearts
- 3NT=No 4 Spades, has 4 Hearts
- 4♥=Have 4 Hearts, too
- 3♠: responder shows 4 hearts, denies 4+ spades
- 3NT: responder shows no 4-card major

After ...2NT-3♣-3♥/3♠:

- 3♠ (after 3♥): responder has fit, CB sequence starts
- 3NT: responder has no major fit, to play

After ...2NT-3♣-3NT:

- 4♣: responder asks for club support (response of 4♦/4♥/4♠ sets clubs as trumps, with 3/4/5 card support; 4NT denies support)
- 4♦: responder asks for diamond support (response of 4♥/4♠/5♣ sets diamonds as trumps, with 3/4/5 card support; 4NT denies support)

Note 8: Escape Sequences after 1NT-X or 1NT-P-P-X

After 1NT-X, responder decides on whether to "escape", or whether 1NT-X is playable.

- Pass: A pass by the partner shows a single suiter: Bid 2♣, p/c
- Redouble: A redouble by the responder informs the opener that 1NT is make-able. A redouble is almost always passed by the 1NT opener, except possibly when his values are concentrated in a good 5-card minor, which can now be bid (where 3NT is theoretically possible as a better alternative to 1NT doubled).
- 2♣: Promises at least a distribution of 4-4 in Clubs and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2♦, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Diamonds, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit.
- 2♦: Promises at least a distribution of 4-4 in Diamonds and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2♥, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Hearts, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit, which in this case is surely Spades.
- 2♥: This shows Both Majors
- 2♠: This shows Both Minors

After 1NT-P-P-X, the 1NT opener automatically passes, and transfers the "escape or play" decision to the responder. The responses are the same as above, except that the meanings of Pass and Redouble are exchanged.

Note 9: Drury:

- 2♣ after an original Pass is Limit with 4 card support
- 2♦ after an original Pass is Limit with 3 card support

After intervention, Limit is cue bid; After DBL by Opps reverse drury is off

Note 10: Leaping Michaels:

- (2/3♥) - 4♣ : Clubs and spades
- (2/3♥) - 4♦ : Diamonds and spades
- (2/3♠) - 4♣ : Clubs and hearts
- (2/3♠) - 4♦ : Diamonds and hearts
- (3♣) - 4♣ : Majors
- (3♣) - 4♦ : Diamonds and an undisclosed major
- (3♦) - 4♣ : Clubs and an undisclosed major
- (3♦) - 4♦ : Majors

After (3♦) - 4♣, a bid of 4♦ asks for the major. The bids 4♥ and 4♠ are to play.

Following (3♣) - 4♦ the bid of 4♥ is played as pass-or-correct.