

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: Blue NCBO: Singapore PLAYERS: Christopher Gregory/Rajendra Krishnan EVENT: Open
1 level: 7-16 HCP, 5+cards; 2 level: 10-16 HCP		Lead	In Partner's Suit	
	Suit	2 nd from rubbish	If supported: Sxx, HxS	
	NT	2 nd from rubbish	STD	
	Subseq	Low usually promises honor	Low usually promises honor	
Raise: constructive (pre-emptive in competition);	Other: Laventhal discards; Smith Echo Event; Trumps Hi-lo shows odd			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd Pos: 15-18 HCP, STAY, TRF; System ON	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th Pos: 11-15 HCP, STAY, TRF; System ON	Ace	AK; Ax(+)	AK; AKJ10(+)	Precision; Asking Bids; Relays;
	King	AKJ10(+); KQ; KQJ(+); KQ(J/10)	K(+Q)x(+)	Cambridge Heart Complex (CHC) [5]
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109; 109x(+)	H109x(+); 109x(+)	Pre-empts based on Rule of 2-3-4
Direct: WK 1 Suit, PRE, 6-10 HCP	9	9x	98x(+); 9x; H98x(+); 9xx	May open light with distribution
	Hi-X	Sx; xSx; xSxx; xSxxx	Sx; xSx; xSxx; xSxxx	
Balancing: Intermediate	Lo-X	HxS; HxSx; HxxxS	HxS; HxSx; HxxxS	
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	LEB over NT bids.
(1m)-2m: Both M (54+); (1M)-2M: oM+m (55+) (<11 or 16+HCP)	1	Lo=ENC	Hi/Lo=E	Gambling 3NT (in minors), no side stopper
(1M)-2NT: Both m (55+); (1m)-2NT: ♥+om (55+) (<11 or 16+HCP)	Suit 2	Hi/Lo=E	S/P	Michael's/Unusual NT
Jump Cue-Bid: STR one suited hand, 8½ playing tricks.	3	S/P		Reverse Drury
	1	Lo=ENC	Smith Echo	Jump Cue Bid Overcall
VS. NT (vs. Strong/Weak; Re-opening; PH)	NT 2	Hi/Lo=E	Hi/Lo=E	NAMYATS
vs STR NT (15-18 HCP): Cappalletti	3	S/P	S/P	
vs WK NT (11-15 HCP): NAT	Signals (including Trumps):			
	Count, Attitude, S/P; Trump Echo; Smith Echo			
	Ace asks for attitude; King ask for count			
				SPECIAL FORCING PASS SEQUENCES
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			
(3m)-4om: om + M (55+)	May be light with good shape, jump response 8-10 HCP, 4 card SUPP; CUE: F1;			
(WK 2M): 3M: Responder priority to show M stopper otherwise oM+5m	NEG DBL thru 4♦, SUPP DBL thru 2♠			OTHER COMPETITIVE SEQUENCES
LEB over WK Two Opening	1M-(X)-2M-(2/3OM)-X: Maximal Overcall DBL			LEB after: (1X) - DBL - (2X) OR (1X) - P - (2X) - DBL
				Good-Bad 2NT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
vs 1♣: X: ♣, 1NT: ♦+♠; 2NT: ♣+♥; 2X: X+higher	After 1NT DBL, P forces rescue bid XX [1]			
	After 1♣ interference [2]; 1M - (X) [3];			IMPORTANT NOTES
OVER OPPONENTS' TAKEOUT DOUBLE	DOPI/ROPI response to asking bids after opponent's interfere;			We do not pass when unclear
New Suit: 2-level F1 otherwise NF; Jump Raise/Shift: NF;	After gambling 3NT [4]; After 2-suited overcall: INV CUE;			
REDBL: F1, 10+ HCP, implies not fit	RES DBL; Optional DBL; LEB;			
After 1M - (DBL) - New Suit: TRF	(1Y) - X - (XX) - Pass shows no 5 cards			PSYCHICS: Very rarely
After 1♦ - (DBL) – 2NT: 10-11 HCP;	SUPP DBL thru 2♠			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0		16+ HCP; ART; any dist.	1♦: 0-7 HCP; 1M/2m: 8+ HCP, 5+M/m, GF;	1♣-1♦-1♠ [9]; 1♣-1♦-1NT:18-19 HCP [10]; 1♣-1♦-2NT:22-23 HCP [11] 1♣-1♦-3NT:26-27 HCP; 1♣-1♦-2M, Zeta [12]; 1♣-1M-1NT: Beta [13]; 1♣-1M/2m-NS: Alpha [14]; 1♣-1M/2m-JS: Delta [15]; 1♣-1M/2m-2M/3m: Gamma [16]; CTRL Ask: Epsilon [17]; 1♣-2♣/♦-2♦/♥: Iota [18]	
1♦	✓	1	4♦	11-15 HCP, 1+♦	1M: 8+HCP, 4+M; 1NT: 8-10 HCP; 2m: NAT,F1; 2M/3♣: WK, NAT; 3♦:PRE; 2NT: 11-12 HCP; 3NT: 13-15 HCP	1♦-1M-1NT-2♣: INV (XYZ) [19] 1♦-1M-1NT-2♦: GF (XYZ) [19]	
1♥		5	4♦	11-15 HCP, 5+♥	1NT: F1; 2m: 11+ HCP; 2♥: 8-10 HCP; 2NT: Jacoby; 3♣: 10-12 HCP, 4♥ SUPP; 3♦: 7-9 HCP, 4♥ SUPP; 3♥: PRE; 3NT: Raise,13-15 HCP, 4-3-3-3	Long/Short Suit G/T [20]	Reverse Drury 1♥-2♣-2♦: MAX
1♠		5	4♦	11-15 HCP, 5+♠	Same as 1♥		Reverse Drury
INT		2		15-17 HCP, BAL	2♣: STAY GF [21]; 2♦/♥: TRF; 2♠: ART [22]; 2NT: INV; 3m: 6+m with 2/3 top honors; 3M: (31)(54), Singleton M, GF	1NT-2♣-2♦: 2M: 5+ M; 1NT-2♣-2X-2NT: Relay 1NT-2♣-2♦-3♣: 5+; 1NT-2♦-2♥-2♠: 5-5M, INV; 1NT-2♥-2♠-3♥: INV; INT-2♦/♥-2♥2♠-4X: Slam INV, shortage;	
2♣		5	4♦	11-15 HCP, 5+♣, may have 4M	2♦:Relay; 2M: NF; 3♦/M:15+, NAT	2♣-2♦: 2NT/3♣: 6+ cards ♣, 2/1 side stoppers [23] 3♦: 6-5m, 3M: 6-5 ♣+M;	
2♦	✓	5		WK 1 M, 6-10 HCP	2♥: P/C; 2NT: Relay [24]		
2♥	✓	4		♥ + any, 6-10 HCP	2♠: P/C; 2NT: Relay [24]		
2♠	✓	4		♠ + m, 6-10 HCP	2NT: Relay; 3♣: P/C [24]		
2NT		5		Both minors; 4-9 HCP			
3♣		6		PRE, NV 5-19 HCP, V 7-10 HCP; 2/3 or 3/5 Top	New Suit: F1		
3♦		6		PRE, NV 5-19 HCP, V 7-10 HCP; 2/3 or 3/5 Top	New Suit: F1		
3♥		6		PRE, NV 5-19 HCP, V 7-10 HCP; 2/3 or 3/5 Top	New Suit: F1		
3♠		6		PRE, NV 5-19 HCP, V 7-10 HCP; 2/3 or 3/5 Top	New Suit: F1		
3NT	✓	7		SOL m, Gambling	4♣/5♣ :P/C; 3NT-4♦/4NT: ART [25];		
4♣	✓			8½ tricks, NAMYATS	4♦: Slam Interest		
4♦	✓			8½ tricks, NAMYATS	4♥: Slam Interest		
4♠		7		PRE			
4♣		7		PRE			
						HIGH LEVEL BIDDING “Sign-Off” NT Gerber [26]; RCKB [27]; Exclusion RCKB [28]; Lightner DBL; DOPI-ROPI	

[Note 1]: Escaping 1NT DBL (Penalty Oriented)

1NT - (X) - ?

P	Forces opener to REDBL
P:	To Play
2X:	X + higher suit
2♠:	Both M, 8-10 HCP
XX	WK, 4-3-3-3
2X	WK, 5+
2NT	5-5 m, 8-10 HCP

[Note 2]: Interference To 1♠ Opening

1♠ - (X) - ?

P	0-4 HCP
1♦	5-7 HCP
Other	Same meaning

1♠ - (1X) - ?

P	0-4 HCP or 9+ HCP, occasionally trap pass
X	5-7 HCP, any shape
1/2Y	8+ HCP, GF
2X*	CUE, 10+ HCP, GF, no 5 cards suit
1NT	8-13 HCP, BAL
Jump Y	6+ cards, 4-7 HCP
3NT	14-15 HCP, BAL

1♠ - (1♠**) - ? ***where 1♠ shows 3+♠ (BAL or long suit)

X	5+♠, 8+ HCP
P	0-7 HCP
1NT	8-13 HCP, BAL

1♠ - (2X) - ?

P	0-4 HCP or 9+ HCP, occasionally trap pass
X	5-7 HCP, any shape
2/3Y	8+ HCP, GF
2NT	8-13 HCP. BAL
3X*	CUE, 10+ HCP, GF, no 5 cards suit
Jump Y	6+ cards, 4-7 HCP
3NT	14-15 HCP, BAL

1♣ - (1X*/2X*) - ? *2 suited overall

P	0-4 HCP or 9+ HCP, occasionally trap pass
X	5-7 HCP, any shape
1/2Y	8+ HCP, GF
1NT	NAT, 8-13 HCP, known suits stopped
2X/3X*	CUE, 8+ HCP, BAL, 1 st or 2 nd CTRL in bid suit
2NT	NAT, 8-13 HCP, known suits stopped
Jump Y	6+ cards, 4-7 HCP
3NT	14-15 HCP, BAL

1♣ - (1NT*) - ? *ART

X	5-7 HCP, any shape
2Y	NAT, 8+ HCP
2NT	8-9, BAL or 8-13, 4 cards M

1♣ - (3X) - ?

X	Optional DBL
4X*	5-5
4NT	Minors

Interference In BAL Seat

1♣* - (P) - 1♦* - (1♥/♠)

P	BAL, MIN, no 5 cards suit
X	SUPP for the other 3 suits
1/2Y	NAT, NF
1NT	16-21 HCP
2NT	22+ HCP
CUE	20+ HCP, no stopper

After 1♣* - (Pass) - 1♦* - (1NT for Minors)

P	BAL, MIN, no 5 cards suit
X	Both M
2m	Cue, extra values with ♥/♠
2M	NAT, NF
2NT	22+ HCP

After 1♣* - (Pass) - 1♦* - (Double = Majors)

P	BAL, MIN, no 5 cards suit
XX	Both m
2m	NAT, 5+ cards suit
2M	CUE, extra values with ♣/♦
2NT	22+ HCP

[Note 3]: After Opponents' DBL

1M - (X) - ?

1NT	8-10 HCP, 3M+ SUPP
XX	< 3 SUPP, 10+ HCP, generally BAL hand
2/3M	WK
2NT	Jacoby
3m	Bergen Raise

[Note 4]: Defence Against Gambling NT

X	PEN
4♣	T/O for ♥ and ♠
4♦	T/O for ♠
4M	NAT

[Note 5]: Cambridge Heart Complex (CHC)

HCP Range	Bidding Sequence
15 - 17	1NT
18 - 19	1♣ - 1♦ - 1NT
20 - 21	1♣ - 1♦ - 1♥ - 1♠ - 1NT
22 - 23	1♣ - 1♦ - 2NT
24 - 25	1♣ - 1♦ - 1♥ - 1♠ - 2NT
26 - 27	1♣ - 1♦ - 3NT
28 - 29	1♣ - 1♦ - 1♥ - 1♠ - 3NT
30 - 31	1♣ - 1♦ - 4NT
32 - 33	1♣ - 1♦ - 1♥ - 1♠ - 4NT

1♣* - 1♦*

1♥* - 1♠

?

2♣	5+♥ 4+♣
2♦	5+♥ 4+♦
2♥	5+♥
2♠	5+♥ 4+♠

1♣* - 1♦*

1♥* - 1♠

2♥ - 2♣ 5+♠

[Note 6]: After 1NT response (1♣ - 1NT - ?)

2♣	Relay
2♦/♥/♠	Alpha
2NT	Alpha (for ♣)
3X	Delta
4NT	Blackwood

1♣ - 1NT - 2♣ - ?

2♦	8-10 HCP, 4♥, may have 4♠
2♥	8-10 HCP, 4♠, deny 4♥
2♠	8-10 HCP, no 4M
2NT	Xi asking bid
3♣	3-3-3-4
3♦	3-3-4-3
3♥	2-3-4-4
3♠	3-2-4-4
2NT	11-13 HCP; Any 4-3-3-3
3♣	Relay
3♦	3-3-4-3
3♥	3-4-3-3
3♠	4-3-3-3
3NT	3-3-3-4
3♣	11-13 HCP, 4♣, with another 4 cards
3♦	Relay
3♥	4-4♥-♣
3♠	4-4♠-♣
3NT	4-4♦-♣
3♦	11-13 HCP, 4-4♦-♥
3♥	11-13 HCP, 4-4♦-♠
3♠	11-13 HCP, 4-4♥-♠

[Note 7]: After 2NT response (1♣ - 2NT - 3♣ ?)

3♦	14-15 HCP, 4♥, may have 4♠
3♥	14-15 HCP, 4♠, deny 4♥
3♠	14-15 HCP, no M
3NT	16+ HCP, 4-3-3-3; 4♣: Relay
4♣	16+ HCP, 4♠, with another 4 cards; 4♦: Relay
4♦	16+ HCP, 4-4♦-♥
4♥	16+ HCP, 4-4♦-♠
4♠	16+ HCP, 4-4♥-♠

[Note 8]: Responding with 4-4-4-1 to 1♠ opening

1♠ - 2M/3m → jumps to a new suit below singleton to a 4-4-4-1, 8+ HCP.
Response:

Singleton Suit	Beta
Other Suit	Gamma (modified)

[Note 9]: 1♣ - 1♦ - 1♠ - ?

1NT	ART, 0-4 HCP, 0-2 spades
2♣	ART, 5-7 HCP, 0-2 spades
2♦	ART, not GF, find 4-4 fit
Others	NAT, GF
2♦	ART, 0-4 HCP, 3 spades
2♥	ART, 5-7 HCP, 3 spades
2♠	0-4 HCP, 4+ spades
2NT	5-6 HCP, 4+ spades, no singleton
3m/♥	5-6 HCP, 4+ spades, splinter
3♠	7 HCP, 4+ spades, no singleton
4m/♥	7 HCP, 4+ spades, splinter

[Note 10]: 1♣ - 1♦ - 1NT - ?

2♣	STAY; subsequent Smolen
2♦/♥	TFR
2♠	ART (See note 22)
2NT	TRF to ♣
3X	HHxxxx; no side entry

[Note 11]: PUP STAY

1♣ - 1♦ - 2NT/3NT/4NT - ? or 1♣ - 1♦ - 1♥ - 1♠ - 2NT/3NT/4NT - ?

3/4/5♣	PUP STAY
3/4/5♦/♥	TFR
3/4/5♠	ART (See note 22)

1♣ - 1♦ - 2NT - 3♣ - ? or 1♣ - 1♦ - 1♥ - 1♠ - 2NT - 3♣ - ?

3♦	One 4 cards M
3M	5 cards M
3NT	No M

[Note 12]: Zeta Asking Bid

1♣ - 1♦ - 2♥/♠ - ?

Zeta asking bid, responder's step responses below:

1	x/void	
2	xx or H	NEG
3	Xxx or Hx	
4	Hxx	
5	xxxx	POS
6	Hxxx	
7	HHx	
8	HHxx	

The first 3 steps are NEG. NS is still Zeta Asking Bid.
Step 4↑ positive - all new suits will be CUE slam tries.

[Note 13]: Beta/Xi Asking Bids

Beta ask for total CTRL. Response: 2♣: 0-2 CTRL; 2♦: 3 CTRL; 2♥: 4 CTRL, etc.
After the response to 1NT Beta, opener's bid of a new suit is Alpha, a rebid of 2NT is Xi. If opener uses Xi after the response to 1NT Beta, responder's obligations follow the same order as a Xi bid after a negative response to Alpha, except, of course there is no delayed support to show. Opener should use 1NT Beta with all BAL hands; with semi-BAL hands with SUPP for responder's suit; and with solid 5 or 6 cards suit or a not SOL 7+ cards suit.

[Note 14]: Alpha Asking Bid

1♣ - 1♥ - 1♠/2♠/2♦	Alpha in ♠/♣/♦
1♣ - 1♠ - 2♠/2♦/2♥	Alpha in ♣/♦/♥
1♣ - 2♣ - 2♥/♠/2NT	Alpha in ♥/♠/♦
1♣ - 2♦ - 2♠/2NT/3♣	Alpha in ♠/♥/♣

1	No SUPP, 0-3 CTRL, 8-10 HCP	No SUPP
2	No SUPP, 4+ CTRL, 11+ HCP	
3	Hxx or xxxx, 0-3 CTRL, 8-10 HCP	
4	Hxx or xxxx 4+ CTRL, 11+ HCP	SUPP
5	Hxxx, 4 CTRL	
6	Hxxx, 5 CTRL, etc.	

Repeat Alpha (after steps 1 and 2)

1	Void	5	H
2	x	6	Hx
3	xx	7	HH
4	xxx		

[Note 15]: Delta Asking Bid

Delta, jump shifts after positive response, sets trump and ASK for aces up the line. Epsilon follows in all suits.

Lowest suit	Possess A
Skip suit bid	Possess A of bid suit
Notrump	No Aces in suits skipped
Cheapest level trump bid	No Aces

[Note 16]: Gamma Asking Bid

1	5+ cards, J-high or worse
2	5 cards, 1/3 top honors
3	5 cards, 2/3 top honors
4	6+ cards, 1/3 top honors
5	6+ cards, 2/3 top honors
6	5+ cards, 3/3 top honors

[Note 17]: Epsilon Asking Bid

1	xxx(x)
2	xx or Qxx(x)
3	x or Kx(x)
4	void or A(x)
5	AK or AQ

Repeat Epsilon Asking Bid

After a reply to Epsilon Asking Bid, opener ask responder to confirm whether his reply was a K or x/Q or xx/A or void. Responses:

1	Distributional CTRL
2	Honor(s) based CTRL
3	Also, next possible CTRL

[Note 17]: Iota Asking Bid 1♣ - 2♣ - 2♦ - ?

2♥	5-4 ♣-♥
2♠	5-4 ♣-♠, denies 4♥
2NT	5-4 ♣-♦, denies M
3♣	6+ ♣, no other 4 cards suit
3♦	6-4 ♣-♦
3♥	5 ♣, 5-3-3-2, 0-2 CTRL, 8-10 HCP
3♠	5 ♣, 5-3-3-2, 3 CTRL, 8-10 HCP
3NT	5 ♣, 5-3-3-2, 4 CTRL, 8-10 HCP
4♣	5 ♣, 5-3-3-2, 3 CTRL, 11+ HCP
4♦	5 ♣, 5-3-3-2, 4 CTRL, 11+ HCP
4♥	5 ♣, 5-3-3-2, 5 CTRL, 11+ HCP, etc

1♣ - 2♦ - 2♥ - ?

2♠	5-4 ♦-♠
2NT	5-4 ♦-♥, denies 4♠
3♣	5-4 ♦-♣, no other 4 cards suit
3♦	6+♦
3♥	5♦ 5-3-3-2, 0-2 CTRL, 8-10 HCP
3♠	5♦ 5-3-3-2, 3 CTRL, 8-10 HCP
3NT	5♦ 5-3-3-2, 4 CTRL, 8-10 HCP
4♣	5♦ 5-3-3-2, 3 CTRL, 11+ HCP
4♦	5♦ 5-3-3-2, 4 CTRL, 11+ HCP
4♥	5♦ 5-3-3-2, 5 CTRL, 11+ HCP, etc

[Note 19]: XYZ (1♦-1♥-1♠-1NT OR 1♦-1♥/♠-1NT OR 1♥-1♠-1NT)

Usage: On after double, off after other interference. Responder bids:

2♣	ART, INV
	2♦: Forced
	NAT thereafter
2♦	ART, GF; NAT thereafter
Jump Other Suit	5-5, 14+, slam INV
Jump Rebid M	14+, 6+ suit (4 of top 5), slam INV
Double Jump	SPL 14+, 6+ suit (4 of top 5) slam INV
Others	WK

[Note 20]: Long/Short Suit G/T

Short Suit Trial

1♥ - 2♥ - 2♠ - 2NT - ?	3♣, short ♣; 3♦, short ♦; 3♥, short ♥
1♠ - 2♠ - 2NT - 3♣ - ?	3♦, short ♦; 3♥, short ♥; 3♠, short ♠

Long Suit Trial

1♥ - 2♥ - ?	2NT, long ♠; 3♣, long ♣; 3♦, long ♦
1♠ - 2♠ - ?	3♣, long ♣; 3♦, long ♦; 3♥, long ♥

[Note 21]: 1NT - 2♣ - 2♦/2M - ?

1NT	-	2♣
2♦	-	?

2M	5+ cards M
2NT	Ask for distribution
3♣	5 cards ♣
	3♦ 5+ cards ♦
	3M ♣ SUPP, 3 cards M, Slam INV
	4♣ ♣ SUPP, only game going hand
3♦	5 cards ♦
	3M ♦ SUPP, 3 cards M, Slam INV
	4♣ ♦ SUPP, 3 cards ♣, Slam INV
	4♦ ♦ SUPP, only game going hand
3M	4-4m, 3 cards in M
3NT	4333. 4♣ asks which m?
	4♦ 4 cards ♣
	4♥ 4 cards ♦

1NT	-	2♣
2♥	-	?

2♠	5+ spades
2NT	Ask for distribution
3♣	Show 5-4 ♣-♥
3♦	Show 5-4 ♦-♥
3♥	Show 4-4 m-♥ → 3♠ ask which minor
3♠	Show 4-4 ♠-♥
3NT	Show 3=4=3=3
3m	5+ minor

1NT	-	2♣
2♠	-	?

2NT	Ask for distribution
3♣	Show 5-4 ♣-♠
3♦	Show 5-4 ♦-♠
3♥	Show 4-4 ♣-♠
3♠	Show 4-4 ♦-♠
3NT	Show 4=3=3=3
3♥	5+ hearts
3m	5+ minor

[Note 22]: 1NT - 2♠* ART

2♠ show 3 types of possible hands:

- ①5-5m WK
- ②5-5m STR
- ③WK in one m

1NT - 2♠* - 2NT*

- 2NTBetter clubs
- 3♣/♦P/C
- 3M5-5m STR, short in m
- 3NT6-5m

1NT - 2♠* - 3♣*

- 3♣Better diamonds
- PWK clubs suit
- 3♦WK diamonds sut
- 3M5-5m STR, short in M
- 3NT6-5m

[Note 23]: 2♣ - 2♦ - ?

- 2M5-4 ♣-M, 11-15 HCP
- 2NT6+ ♣, 2 side stoppers
- 3♣6+ ♣, 1 side stopper
- 3♦4½-5 losers 6 ♣-5 ♦
- 3M4½-5 losers 5 ♣-4 M or a 6 ♣-4 M
- 3NT6-5 ♣-♦, promises at least 2 aces
- 4♣6-5 ♣-♥, promises at least 2 aces
- 4♦6-5 ♣-♠, promises at least 2 aces
- 4M6-5, but only 1 ace

2♣ - 2♦ - 2NT - 3♦* (ASK for stoppers)

3♥: ♦ + ♥; 3♠: ♦+♠; 3MT: ♥+♠:

2♣ - 2♦ - 3♣ - 3♦* (ASK for stopper)

3♥: ♥; 3♠: ♠; 3MT: ♦

[Note 24]: 2♦/♥/♠ - 2NT - ?

2♦ - 2NT* - ?

- 3♣♥ suit, 8-10 HCP
- 3♦♠ suit, 8-10 HCP
- 3♥♥ suit, 6-7 HCP
- 3♠♠ suit, 6-7 HCP

2♥ - 2NT* - ?

- 3♣2nd suit is ♣, 6-10 HCP
- 3♥Ask for range
- 3♠6-7
- 3NT8-10 HCP
- 3♦2nd suit is ♦, 6-10 HCP
- 3♥Ask for range
- 3♠6-7
- 3NT8-10 HCP
- 3♥2nd suit is ♠, 6-7 HCP
- 3♠2nd suit is ♠, 8-10 HCP

2♠ - 2NT* - ?

- 3♣2nd suit is ♣, 6-7 HCP
- 3♦2nd suit is ♦, 6-7 HCP
- 3♥2nd suit is ♣, 8-10 HCP
- 3♠2nd suit is ♦, 8-10 HCP

[Note 25]: 3NT - 4♦: ART or 3NT - 4NT: ART

3NT* - 4♦* - ?

- 4♥x/void
- 3NT-4♦-4♥ - 4♠: Asks opener’s 2nd short suit.
- 4NTNo 2nd shortness
- 5X2nd short suit
- 4♠x/void
- 4NTx/void Om (no shortness in M)
- 5♣Shortness in ♠ and Om

Responder’s bid of five of opener’s known short suit asks whether opener holds singleton or void. Opener responds in steps: 1st step: singleton 2nd step: void.

3NT* - 4NT* - ?

- 5♣2/4 top honors
- 5♦3/4 top honors - missing the Q or J
- 5♥4/4 top honors

[Note 26]: “Sign-Off” NT Gerber

- 4♣ over "sign off" NT → Gerber
- 4♦: 0, 4; 4♥: 1; 4♠: 2; 4NT: 3
- After Gerber, 5♣ → asking for number of kings
- 5♦: 0, 4; 5♥: 1; 5♠: 2; 5NT: 3

[Note 27]: Roman Key Card Blackwood

RCKB 1430 asking bids: The 4th level immediately above the agreed trump suit.

- 1st Step1/4 key cards
- 2nd Step0/3 key cards
- 3rd Step2 key cards w/o Q
- 4th Step2 key cards w/ W

Q-Ask Bid (Q-Ask)

Cheapest relay bid 1st or 2nd Step to RCKB response.

Return to trump suit at 5-level	Denies Q; says nothing about Kings
Return to trump suit at 6-level	Promises Q; shows no side Kings
Bidding a suit	Promises Q; King in the bid suit.
Bidding NT	Promises Q. Also, promises the King in the specific suit displaced by the Q-Ask bid.

Specific King Ask (SKA)

After 1st or 2nd RCKB reply, SKA is made by bidding 2nd cheapest relay bid. This is logical because the cheapest relay bid is needed for Q-Ask.

After 3rd or 4th RCKB reply, SKA is made by bidding the cheapest relay bid. The cheapest relay bid is no longer needed for Q-Ask the status of Q is known.

Bid SKA only with all 5 key cards and trump Q

Return to trump suit	Denies an outside King.
Bidding a suit	Promises the King in that suit. It denies a King in any of the bypassed suits. It says nothing about Kings in higher suits.
Bidding NT	Promises the King in the suit displaced by the King asking bid. It denies a King in any of the bypassed suits. It says nothing about Kings in the higher suits.

●The 2nd King Ask (2KA)

After responder shows 1 K, asker may want to bid grand slam if responder has another K of the higher rank. Any lower rank K has been denied. The asker bids the suit to ask if responder has the K. Response:

Bid grand slam	Promises the King in the specific suit being asked.
Bidding a new suit that's still below small slam	Denies the King in the specific suit being asked. Promises the King in suit bid. Asker will correct to small slam if this K is not helpful or bid grand slam if this King useful (rarely).
Bid small slam	Denies the King in the specific suit being asked. Denies a King in any of the bypassed suits.

●**Courtesy Bids By RCKB Asker**

If RCKB askers has 5 keycards and Q of trump, and does not desire to explore grand slam, asker should still make SKA as a courtesy bid. Although asker might not be interested in slam (e.g. lack of controls, asker should not get into the bad habit of simply signing off in small slam when partnership has all 5 keycards plus trump Q. Partner may have a good long side suit to make grand slam.

(Note 28): Exclusion Roman Key Card Blackwood

An unusual jump (one level higher than a SPL jump) is made with a void is ERKCB. Asking partner for keycards outside the void suit - 4 key cards in play:

- Any unbid suits
- Any suit an opponent has bid
- Not in any suit partner has bid
- A jump in a void suit does not require prior suit agreement

Responses to ERCKB:

1 st Step	0 key card
2 nd Step	1 key card
3 rd Step	1 key card w/ Q
4 th Step	2 key cards
5 th Step	2 key cards w/ Q
6 th Step	3 key cards
7 th Step	3 key cards w/ Q

Q-Ask After A ‘0’ Response

The next step after an ERCKB response of ‘0’, including the void suit is a Q-Ask.

TRC Ask: A bid of any suit that is not the Q-Ask is a TRC.

Specific King Ask (SKA)

SKA is made by bidding 2nd cheapest relay bid after an ERCKB response of ‘0’. For other responses it is made by the cheapest relay bid.

Abbreviations

4SF	4 th suit forcing
5=4=3=1	5 spades, 4 hearts, 3 diamonds, 1 club
5♠4♥(31)	5 spades, 4 hearts, and 3♦1♣ or ♦13♣
A	Ace
ART	Artificial
ASK	Asking Bid
BAL	Balanced
COQ-Q	Choice of game cue-bid
CTRL	Control
CUE	Cue-bid
DBL or X	Double
Dist	Card distribution
DOPI	Double, Pass, Increment
E	Even
ENC	Encouraging
F	Forcing
FSJ	Fit showing jump
FRAG	Fragment, XXX
ERKCB	Exclusion Roman Key Card Blackwood
F1	Forcing One Round
FG	Forcing To Game
G/T	Game Try
GF	Game Force
H	Ace, King, Queen or Jack
HCP	High Card Points
Hi-Lo	High-Low
INT	Interest
INV	Invitation
J	Jack
JS	Jump Suit
K	King
LEB	Lebensohl
LJS	Limit jump shift
Lo	Low
m	Minor
M	Major
MAX	Maximum 14-15 HCP
MIN	Minimum 11-13 HCP

NAT	Natural
NEG	Negative
NF	Non-Forcing
NS	New Suit
NT	No Trump
om	The Other Minor
oM	The Other Major
P/C	Pass or Correct
P	Pass
PH	Passed hand
Pos	Position
POS	Positive
PRE	Pre-emptive
PUP	Puppet
Q	Queen
Q-Ask	Queen Asking Bid
RES	Responsive
RCKB	Roman Keycard Blackwood
REDBL or XX	Redouble
ROPI	Redouble, Pass, Increment
S	Any Small Card
S/O	Signoff
S/P	Suit Preference
SKA	Specific King Ask
SOL	Solid Suit
SPL	Splinter
SSA	Specific Suit Ask
STAY	Stayman
STR	Strong
SUPP	Support
T/O	Takeout
TFR	Transfer
TRC	Third Round Control
UNT	Unusual No Trump
w/o	Without
w/	With
WJO	Weak Jump Overcall
WJS	Weak Jump Shift
WK	Weak
x	Small Card
XYZ	X-Y-Z Convention
(x)	Additional Card
(+)	More Cards