



**WBF Standard Card**  
**Supplementary Sheets**

**A) Conventions used**

**[A1] Blackout**

After a reverse, the lower of the 4<sup>th</sup> suit or 2NT = < 8 HCP. Any other bid is natural and game forcing. Blackout does not apply if responder has bid at the 2 level, or in competition.

**[A2] Check-back**

Two-way check-back after 1NT rebid by opener

After 1x - 1y - 1NT

- 2♣ = puppet to 2♦. Either invitational or to play
- 2♦ = GF check-back
- 2NT = puppet to 3♣, to play
- 3 any = distributional and forcing

Checkback after a 2NT rebid by opener

After 1x - 1y, 2NT is 18-19 HCP and forcing. 3♣ by responder is check-back. Shape is bid out up the line. Note opener may have 4-card support for responder's suit.

2NT checkback after opener raises responder's major

For example: 1♦ - 1♥, 2♥ - 2NT = checkback for 3 or 4 card support and range:

- 3♣ = minimum, 11-12 HCP and 3 card heart support; 3♦ = maximum, 13-14 HCP, 3 card heart support
- 3♥ = minimum, 11-12 HCP and 4 card heart support; 3♠ = maximum, 13-14 HCP, 4 card heart support

**[A3] Cue bidding**

- We cue 1st/2<sup>nd</sup> round controls (but do not cue shortage in partner's suit).
- We pivot around 3NT after major suit agreement at or below the 3 level. A bid of 3NT denies the ability to cue clubs but has potential slam

interest. Therefore, a cue of 4♦ (where there was space to bid 3NT) shows both a control in diamonds and in clubs. And a cue of 4♣ (where there was space to bid 3NT) shows a club control and denies a diamond control.

- Cueing does not necessarily show extra values. However, with poor hands we may elect not to cue.

#### [A4] Fit showing jumps

Fit showing jumps showing 3+ support for major suits and 5+ in the suit bid, limit or better, apply in competition, and after partner has overcalled. For minor suit openings, 4+ card support is required.

#### [A5] Fourth Suit Forcing to game

- 4SF to game including 1♣ - 1♦, 1♥ - 1♠.
- After a 4SF auction, a rebid of opener's second suit = 5 cards in the first suit, not necessarily 5 in the second. For example: 1♣ - 1♥, 1♠ - 2♦, then 2♠ = 5 clubs and 4+ spades.
- A rebid of opener's first suit shows 6+ in the suit e.g. 1♣ - 1♥, 1♠ - 2♦, then 3♣ = 6+ clubs.

#### [A6] Gazzilli

Applies over 1M - 1NT:

- 2♣ rebid = 16+ any OR M6+ minimum, then 2♦ response = 8+ HCP any shape, GF; other bids = < 8 HCP
  - Bid 2M with doubleton M and < 8 HCP
  - Bid another suit with singleton or void M and < 8 HCP. Can also show both minors with singleton or void M
- 2 other suit rebid = NAT NF
- 2M rebid = 4+ clubs on the side, NF (not in competition)
- Jump rebids = M6+ invitational, or new suit = (5+/5+) and invitational.
- 2NT = artificial GF, forces 3♣ from responder

#### [A7] Inverted minor suit raises

A simple minor suit raise by a non-passed hand (without competition) is GF, except if opener rebids 3m. The raise shows 5 card support for clubs but may only have 4 card support for diamonds.

Stopper shows and Minorwood apply (see A14).

This method applies over an intervention DBL but not over an opposition bid. A 2-level raise of a minor by a passed hand is a simple raise, approx. 6-9 HCP.

## Other

With a simple raise of a minor e.g. 6-9 HCP, we will bid 1NT.

With a limit raise of a minor, we jump in the other minor.

2NT/3NT are natural bids, denying a major.

### [A8] Jacoby major suit raises

1M - 2NT = GF 4+ card raise:

- 3♣ = any minimum, then 3♦ by responder is a relay for shortage. Respond in steps:
  - 1<sup>st</sup> step = no shortage
  - 2<sup>nd</sup> step = low shortage
  - 3<sup>rd</sup> step = middle shortage
  - 4<sup>th</sup> step = high shortage)
- 3♦, 3♠, 3NT (♣) = shortage and not minimum
- 3M = no shortage and not minimum
- 4m, 4♥ if 1♠ opened = good quality 5 card suit
- 4M = 6 card suit and < 3 key cards

This method applies over an intervention DBL but not over an opposition bid.

### [A9] Kokish

After 2♣ - 2♦, 2♥ = GF in hearts or 25+ BAL. Partner must puppet to 2♠.

Opener then clarifies:

- 2NT = 25+ BAL/semi-balanced
- 3m/3♠ = second suit
- 3♥ = GF hearts (not solid single suiter as opener would bid 3♥ over 2♦)
- 4NT = RKCB for hearts

### [A10] Lavings enquiry over 1NT (14-17 opening)

2♣ enquiry with invitational or better values. Responses are:

- 2♦ = minimum, no 5 card M, (then 2♥, 2♠ scrambling 4 card suits, 2NT to play)
- 2♥/2♠ = minimum, 5-card suit (then a raise to 3 is a slam try)
- 2NT = maximum, no 5-card suit
- 3 any = maximum, 5-card suit
- 3NT = 6m

## Baron and Stayman continuations

Over a 2♦ or 2NT response (denying 5M):

- 3♣ asks for 4 card suits up the line
- 3♦ asks for 4 card major(s), and promises at least one
- 3♥ = five hearts and three spades
- 3♠ = five spades and three hearts
- 3NT = to play

### Other sequences over 1NT

1NT: 3♣ = **invitational** and 5+/5+ minors; 1NT: 3♦ = **GF** and 5+/5+ minors

- 3♦ (over 3♣) = to play
- 3M = stopper show
- 4m sets suit and asks for cues
- 5m = to play

1NT: 3♥/3♠ = GF 31(54)/ 13(54) – not singleton A or K. Then:

- 3NT to play
- 4m sets suit and asks for cues
- 5m to play

### [A11] Leaping and non-leaping Michaels

Over a (2♦ NAT WK 2) or (3m NAT pre-empt), we play:

- 4m = GF 5+/5+ in an undisclosed M and that minor (pass or correct for M)

Over (2/3M), we play:

- 4m = GF 5+/5+ in oM and that minor

Over (3NT gambling/long minor), we play:

- 4♣ = take-out for majors, equal or better hearts
- 4♦ = take-out for majors, equal or better spades

### [A12] Major suit raises (Bergen)

- 1M – 2M may have 4 card support in a poor hand, but otherwise is 3 card support, approx. (5)6-9 HCP
- 1M: 3♣ = 4+ card raise (8) 9-11 HCP
  - 3♦ = artificial enquiry, then responses are:
    - 3M minimum, no game interest
    - 3oM/4m cue
    - 3NT pivot cue
    - 4M accepting invitation, no cue
- 1M: 3♦ = (5)6–8 HCP, 4 card raise
- 1♥ - 2♠ = 3 card limit raise approx. 10-12 HCP
- 1♠ - 3♥ = 3 card limit raise approx. 10-12 HCP
- 1M – 2NT = GF 4 card raise (see A8)
- 1M – 3NT = 3 card raise approx. 13-15 HCP, not control-rich
- 1M – 4M = to play, usually 5+ support, weakish

Bergen raises apply after 1M (DBL) but not after the opponents bid.

### [A13] Michaels cue bids and other two-suiter overcalls

Michaels cue bids are normally weak or strong. With intermediate hands we are more likely to overcall.

- (1x) 2x = 5+ spades/5+ another, but (1♠) 2♠ shows hearts and a minor.
- (1x) 2NT = 5+/5+ lower unbid suits
- Pass or correct responses
- 2NT asks for second suit, then new suit = F

Where the opponents have bid two suits:

- Cueing the opponent's first bid suit is Michaels
- Bidding the 2<sup>nd</sup> bid suit is natural.

Other two-suited overcalls

(1♠) P (2♠) 2NT is a two-suited take-out.

### [A14] Minorwood

Minorwood is used in limited situations, after:

- inverted minor raises e.g. 1♣ - 2♣ - 2NT - 4♣
- minor suit limit raise sequences e.g. 1♣ - 2♦ - 4♣
- 2NT minor suit enquiry after a 2M opening e.g. 2♠ - 2NT - 3♣ - 4♣

Responses are as per RKCB in steps 1 or 4, 0 or 3, 2 without the trump queen, 2 with the trump queen.

### [A15] Ogust

After 1m: 2M = 6+ suit and 0-7 HCP, 2NT asks. Responses are:

- 3♣ bad points bad suit; 3♦ bad points good suit
- 3♥ good suit bad points; 3♠ good suit good points

Ogust also applies after a weak jump overcall in a major.

### [A16] Puppet Stayman (3♣)

After a 2NT opening (20-22 BAL/semi-bal) or 2NT rebid after 2♣ opening (23-24 BAL), 3♣ asks for major suit holdings. Bidding 3♣ guarantees holding at least three cards in one major.

- 3♦ = one/ both four card major(s)
  - With one major, responder bids the major she doesn't have
  - with both majors, responder bids 3♥ to show spades and corrects to 4♥ if opener bids 3NT
  - 3NT by responder = to play
  - 4m by responder shows a 6+ card suit with slam interest, as well as at least one 3-card M holding.
- 3♥/3♠ = 5 M
- 3NT = no 4 card M

#### Other bids over 2NT

- Transfers to the majors (3♦ to hearts and 3♥ to spades)
- 3♠ = minor suit Stayman
- 4m = a 6+ card suit with slam interest. Then 4NT = no interest and other suit bids are cues agreeing the minor.

### [A17] Quantitative 4NT

- Applies where no suit is agreed; usually over NT bid with 3-point range
- Also applies after a response to a transfer to a minor over a 1NT opening, without suit agreement
- Responses are as per RKCB but in aces not key cards (if accepting; pass with minimum)
- After high level interference, 5NT replaces 4NT (step responses)

### [A18] Re-transfers

Re-transfers apply after responder transfers to a major after a 1NT opening and opener super-accepts with either 2NT (3 card support and max) or 3x showing 3 card support and a worthless doubleton in the suit bid. They do not apply after responder transfers to a major after a strong 2NT.

- Re-transfer by bidding the suit below the trump suit if available e.g. 1NT - 2♦: 2NT - 3♦ = a re-transfer to hearts. Or 1NT - 2♥: 3♦ - 3♥ is a re-transfer.

### [A19] Slam bidding: Roman Keycard Blackwood (1430)

4NT asks for key cards (the 4 aces and the trump king). Responses are:

- 5♣ = One or four key cards
- 5♦ = Zero or three key cards
- 5♥ = Two key cards without the trump queen
- 5♠ = Two key cards with the trump queen (may elect to show it with extra length)

## [A20] Slam bidding: Asking for the trump queen and outside kings

### Queen ask

After a key card ask, and a '1 or 4' or '0 or 3' response, advancer can ask by bidding the next step, even if this is the trump suit. Responder will:

- Pass (or bid the trump suit at the cheapest level) with 0 or 1 key card, even if holding the trump queen
- Show the trump queen and no other kings by bidding 5NT, with 3 or 4 key cards
- Deny the trump queen and no other kings by bidding 6 of the trump suit, with 3 or 4 key cards
- Show the trump queen, 3 or 4 key cards, and either one or two specific kings by:
  - Bidding a new suit = either that king, or the other two kings
  - Bidding 6NT with all three kings

Note: if advancer needs to know about the trump queen even opposite a 0/1 keycard response, she will need to bid a non-trump suit step.

### Outside king ask

5NT after any response to RKCB asks about outside kings and ignores the trump queen. Responses are:

- Return to the cheapest trump suit bid (6 level) – denies any outside king unless in a higher-ranking suit
- Other suit bids show either the king of the suit bid OR the other two kings
- A response of 6NT shows 3 kings

## [A21] Splinter bids

- Over a major, a splinter is normally 9-11 HCP (sometimes very strong)
- Over a minor, a splinter is 10-14 HCP
- A 4-level splinter (where the 3 level is available) shows a void
- Mini splinters apply by opener e.g. 1♦ - 1M - 3♣
- Splinters apply in competition and after we have overcalled

- Splinters are either single jump or double jump bids, depending on the circumstances

### [A22] Strong 2♣ opening

- 2♣ = GF or 23+ HCP BAL/semi-bal (may include a singleton A or K)
- 2♦ response = weak or waiting
- 2M/3m response = minimum 3 controls and a 5+ card suit headed by at least 2 of the top 3 honours
- 2NT response = 5+/5+ in minors, good suits and controls
- 3M response = solid 6+ card suit
- 3NT response = solid 6+ card minor

### [A23] Texas transfers

- 1NT - 4♣ = TFR to hearts (6+ suit)
- 1NT - 4♦ = TFR to spades (6+ suit)

Texas transfers deny slam interest. They only apply if a jump (in competition, may not apply).

### [A24] Trial bids

Short suit trials via next step bids:

After a simple raise e.g. 1♥ - 2♥, we short suit trial by bidding the next step (here 2♠). This forces partner to bid the next step (here 2NT). Opener then trials in a short suit as follows:

- 3m – short suit trial in that suit
- 3♥ = short suit trial in spades (or hearts after a spade raise)

Long suit trials (3+), bid 2 or more steps higher

After a simple raise e.g. 1♥ - 2♥, we long suit trial by bidding at least two steps higher, as follows:

- 2NT – long suit trial in spades
- 3m – long suit trial in that suit
- 3♥ - long suit trial in hearts after a spade raise

### [A25] Transfers after NT openings and super-accepts

1NT opening/ overcall – transfers to majors

2♦ = hearts

2♥ = spades

Bidding the suit shown at the 2 level denies a super-accept. Passing over intervention shows a doubleton.

### Super-accepts to major suit transfers after 1NT

- 2NT = max with 3 card support
- 3M = max with 4 card support
- 3x = max with 4 card support and worthless doubleton in the suit bid.

Re-transfers apply as per A18.

### 1NT opening/ overcall – transfers to minors after 1NT

2♠ = clubs

2NT = diamonds

### Super-accepts to minor suit transfers after 1NT

- Bid of suit below = 3 with A, K or Q or xxxx or better, good values
- Accepting the transfer denies the above
- No re-transfers

### 2NT opening or rebid:

- Transfers apply as per A16
- Accepting the transfer = 2 cards in the suit
- 3♠ by opener after TFR to hearts = 5 spades and only 2 hearts
- 3NT = 3 card support
- 4x = cue and 4 card support
- No re-transfers

In competition, accepting the transfer shows 3-card support and passing, a doubleton.

## B) Leads and signals

### [B1]: Wenceslas

When there is a singleton or void in dummy, we play that an odd card is encouraging and an even card is suit preference. A high odd card may not necessarily be encouraging.

This method only applies against suit contracts.

## C) Bids that may require a defence

### [C1] 2♦ opening

6 card M, (5)-10 HCP. Responses are:

- 3♣ NAT and NF
- 3♦ Forcing for one round
- 3/4M is correctable, except 4♠ is always to play
- 4♣ asks partner to bid the step below her suit
- 4♦ asks partner to bid her suit

2♦ - 2NT enquiry

- 3♣ = maximum with 6 hearts
- 3♦ maximum with 6 spades
- 3♥ minimum with 6 hearts
- 3♠ minimum with 6 spades

### Continuations

After a maximum response, the next step asks for a shortage:

- 3M: denies a shortage (then 4NT is RCKB)
- Other suit = shortage
- 3NT: AKQxxx

After a 2NT enquiry and a 3♣/3♥ response from opener, 3♠ or 4m = NAT and forcing.

4M is to play after any response, including 3♦/3♠.

### [C2] Major suit Twos

- 2♥/2♠ = 5M and 4+ m < opening (vulnerable = 5/5+)

### Continuations:

- Bidding the oM, 3m = NAT NF.
- 2NT = forcing, asking for the minor. After the 3m response:
  - Invite game by bidding 3M
  - A new suit is forcing
  - 4m = Minorwood (see A14)
  - 4M, 5m to play
  - 4NT = RCKB for the major

## D) Defensive and competitive bidding

### [D1] 2NT in competition including Good/Bad 2NT

#### Good/Bad 2NT

2NT is artificial by opener in competition as follows:

- Minimum hands (11-13 HCP) where opener wishes to compete in her own suit(s), or raise partner. 2NT asks for a 3♣ or 3♦ response depending on the opening bid.
- GF hands(18-19). As for minimum hands, 2NT asks for a 3♣ or 3♦ response. Opener will usually have the opponent's suit stopped.
- This method applies even if partner has not bid.

A direct rebid of opener's suit/new suit, or a raise of partner's suit = intermediate values (14-17) e.g. 1♦ (1♠) DBL (2♠) 3♦.

#### Other

1M (2x) 2NT, and (1x) 1M (2x) 2NT = limit raise or better with 4+ card SUPP

(1♥) X (2♥) 2NT= take-out for the minors

### [D2] Bidding after opponents' 1NT overcall of our minor

- DBL = values (then 1,2,3 doubles)
- 2♣ = both majors (may only be 4/4), < 10 HCP or distributional

### [D3] Cappilletti over Opponents' 1NT

- X of weak NT = penalties; 1,2,3 doubles follow
- X of strong NT = single suited minor – pass or correct responses
- 2♣ = both majors, then 2♦ asks for longer M
- 2♦ = single suited M
- 2♥, 2♠ = 5M/4+ m
- 2NT = any two suited strong hand or extreme shape

A response of 2NT = invitational or better, asking for strength and shape.

### [D4] Defence against transfer responses to 1♣ opening bids

- (1♣) P (1♦) ?
  - DBL = 1♦ level overcall
  - 1♥ = take-out of hearts
  - Other = natural
- (1♣) P (1♥) ?
  - DBL = 1♥ level overcall
  - 1♠ = take-out of hearts

- Other = natural
- After (1♣):(1♠) (6-9 BAL/ no M), 1NT = 15-18 BAL; DBL = any other good hand; 2 level bids NAT

### [D5] Defence to 2-suited overcalls by the opponents

#### After 1M (2NT) showing minors:

- DBL = penalty (1, 2, 3 doubles apply)
- 3♣ (lower suit) = limit+ raise
- 3♦ (higher suit) = 5+ OM forcing, not 3 of opener's M
- 3-level raise is a simple raise
- 3NT = to play
- 4M = to play (either raising or insisting on your suit)
- 4m = splinter

#### After 1m (2m) (both majors)

- X = penalty interest in at least one suit
- 2M = stopper showing
- 3m = simple raise
- 2NT/3NT natural with stoppers in both suits.

#### After 1m (2m) (Spades Michaels)

- X = penalty interest in at least one suit
- 2♥ = NAT, F
- 2♠ = stopper showing
- 3m = simple raise
- 2NT/3NT natural with stoppers in both suits.

#### After 1m: (2M/2NT) (known M and m)

- a bid of a known suit is a stopper show.
- 2NT/3NT natural with stoppers

#### After 1M - (2M) (known M and unknown m)

- X = penalty interest
- 3 raise = simple raise
- Cue of their known M = good raise with 3 card support
- 2NT = good raise with 4 card support
- New suit natural and F
- 3NT natural.

### [D6] Defence to 4-level pre-empts

Over 4♣/4♦

- 4M, 4NT = to play
- X = take-out
- 5♣ over 4♦: to play

Over 4♥/4♠ or 4m showing a major suit

- 4NT = any two/three-suited hand
- X = take-out, except = penalty over 4♠

### [D7] Defence to opening 2NT (both minors)

- X = penalty interest in at least one suit
- 3♣ = take-out for the majors with equal or better hearts
- 3♦ = take-out for the majors with equal or better hearts
- 3M natural overcall

### [D8] Defence to opening 3NT showing a solid minor/gambling

X = penalty

- 4♣ = take-out for the majors with equal or better hearts
- 4♦ = take-out for the majors with equal or better hearts
- 4M to play

### [D9] Defence to Strong 2♣ opening

- X = clubs
- Suit = NAT
- 2NT = any 2-suiter

### [D10] Defence to Strong Club

- X = majors
- ♦ = minors
- 1M = natural
- 1NT = odd suits
- 2M, 3m = weak jump
- After (1♣) P (1♦), DBL = majors; 1NT = minors

### [D11] DOPI and ROPI

After opponents' intervention of our 4NT RKCB bid:

- X = 0 or 3 key cards
- Pass = 1 or 4 key card(s)
- Next step (even if the trump suit) = 2 key cards without the queen
- Second step = 2 key cards with the queen

### [D12] Interference over our 1NT opening

#### 1NT (X for penalties)

- XX = a minor suit run-out; opener bids 2♣ unless the next hand bids
- Other bids: system on, including 2♣ Lavings enquiry.

#### 1NT (X artificial e.g. single suited hand)

- XX = values, start of 1,2,3 double sequence
- Other bids: system on, including 2♣ Lavings enquiry.

#### 1NT (2x)

- Lebensohl (see D13)

### [D13] Lebensohl

Applies over interference to our 1NT, and after our X of a weak 2 including a multi 2♦.

After 1NT (2X), responder bids the following if wanting to compete:

- DBL = take-out; invitational or better and 1,2,3 doubles apply
- 2Y = NAT and NF
- 2NT = puppet to 3♣ (NF)
  - Pass = weak and clubs
  - 3♦ over 2M intervention = weak and diamonds; over 2♣ intervention is natural and invitational, as a weak 2♦ bid was available
  - 3♥ over 2♠ intervention = weak and hearts; over 2m intervention is natural and invitational, as a weak 2♥ bid was available
- a direct cue of the opponent's known major = 4 oM and no stopper; F
- 3Y = NAT and F, may or may not have a stopper
- A direct bid of 3NT denies both a stopper and 4 oM
- If the opponent's major is unknown, 3NT is to play

#### After a weak 2 opening, including multi 2♦

Following a take-out double of a weak 2, responder can show various hand types:

- A weak hand: bid 2NT Lebensohl, asking partner to puppet to 3♣
  - Partner can show a very good hand by bidding above 3♣

- An invitational hand: bid 2NT Lebensohl, and then bid another suit (assuming there was room to bid this suit at the 2 level)
- A forcing hand: bid a 5+ suit at the 3 level (cueing the shown major = 4 cards in the oM)

#### **[D14] Major suit raises in competition**

As per A12, Bergen raises apply after 1M (DBL) but not after the opponents bid:

- A 2 level raise is as without competition
- 3M bid is still pre-emptive
- A cue of the overcalled suit is a limit raise+ with 3 card support
- 2NT shows a limit raise or better with 4 card support.

With a natural 2NT bid, double first.

#### **[D15] Minor suit raises in competition**

Inverted minor raises are off except after opposition X.

A cue of the opponent's suit is a limit raise or better hand.

2NT is a natural bid, approx. 11-12 HCP.

#### **[D16] Sandwich 1NT**

Our 1NT bid shows a distributional two-suiter e.g: (1x) P (1y) 1NT. Exception: when opposition playing transfers over a 1♣ - (1♣) P (1♠ denying a major) then 1NT is 15-18.

A sandwich 1NT is weaker than a Michaels cue bid.

### **E) Doubles**

#### **[E1] 1,2,3 doubles**

1,2,3 doubles (1= take-out or establishing values/balance of power; 2 = take-out; 3 = penalties) are used frequently in competitive situations, usually after:

- Penalty X of weak 1NT
- X of weak 2 bid
- X of a 2-suiter overcall
- XX of opponent's take-out X overcall of our 1NT or 2♣ opening

### [E2] Doubles below game

- Doubles below game are not normally penalties when both sides have bid and raised a suit. They are more likely to be used as a game try.
- if 3 suits have been bid, X of a suit they have bid and raised will usually be penalties e.g.: 1♠ (2♦) 2♥ (3♦) DBL.
- However, in this example: 1♦ (P) 1♥ (3♣), DBL asks partner to make the most appropriate bid. If the opener has a penalty double, she will need to pass and hope partner reopens.

### [E3] Negative doubles

- Major oriented but can be 4/3 in majors.
- 1♣ (1♦) DBL = 4/4 M
- 1m (1♥) DBL = 4 spades, whereas bidding 1♠ shows 5+ spades.
- Apply up to up to 4♥

### [E4] Responsive doubles

Apply up to up to 4♥. Double usually denies 4 cards in the implied major(s).

### [E5] Support doubles and redoubles

When the opponents double or bid over responder's suit in fourth position:

- pass by opener shows two or less card support (may have 3 card support in weak opener)
- double or redouble shows exactly 3 card support
- raise of responder's suit shows 4+ support.

This only applies where the interference up to 2♠. After 2NT or 3 level interference our bids revert to their natural meaning.

Exception: Does not apply after a 1NT bid by the opponents. Double suggests penalties.

### [E6] Redoubles

If we redouble over an opposition take-out double, we generally deny primary support for opener's suit. Redouble shows 10+ HCP, thus establishing balance of power.

With a flat 3 card raise of opener's major and exactly 10 HCP, we may elect to redouble first and then support the major.

### Opponents redouble after our take-out double

- Pass = nothing to say. It is NOT penalties
- Suit at 1 level = 4+ cards (may sometimes be only 3 cards)
- Suit at 2 level = usually 5+ cards

### F) Back of card

Nil

### G) Others

Nil

### H) Prepared defences

#### **[H1] After 2♦ showing weak 4/4 in the majors**

- DBL shows general values – 1,2,3 principles
- 2M, 2NT = natural overcall

#### **[H2] Over Precision 2♦ or Flannery opening**

- DBL shows general values – 1,2,3 principles.

Last updated 27 May 2026