

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE	CATEGORY:
1 Level sound 7-19 pts	Lead	NCBO:
2 Level 5+ card 8 –19pts	Suit 3 rd & 5th	PLAYERS:
	NT 2 nd or 4th	BEV HEWITT + TRISH CROSSE FEBRUARY 2025
	Subseq	
	Other: 2 nd highest from a bad suit	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	SYSTEM SUMMARY
15-18	Lead	GENERAL APPROACH AND STYLE
System on	Vs. Suit	2/1(sup. note /7 Bart)
11 - 14 in 4th	Ace AKx	5 card majors
	King KA KQx	Clubs 3, Diamonds 4 unless 4432 when Diamonds 3
	Queen QJ	1nt 15-17
	Jack 0 higher	Multi (sup. note 9)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 0 or 2 higher	
Weak major in 2nd – 6 or 7 Cards – New suit forcing 1rd – 2d = 5h + 4s (a hand not strong enough to reverse)	9 0 or 2 higher	
At 4 level 7+ Cards	Hi-X Xx doubleton	Dutch/muiderburg (sup. note 16)
Intermediate in 4 th (11-14pts good 6 card suit)	Lo-X 3 or more to honour	Splinters
Reopen: constructive		Upside down count and attitude
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SIGNALS IN ORDER OF PRIORITY	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem (sup. note 5)	Partner's Lead	Gambling 3NT (sup. note 19)
Leaping Michaels (sup. note 6)	1 Attitude	Jacoby 2NT over 1 M (sup. note 4)
Cue bid of openers suit at 4 level shows a strong pre-empt in a M	Suit 2 Count	Multi 2d (sup. note 19)
	3 Suit Preference	Lebensohl over our 1 NT; over weak 2s; over Multi 2d
VS. NT (vs. Strong/Weak; Reopening;PH)	1 Count:	Inverted ms
Hamilton VS Weak (sup. note 10)	NT 2 Count K unblock	NTx – system on but xx asks partner to bid C and responder can pass or correct to 2 D
	3 Attitude	Drury – 2 way (sup. note 1)
Multi Landey vs Strong (sup. note 11)		Ghestem: (sup. note 5) / Gladiator (sup. note 21)
	Signals (including Trumps):	Check back stayman (sup. note 3)
	Upside Down on a need to know basis	Bromad (sup. note 2)
		Cue bid raises by responder + advancer (jumps in competition preemptive)
	DOUBLES	INT – 4 suit transfers Simpson (sup.note 8)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	INT – artificial slam try after stayman (sup. note 8)
Take out X	11 +	Bergen (sup. note 17)
Cue bid 2 suiter; Jumps strong	Responses: Jump 8 – 11: Cue bid forcing to suit agreement: Scrambling 2NT	Mixed raises (sup. note 13)
3 NT 16+		SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	When our side has shown game values forcing pass is on
X=Ms; 1NT = ms; Also on after 1C pass 1D	Support X thru to 2 S: Neg X thru to 3 S: Responsive ;	
2C Natural	Game try: Lead directing: Penalty;	
	Value at 4 level	IMPORTANT NOTES
OVER OPPONENTS' TAKEOUT DOUBLE	Rosenkranz XX	Serious & non serious slam tries (sup. note 12)
Jumps weak		Can open weak in third
2NT Limit raise or better		PSYCHICS:rare
Bromad + support XX (sup. note 2)		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	YES	3	3s		Inverted m raise – forcing to 3m		same
					Weak jump responses in majors but 2d = 5h + 4s (7-10 points)		
1 ♦		3	3s	Only 3 when 4432 shape	“		same
1 ♥		5	3s		Jacoby 2NT (sup. note 4) Bergen Raises (sup. note 17)		Drury 2 Way (sup. note 1): cue bid raises; Mixed raises (s/n 13)
1 ♠		5	3s		3S – 9-12 pts + unspecified singleton(Sup. note 15) 3NT – 9-12 pts + unspec. singleton (Sup. note 15)	3NT = enquiry (Sup. note 15) 4c = enquiry (Sup. note 15)	“
INT				15 – 17(can be 5422 or 6m)	2c=Stayman: Smolen: Bertha (Sup. note 8)	Super accept 4+ trumps	Lebensohl
					Transfers (4 suit transfers)		
2 ♣	YES	0		23+ (or any 9 trick hand)	2D=positive; 2H=negative (sup. note 14)	Kokish (sup. note 14)	
2 ♦	YES	0		Multi 2 D (sup . note 9)	2h=POC:2s=pass or more interest in h: 3h or 4h POC; 2NT enquiry	Sup. note 9	
2 ♥	YES	5		Dutch/muiderburg (7-10 pts) (sup. note 16)	Sup note 16	Sup. note 16	
2 ♠	YES	5		Dutch/muiderburg (7-10 pts)	Sup note 16	Sup. note 16	
2NT				20-21	Sup note 18	Sup note 18	
3 ♣		6		4 – 9 pnts	Pre-empt or game values; change of suit natural forcing for 1 round	3d=stopper asking; 3h/3s – 3nt (0 or 1); 4c – 2 no short; 4h/s – 2 with short; Anyother suit 3 and cue	
3 ♦		6		“		3h/3s – as above	
3 ♥		6		“			
3 ♠		6		“			
3NT	YES	7		Gambling solid minor	Sup note 19		
4 ♣		7		Namyats	Sup note 20		
4 ♦		7		Namyats	Sup note 20		
4 ♥		7					
4 ♠		7					
4NT							
5 ♣		8				HIGH LEVEL BIDDING	
5 ♦		8				Roman Key Car 1430	
5 ♥						PODI : Pass =1 or 4; x = 0 or 3; one up = 2 and two up = 2 + Q	
5 ♠						DEPO: x=even; pass=odd: Minorwood: Exclusion	
						Kickback: 4S is keycard after 4H agreed	

CROSSE/HEWITT SUPPLEMENTARY NOTES

FEBRUARY 2025

1. DRURY – 2 WAY

1M opener in 3rd or 4th seat:-

2M by responder = 5 - 9 pnts

2C by responder = 8+ points and 4+ trump support

Responses by opener:-

- 2M = sign off;
- 2D = enquiry as to range? R bids 2M with minimum and a bid of any other suit shows maximum and a feature
- 2NT= has R a xx
- Bid a suit above 2M as a short suit game try;
- 4M = enough for game but no slam chances;
- 3M = good strong hand, allowing R to cue bid.

2D by responder = 9+ points with 3 card trump support

Responses by opener:-

- 2M = sign off;
- 2NT = has responder a xx
- Bid a suit above 2M as a short suit game try.

Drury is ON over interference

2. BROMAD-MODIFIED

7 - 9 points and support after 1M - (x)

1H - (x) - 2D = 7 - 9 points + 3 card support

1S - (x) - 2H = 7 - 9 points + 3 card support

and

1H - (x) - 3D = 7 - 9 points + 4 card support

1S - (x) - 3H = 7 - 9 points + 4 card support

10+ and support after 1M - (x)

1M - (x) - XX then support = 3xM with 10+

1M - (x) - 2NT = 10+ with 4xM support

TRANSFERS AFTER 1M - (X)

After 1M(x) all bids by responder from 1NT up to 2M - 1 are transfers. These transfers can be the following:

1s x 1NT (transfer to c)
1s x 2c (transfer to d)
1s x 2d (transfer to h)
1h x 1s (natural)
1h x 1NT (transfer to c)
1h x 2c (transfer to d)

- (a) A weak hand - pass after transfer
- (b) Stronger hands that can make a further bid
- (c) Hands with support showing a side suit with values

After the transfer bid opener can:-

- (a) Accept the transfer, unless having a void
- (b) Break the transfer by jumping in the suit (showing a good hand with a fit)

3. TWO WAY CHECK BACK STAYMAN

1m-1M : 1NT

- 2C trf to 2d: O must bid 2d:-

R can pass, bid any suit at 2 level or

2NT as invitational

- 2M is to play
- 2 other M - shows 4/4 and is invitational
- 2C trf to 2D then other major shows 5/4 and is invitational
- 2C trf to 2D and then a bid of a 2nd suit at 3 level shows 5/5 and is invitational
- 2C trf to 2D and then bid 3 of M is invitational with a 6 card suit
- 2NT trf to 3c

GAME FORCE

- 2d is g/f
- 1m - 1M - 1NT - 3C g/f with 5/5
- 1m - 1M - 1NT - 3M g/f, slam invitational, showing a 1 loser 6 card suit - opener to bid 3NT with xx and cue bid with xxx or Xx
- 1m - 1M - 1NT - 4M no slam interest with a 1 loser 6 card suit
- 1m - 1M - 1NT - 2D - 3M g/f broken 6 card suit
- 1x - 1y - 1NT - 2NT - 3C - 3D/H/S shortage 4441 hand

- 1c - 1d - 1NT - 3M shortage g/f
- 1m - 1H - 1NT - 3S/4C/4D splinter
- 1m - 1S - 1NT - - 4C/D/H splinter

4. JACOBY 2NT

1M - 2NT (4+ Trump support and opening + hand)

3c	=	short c
3d	=	short d
3 other major	=	short Major
3M	=	16+ (no shortage)
3NT	=	14-15 (no shortage)
4M	=	11-13 (no shortage)

There is no Jacoby as a passed hand

There is no Jacoby over interference

5. GHESTEM

Over oppositions opening:-

2NT	=	5/5(min) in the 2 lower suits
3c	=	5/5(min) in the 2 higher suits
Cue bid	=	5/5(min) in the 2 extremes

6. LEAPING MICHAELS

Over weak 2M:-

4c/d = 5/5 (min) in that m and the other M

Over weak 2d:-

4d = 5/5 (min) in both M

7.2/1 BART RESPONSES

After partner opens 1M, in 1st or 2nd, a 2/1 response is game forcing. 1NT is forcing for 1 round. 1d opening, in 1st or 2nd, a 2c response is forcing for 1 round.

The above is off over interference.

OPENERS ACTIONS AFTER 1S - 1NT

2C - genuine clubs or response of a balanced hand with no other second suit

2D/2H - Natural

2S - Natural 6+ card suit

2NT - 18/19 balanced (or a good 17)

3C - G/F - either with S + C; S + H; or just S. Responder accepts G/F by bidding 3D allowing O to show hand:-

3H G/F H + S

3S G/F S

3NT G/F S + C

4C G/F S + C shapely

3D - G/F - with S + D

3H - 5S + 5H invitational

3S - invitational 6+S

3NT - 6+ solid spades with 1 ½ tricks on side

4S - an 8 trick hand in S

RESPONDERS ACTIONS 1S - 1NT - 2C

1. 2D - transfer to 2H (shows 5+ card suit):-

Responder can:-

- Pass
- Bid 2S = 5H and 2S 8/10 pts
- Bid 2NT = invitational with 5H
- Bid 3C - invitational with 5H and 4C
- Bid 3D - invitational with 5H and 5D
- Bid 3H - invitational with 6H
- Bid 3S - invitational with 5H and 3S

2. 2H - Transfer to 2S:-

Responder can:-

Pass - 2/3S 5-7pts

2NT - invitational to 3NT showing 4C

3C - 5+C and invitational

3D - 6+D and invitational

3S - invitational with 3S and a singleton (Opener bids 3NT to find out where singleton is)

3. 2S - 8-10 pts with doubleton spade

4. 2NT - invitational but denies 4C

5. 3C - pre-empt in C

6. 3D - pre-empt in D

7. 3S - invitational 3S no singleton

OPENERS ACTIONS AFTER 1H - 1NT

2C - genuine clubs or response of a balanced hand with no other second suit

2S - G/F. Responder accepts G/F by bidding 2NT allowing O to show hand:-

3C G/F H + C

3D G/F H + D

3H G/F H ONLY

3S G/F H + S, SHORT C

3NT G/F H + S, SHORT D

3C invitational 5H + 5C

3D invitational 5H + 5D

RESPONDERS ACTIONS 1H - 1NT - 2C

2D - Transfer to 2H

Responder can:-

- Pass
- Bid 2NT - invitational with 4C
- Bid 3C - invitational with 5+C
- Bid 3D - invitational with 6+D
- Bid 3H - invitational with 3H and a singleton. (Opener bids 3S to find out where singleton is - 3NT by responder shows S singleton)

8 ACTIONS AFTER PARTNER OPENS 1NT:

Stayman 2c - 2NT = both majors minimum
 2c - 3c = both majors maximum
 Partner must transfer into suit held

Smolen After partner opens 1NT:-

With 5/4 in the Ms and game going points bid 2c and if partner responds 2d jump to 3 of the 4 card M.
 If partner bids 3NT:-

4d = transfer to H (6 card suit)

4h = transfer to S (6 card suit)

Artificial Slam Try after Stayman

After 1NT open, 2c, stayman, and partner responds 2M a bid

of the other M is a slam try, inviting opener to cue bid:

1NT 2c 2S 3H = slam try

1NT 2c 2H 3S = slam try

Bertha

With either 5/5 or 5/4 minors:

1NT - 3c = 5C and 4D, no singleton

1NT - 3d = 5D and 4C, no singleton

1NT - 3H = 5C and 5D, H singleton

1NT - 3S = 5C and 5D, S singleton

Simpson

With 4M and 5m first stayman and if no major fit:-

1NT - 2c/2d- 3c

3d = five card minor: 3h= which minor: 3s = 5c/3nt = 5d

3h = doubleton h

3s = doubleton s

3nt = no 5 card minor, no doubleton

An enquiry to find out more about the shape of the 1 NT opening bidders hand

i) 1NT – 2♣ / 2♥ – 3♣

3♦ = doubleton ♦
 3♥ = doubleton ♥
 3♠ = doubleton ♠
 3N = no doubleton

ii) 1NT – 2♣ / 2♠ – 3♣

3♦ = doubleton ♦
 3♠ = doubleton ♠
 3♥ = doubleton ♥
 3N = no doubleton

iii) 1N – 2♣ / 2♦ – 3♣

3♦ = 5-card minor – 3♥ asks which and 3♠ = 5+♠ and 3N = 5+♦
 3♥ = doubleton ♥ – 3-2-4-4 (since a 5-card minor has been denied)
 3♠ = doubleton ♠
 3N = no doubleton

iv) 1N – 2♣ / 3♣ – 3♠ (3♣ here shows 4/4 in Majors, max., so must have a doubleton minor)

3N = doubleton ♦
 4♣ = doubleton ♣

v) 1N – 2♣ / 2N – 3♣ (2N here shows 4/4 in Majors, min., so must have a doubleton minor)

3♦ = doubleton ♦

3♥ = doubleton ♥ – 4-4-3-2

Note that after a response to a Simpson enquiry, 4m is Keycard in the minor suit bid. The exception to this is if a 3-3-3-4 or 3-3-4-3 shape is shown by 1NT opener: in this case the 4m bid is treated the same as over a 2NT opening – cue to co-operate with slam probe (with 4c support or suitable 3c support), 4NT otherwise.

With 5M and 4m, game force and a singleton:

a) 1NT – 2d

2H – 2S (enquiry)

2nt (describe your hand) – 3c = 4c 1d

3d = 4c 1s

3h = 4d 1c

3s = 4d 1s

b) 1NT – 2H

2S – 2nt (enquiry)

3c (describe your hand) - 3d = 4c 1d

3h = 4c 1h

3s = 4d 1c

3nt = 4d 1h

9. **MULTI 2D**

Weak in the majors:-

2d – p – 2H pass or correct

2d – p – 2S more interested in H

2d – p – 2NT enquiry:- 3c = 8 – 10 pts – nothing to do with suit

3d enquires which suit

3h shows 6 spades

3s shows 6 hearts

3d = 4 – 7 pts and a 6 card H suit

3h = 4 – 7 pts and a 6 card S suit

2d – p – 3H pass or correct

2d – p – 4H to play

2d – p – 4S to play

2d – p – 4c bid the suit under your major

2d – p – 4d bid your major

2d – 3d – 4d pick your major

2d – 3d – x penalties

2d – 3d – 4H to play

2d – 3d – 4S to play

2d – 3d – 4c to play

Strong Hand: 4441 18-24pts

After 2d – 2h Opener will bid the suit below the singleton:

2NT = singleton c

3c = singleton d

3d = singleton h

3h = singleton s

Responder will bid the singleton to enquire further. If they don't bid the singleton any other bid sets the contract irrespective of opener's hand.

The bid of the singleton is an enquiry as to point range:-

18 – 21 points is one step up

22 – 24 points is 2 steps up

Responder will either set the contract (3nt is to play) or will bid the next suit up as an enquiry for the number of controls (A=2; K=1).

If opener has shown 18 – 21 points the number of controls starts from 4 with step responses

If opener has shown 22 – 24 points the number of controls starts from 6 with step responses.

Responder will set the contract or will bid the next suit up as an enquiry for the number of queens.

10. **HAMILTON – over Weak No Trumps**

2c - both Ms (could be 4/4)

2c – 2d equal no. in both Ms

2d - an undisclosed 6 card M

2d – 2H pass or correct

2H - 5 H and min 4m

2H - 2NT show your m

2H - 3c to play

2H - 3d to play

2S - 5 S and min 4m

2S - 2NT show your m

2S - 3c to play

2S - 3d to play

2NT - 5/5 in the ms

11. MULTI LANDEY over Strong No Trumps

X A longer Minor, shorter Major

X - 2c pass or correct

X - 2d bid your major

X - 2H to play

X - 2S to play

All other Hamilton bids apply

Interference over 1NT:

1NT - 2C (MAJORS) - X - PASS (happy to play in 2c X)

1NT - 2C - P - 2d (equal length you choose)

1NT - 2C - X - XX (pick your major)

1NT - 2C - X - 2d (to play)

12. SERIOUS AND NON SERIOUS SLAM TRIES

If H agreed: 3S non serious (suit up)

3NT serious slam try with S cue

4C/D serious cue

If S agreed: 3NT non serious slam try (suit up)

4C/D/H serious cue

13. MIXED RAISES

A mixed raise is a jump in the suit below the one opened/overcalled in a competitive auction and shows 4 trumps and 7 - 9 points

14. KOKISH

After 2C opening:

2D = 4+ points (at least 1 Ace, a King or 2 Queens)

2H = 0-4 points

2S/3C/3D = 5+ card suit headed by 2 of the top 3 honours

2NT = 5+card H suit headed by 2 of the top 3 honours

A jump in suit shows a 6+ card one loser suit

After 2D response to a balanced hand:

2C - 2D - 2NT 22-23

2C - 2D - 2H - 2S - 2NT 24-25

2C - 2D - 3NT 26-27

2C - 2D - 2H - 2S - 3NT 28-29

2C - 2D - 4NT 30-31

After 2D response to an unbalanced hand:

2C – 2D – 3D	6+D and no 4 card major
2C – 2D – 3H/S	6+D and 4 H/S
2C – 2D – 3C	6+C – R must bid 3D to see if opener has a 4 card major and 3M shows a 5 card M
2C – 2D – 2H	Partner must bid 2S and if opener has only H they bid 3H and if H and a minor a bid of 3C/D shows 5H and min 4 of the minor
2C – 2D – 2S	5+ S suit

After 2H response to a balanced hand:

2C – 2H – 2NT	22-24
2C – 2H – 3NT	25+

After 2H response to an unbalanced hand:

2C – 2H – 2S	forces 2NT from responder and any bid at the 3 level is non forcing
2C – 2H – any new suit at 3 level	is forcing

15.1 MAJOR – 3NT**1S – 3NT 9 – 12 Points and an unspecified splinter**

4C	Asks for shortage: 4D = D singleton 4H = H singleton 4S = C singleton
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1S – 4C	Club void
1S – 4D	Diamond void
1S – 4H	Heart void

1H – 3S 9 – 12 Points and an unspecified splinter

3NT	Asks for shortage:- 4C = C Singleton 4D = D Singleton 4H = S Singleton
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1H – 3NT	Spade void
1 H – 4C	Club void
1H – 4 D	Diamond void

16. DUTCH 2'S**2H Hearts and a minor (minimum 5/5)**

2S	Natural 1 round force
3C	Pass or correct
3D	Invitational raise in hearts

2NT – Enquiry	3C minimum with C 3D minimum with D 3H maximum with C 3S maximum with D
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- 2S Spades and another (minimum 5/5)**
 3H – Natural and Invitational
 3C – Pass or correct
 3D – Invitational raise in S
 2NT – Enquiry 3C minimum with C
 3D minimum with D
 3H natural
 3S maximum with C
 3NT maximum with D

17. **BERGEN RAISES**

- 1S 3C - 10/11 Dummy Points with 4 Card Support
 3D - 7/9 Dummy Points with 4 Card Support
 3S - 2/6 Dummy Points with 4 Card Support
 1H 3C - 10/11 Dummy Points with 4 Card Support
 3D - 7/9 Dummy Points with 4 Card Support
 3H - 2/6 Dummy Points with 4 Card Support

18. **BIDDING OVER 2NT**

- a) 3C = Stayman. If partner responds in a major then a bid at 4 level is a cue.
 3C – 3D and a major is bid = smolen (showing 4 of the bid major and 5 of the other).
 3C – 3D and 4 of a minor is bid that is natural showing 5+ in the minor. With 3 card support partner will cue or use 4NT as a sign off.
 3c – 3NT 4/4 both majors – partner transfers into suit held
- b) 3D and 3H are transfers. Partner takes transfer with 2 card support.
 i) 2NT -3H-3S shows 2S and a further bid of 4 of a minor is natural – with 3 or less of minor partner bids next suit up and any other bid is response to keycard
 ii) 2NT – 3H – 3NT shows 3card support and retransfers apply
 iii) 2NT – 3D/3H (transfer) – with 4 card support opener breaks the transfer showing a source of tricks and if there is room retransfers apply.
- c) 2NT – 3S is Minor suit stayman (promising slam interest and both minors 4/4 at least). 3NT by opener denies a 4 card minor and a minor shows 4+ in that minor.
 i) If opener bids 3NT then a bid of 4m shows 5+ cards and invites a cue. Opener cues with 3 card support or bid 4NT to play.
 ii) If opener has responded 4m then a bid of the next suit up by responder would be Keycard.
- d) 2NT 3NT is to play
 e) 2NT 4m is natural with 5+ cards in minor inviting opener to cue with 3+card support or revert to 4NT to play.
 f) 2NT – 4H/S – to play
 2NT – 3D – 3NT – 4S keycard in H
 2NT – 3H – 3NT – 4NT keycard in S

19 **GAMBLING 3NT**

A solid minor of 7+ cards (holding minimum AKQ) and denies an outside A or K

Partner can:

- (a) Pass holding cover in the other suits
 (b) Bid 4c – pass or correct – if weak
 (c) Bid 4M – to play
 (d) Bid 5c – pass or correct
 (e) Bid 4d on a strong hand with interest in slam. It asks partner to show shortage if held:

- (i) If partner has a shortage in a M they bid it
- (ii) If partner has a shortage in a m they bid their own solid minor
- (iii) With no shortage they bid 4NT

Defence to Gambling 3NT

- (a) X = strong balanced
- (b) 4c = short in D and take out (4d = bid your longer major)
- (c) 4d = short in C and take out

20 NAMYATS

An opening of 4c shows a good 4H opener – 8/9 playing tricks 7+ solid suit (no outside A or K) or a one loser suit with an outside A.

An opening of 4d shows a good 4S opener – 8/9 playing tricks 7+ solid suit (no outside A or K) or a one loser suit with an outside A.

Responder can:-

- (a) Bid relay step asking O to show a shortage if held
- (b) Bid 4M to play
- (c) Use RKCB – over 4c – 4s

Over 4d – 4NT

Defence to Namyats:

- (a) Over 4c x = very strong and balanced/ 4d x = very strong and balanced
- (b) 4c p 4h p p x = very strong with shortage/4d p 4S p p x = very strong with shortage
- (c) 4c 4h = 5S and 5m/ 4d 4S = 5H and 5m
- (d) 4c 4nt = 5c and 5d/ 4d 4nt = 5c and 5d
- (e) 4c 4S = 5 S/ 4d 4h = 5h

21 GLADIATOR

3 anything – 3NT –

- (a) 4c = Stayman 4d = no major
4M = 4 card major
4NT = bid was made on long solid minor
- (b) 4d = a weak transfer to a major (6 card suit). Partner bids 4h pass or correct to 4s
- (c) 4h/4s = 5 card suit with mild slam try – partner can pass, bid 4nt, cue or bid slam
- (d) 4nt = quantitative

22 1M 1NT/ 2NT

1S – 1NT

2NT -

3c Transfer to 3d

Over 3d R can

- (a) Pass
- (b) 3h = 5H balanced GF
- (c) 3s = 6c GF
- (d) 3nt = 6d GF

3d Transfer to 3h

Over 3h R can

- (a) Pass
- (b) Bid 4h
- (c) Bid 3s = 5/5 in minors weak = 4m is to play
- (d) Bid 3nt = 5/5 in minors 9 to 11 points and 4m is keycard

3h Transfer to 3s

Over 3s R can

- (a) Pass
- (b) Bid 4s
- (c) Cue

1H – 1NT

2NT -

3c Transfer to 3d

Over 3d R can

- (a) Pass
- (b) 3S = 6c GF
- (c) 3NT = 6d GF

3d Transfer to 3h

Over 3h R can

- (a) Pass, raise to 4h or cue
- (b) 3S = 5/5 minors weak = 4m is to play
- (c) 3NT = 5/5 minors 9 – 11 points and 4m is keycard

