

BOBs DUPLICATE CONVENTION CARD

The Convention Card	2
ACBL Definition of a Convention Card	3
General Approach	7
Notrump Opening Bids.....	8
Major Opening Bids	10
Minor Suit Opening bids	12
2 Level Opening Bids	14
Special Doubles	17
Simple Overcalls	18
Jump Overcalls	20
Opening Preempts	20
Direct Cuebids	21
Slam Conventions.....	22
Leads and Signals.....	23
Notrump Overcalls	24
Defense vs Notrump	25
Over Opp's Takeout Double	26
Vs Opening Preempts DBL is	27

BOBs DUPLICATE CONVENTION CARD

SPECIAL DOUBLES After overcall: Penalty <input type="checkbox"/> _____ ■ Negative: thru 3♣ Responsive: <input type="checkbox"/> ■ Support: Dbl./Redbl. thru 2♣		NOTRUMP OVERCALLS Direct: <u>15 to 18</u> Systems on ■ Balancing: <u>12 to 14</u> 2NT: 2 Lowest Unbid Suits ■		Name <i>Bob's Convention Card</i>			
SIMPLE OVERCALL 1 level <u>8 to 15</u> HCP often 4 cards ■ Responses New Suit: NFConst ■ Jump Raise: Weak ■ <i>Cue Bid is Forcing Limit Raise</i>		DEFENSE VS NOTRUMP vs: <u>Direct</u> <u>Passout</u> ■ 2♣: xfer to 2♦ Same ■ 2♦: xfer to 2♥ Same ■ 2♥: xfer to 2♠ Same ■ 2♠: xfer to 3♣ Same Dbl:* Majors Same 2NT = Minors Same ■ 3♣ = Rounded Same ■ 3♦ = Pointed Suits Same TONT		GENERAL APPROACH TWO OVER ONE: Game Forcing ■ GF except when suit rebid ■ VERY LIGHT: Preempts ■ 3rd Seat (Drury) ■ FORCING OPENING: 2♣ ■		NOTRUMP OPENING BIDS ■ 3♣ Invite 3NT ■ 3♦ Invite 3NT 1NT <u>15 to 17</u> 5-Card major common ■ ■ 3♥ 5-5 majors System on over All ■ ■ 3♣ 5-5 maj; GF ■ 2♣ Stayman ■ 2♦ Transfer to 2♥ 4♦, 4♥ Texas Transfer ■ 2♥ Transfer to 2♠ ■ 2♠ Transfer to 3♣ ■ 2NT Invite 3NT Other: ■ Stolen Bid Doubles at 2-lvl	
JUMP OVERCALL Weak ■		OVER OPP'S T/O DOUBLE New Suit Forcing: 1lvl ■ 2lvl ■ Jump Shift: Weak ■ ■ Redouble is 3 pc LR over major ■ 2NT is Jordan 4 pc LR over major		2NT <u>20 to 21</u> ■ 3♣ Puppet Stayman Transfer Responses: ■ Jacoby ■ Texas ■ 3NT <u> </u> to <u> </u> <i>Gambling</i>			
OPENING PREEMPTS Std. Light Very Light ■ 3/4 lvl Vul. Not Vul Not Vul		VS Opening Preempts Dbl Is Takeout thru <u>4♥</u> Penalty <input type="checkbox"/> <i>4NT is for Minors</i> ■ Lebensohl 2NT after 2? - DBL - P - ???		MAJOR OPENING Expected min. length 5 All seats ■		MINOR OPENING Expected min. length 3 All seats ■	
DIRECT CUEBIDS OVER: Minor Major Michaels ■ ■ or Tops & Bottoms ■ ■		SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood: 1430 ■ <i>5NT after 4NT asks for specific Kings up-the-line and guarantees all 5 controls</i> Vs Interference: DOP1 ■ ROPI ■		RESPONSES Double Raise: Invite. ■ After overcall. Weak ■ Conv. Raise: 2NT ■ Splinter ■ Other: 2NT is Jacoby GF 1NT: Forcing w/o interference Unlimited HCP 3NT: <u>13 to 15</u> ■ Drury after 3rd seat opening.		RESPONSES (Always on) Double Raise: Weak ■ after overcall. Weak ■ ■ Forcing Raise: Single Raise Frequently bypass 4+ ♦ ■ 1NT / 1♣ ■ <u>8 to 10</u> 1NT / 1♦ ■ <u>6 to 10</u> 2NT / 1♣/1♦ Inv. ■ 11 - 12 3NT / 1♣/1♦ ■ 13 - 15 Other: ■ With 3 or 4♣ and 3 or 4♦, open 1♣, not 1♦.	
LEADS Versus Suits Versus Notrump Xx xXxx Xx xXxx xxX xxxXx Xxx xXxx AKx T9x AKJx AQJx KQx KJTx AJT9 AT9x QJx KT9x KQJx KQT9 JT9 QT9x QJT9 QT9x KQT9 JT9x T9xx		DEFENSIVE CARDING Vs Suits vs NT Standard ■ ■ Except ■ Coded 9s, Ts, Js Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Attitude ■ ■ FIRST DISCARD Upside Down ■ ■ ■ Announce "Transfer" ■ Say "Alert" ■ We use this. No Alert <input type="checkbox"/> We don't use this		2♣ <u>21+</u> or 8.5 QT DESCRIBE RESPONSES/REBIDS 2♦ Response: ■ A(s) or K(s) 2♥* Response: ■ Denys A or K 2♦ <u>6 to 10</u> or ■ Mini Roman <u>11 to 15</u> Natural: Weak ■ ■ 2NT Feature Ask ■ New Suit NF 2♥ <u>6 to 10</u> or ■ Flannery <u>11 to 15</u> Natural: Weak ■ ■ 2NT Feature Ask ■ New Suit NF 2♠ <u>6 to 10</u> Natural: Weak ■ ■ 2NT Feature Ask ■ New Suit NF OTHER CONV. CALLS ■ New Minor Forcing ■ 4th Suit Forcing Weak Jump Shifts in Comp ■ Not in Comp. ■ <i>Direct major suit raises in Competition are or may be weak.</i>			
LENGTH LEADS 4th Best vs Suits ■ vs NT ■ Primary signal to partner's leads Attitude ■ Count <input type="checkbox"/> Suit Preference <input type="checkbox"/> Special Carding - Please Ask ■							

BOBs DUPLICATE CONVENTION CARD

THE CONVENTION CARD (as defined on the ACBL.ORG website)

Before you play Duplicate, you and your partner must fill out a convention card. A convention card is just that: a card that shows the conventions you use along with your general approach to bidding (aggressive, conservative, traditional, scientific, etc.) and goes into some detail about your offensive and defensive bidding methods. The card also includes sections about your defensive carding agreements – your opening leads and signals.

A convention card serves two purposes:

One, it tells your opponents what you play. Your opponents are the only people allowed to look at your card during the game (though clubs are somewhat lenient about this rule for the new player.)

Two, making out a card allows you and your partner to get your understandings straight. Many longtime partnerships have improved just on this alone. At first sight, the convention card can be intimidating. Don't worry about filling it out in detail. You'll see that it already has common conventions such as Stayman and Blackwood used by many social players. Dozens of other conventions have been invented to describe various hands, and you'll discover some you enjoy using.

Unusual conventions are shown in red on the card. Your opponents will "Alert" them by saying "Alert" or using the Alert card from the bidding box. You may ask for an explanation when it is your turn to call. Bids shown in blue require an "Announcement." For example, when your partner opens 1NT, you "announce" aloud to your opponents your agreed notrump range. Most pairs use 15 - 17 high-card points; some pairs use other ranges, such as 10 - 12 or 12 - 14.

Bidding Boxes

Games nowadays use bidding boxes filled with cards designating every possible call. The director or one of your opponents will show you how to use the box in 10 seconds. The cards provide a review of the bidding on the table and eliminate the chance of mishearing an auction.

BOBs DUPLICATE CONVENTION CARD

Shuffle Deal & Play

You've found your table and greeted your opponents. The director will place duplicate boards on your table; the boards are mechanically shuffled and dealt in advance. The director will distribute boards saying, "Ready to play."

Do not reshuffle these boards. Just pick up your hand, noting from the board who is dealer, and play bridge. Using pre-dealt boards, printed hand records will be available after the game. To keep each deal intact for the next round, place each card face down in front of you on the table, pointing toward your partner if you win the trick, toward the opponents if you lose the trick. As declarer, you will tell your partner (the dummy) which card to play instead of pulling the dummy yourself.

Get into the habit of making your opening lead face down. This helps prevent irregularities such as leading when it is not your turn to do so and allows questions about the auction and any Alerts to be answered before the other players see the card.

Recording the Score

Duplicate clubs have invested in electronic scoring devices. The devices look like oversized calculators. There is one on each table.

After the auction, North enters the contract and, when play of the hand is complete, enters the result and offers the device to one of the opponents to verify. After the opponent agrees to the score, it is transmitted directly to the director's computer. When the final score of the session is entered, the complete results are available for printout immediately.

If your club scores manually, using pick-up slips or travelers, North enters the contract and the result and East-West approves it. (Very rare in commercial Clubs nowadays).

BOBs DUPLICATE CONVENTION CARD

Move for the Next Round

You will play two to four boards at each table and usually 24 to 28 for the entire session. To keep the game going well, each round is timed. You are allowed an average of about seven and a half minutes per board, so learn to use your time wisely. 2 board rounds are 15 minutes: 3 boards 21.

When you have finished all of your boards the director will call the round and direct the movement of the boards and players. North-South pairs remain stationary while East-West pairs “get older”: they move to the next higher table and the boards “get younger”, i.e. they move to the next lower table.

“Director, Please”

Duplicate bridge is a sport, and sports have rules. The rules ensure that the game is fair for everyone. You are not expected to memorize the entire “Laws of Duplicate Contract Bridge”, but don’t hesitate to politely call the director to your table if you think there has been an irregularity. Never be intimidated when the director is called because of something you might have done. A good director will assess the situation and present a solution in a manner that doesn’t embarrass or offend anyone. Do players always agree with the director?

Does LeBron James always agree with the referee? Accept rulings with grace.

How Did You Do?

You don’t have to hold a lot of aces to win in duplicate bridge. Your score is the result of a comparison between how well you did with the cards when you held them and how all/most of the other pairs sitting in your direction did with those same cards.

Matchpoints are awarded for the results on each board. You get one matchpoint for each pair whose result you beat and 1/2 a matchpoint for each pair you tie. When you add up all of your matchpoints, you will be able to see whether you did better or worse than average. You will also be able to see which boards you found troublesome. Do not be afraid to ask one of the better players about one or two of your problem deals. Every club has

BOBs DUPLICATE CONVENTION CARD

experienced players eager to help newcomers sharpen their bidding and their play of the cards. Look for these friendly faces and seek their advice. You will meet a lot of interesting people this way.

Are You a Winner?

Masterpoints appeal to members because it allows them to track their growth in the game by achieving new ranks on their way up in the ACBL Duplicate Ranks ladder.

Becoming a Life Master is the first "important" rank, meaning 500 Masterpoints in your record, but there are a dozen or so higher than Life Master and a half dozen or so below it. Play well and you will be awarded a prize: Masterpoints, the coin of the duplicate bridge world.

Thank You, Partner

Bridge is as friendly as the players, and it's important to be a good partner and opponent. Introduce your partner and yourself to the opponents at the start of each round. Thank your partner when she puts down the dummy. Wish the opponents good luck before you start the game. Don't get upset about a bad result — you get to start fresh with the next 13 cards.

Successful partnerships will discuss difficult hands and situations where something went wrong after the session and never at the table where it was played.

Bridge is a game. Have fun!

=====

BOBs DUPLICATE CONVENTION CARD

GENERAL APPROACH

GENERAL APPROACH	
TWO OVER ONE: Game Forcing	■ GF except when suit rebid ■
VERY LIGHT: Preempts	■ 3rd Seat (Drury) ■
FORCING OPENING:	2♣ ■

We start filling out a convention card at the General Approach section, pictured here. As Two Over One Game Forcing (our system) is very popular nowadays, it is pre-printed on ACBL Convention cards as you see above.

Bob prefers to use the variation of “standard” Two Over One called “GF except when suit is rebid” means that if opener opens in a major, responder makes a Two Over One game forcing response and then opener immediately rebids her suit, the Game Force can be called off if responder desires. Opener’s immediate rebid shows a 6 card major with minimum opening: perhaps 10 – 12 HCP.

Knowing that, responder can pass or raise with 2 of opener’s major or make any other decision. If he does not Pass, then game force is reinstated, and the bidding must reach game+. So our major preempts are weaker than 10 – 12.

Other approaches in the section are Very Light and Forcing Opening.

Our Very Light bids are Preempts and 3rd Hand and our Forcing Opening is 2♣. We do not use Very Light Openings or Overcalls. 3rd Hand Very Light openings are in majors only, to implement the Drury convention.

Herein, if there are conventions / agreements we use that are not pre-printed on the ACBL convention card, they will be listed at the end of each section so you can quickly scan the whole document quickly.

These choices are known as ‘Partnership Agreements’ and they are a vital part of all bidding and playing conventions. This is why we document Bob’s Basic Duplicate Convention Card: so you can use it as a start to create a convention card with a new partner.

BOBs DUPLICATE CONVENTION CARD

NOTRUMP OPENING BIDS

NOTRUMP OPENING BIDS	
1NT _15_ to _17_ 5-Card major common System on over All ■ 2♣ Stayman ■ 2♦ Transfer to 2♥ 4♦, 4♥ Texas Transfer ■ 2♥ Transfer to 2♣ ■ 2♠ Transfer to 3♣ ■ 2NT Invite 3NT Other: ■ Stolen Bid Doubles at 2-lvl	■ 3♣ Invite 3NT ■ 3♦ Invite 3NT ■ 3♥ 5-5 majors ■ 3♠ 5-5 maj; GF ■ 3♣ Puppet Stayman Transfer Responses: ■ Jacoby ■ Texas ■ 3NT __ to __ Gambling

We use a "Standard" 1NT with a range of 15 - 17 HCP in all seats. Alternatives can be 12 - 14 HCP or 10 - 12 HCP with the same shape. Our shape includes no singleton or void and is basically a "Flat" hand, length-wise. It cannot have 2 doubletons in major suits but can rarely have 2 in the minors. (4 - 5 - 2 - 2), provided both include an Ace or King.

RESPONSES. A 2♣ response (Stayman) to 1NT asks for a 4+ card major suit in opener's hand and is not alerted.

2♦#, 2♥# and 2♠# responses are Jacoby Transfers to the next higher suit and must be announced by the Opener: not Alerted; simply the single word "Transfer". The # here is an Announce flag. Ex: [1NT - P - 2♦# - ...] this 2♦# is a transfer to 2♥ by responder: opener must bid 2♥ without exception. It shows 5+ Hearts. Responder then may pass, bid 3NT or 4♥ or 2NT, which is an 8 or 9 HCP hand with 5 Hearts, inviting opener to bid 3NT with a good opening hand or pass with a minimum hand and 3 Heart cards. All transfers show a 5+ card suit.

Invitations are always 8 - 9 HCP and good suits in the minors or 5 - 5 in the majors. Game forces are always 10+ HCP. Direct 3♣ and 3♦ and 3♥ bids invite game with an 8 - 9 HCP responding hand: 3♣ shows 5 - 5 in the majors and 10+ HCP and forces a game bid by opener in either major because responder knows opener has at least one major with 3+ cards and never 2 major doubletons.

BOBs DUPLICATE CONVENTION CARD

4♦# and 4♥# responses are transfers to 4♥ and 4♠, respectively, showing 6+ cards of the suit one higher than the bid, but only 10+ HCP or so. Not looking for a slam. It is a Texas Transfer.

A "Stolen Bid Double" response, only at the 2-level, shows a suit that responder was going to bid, but the opponent bid it first. Example: [1NT - 2♦ - Dbl* ...] Alerted as "Stolen Bid" by opener. The 2♦ bid by opponent can be a conventional or natural bid, but the Double by responder means "Partner, I was going to bid 2♦ as a transfer to 2♥". Opener will then bid 2♥ if available.

2 NOTRUMP OPENING BIDS. Same basic characteristics as a 1NT opening, but with 20 or 21 HCP. A 3♣ Puppet Stayman response: Unlike a 2♣ Stayman response to a 1NT opening, a 3♣ Puppet Stayman response asks for any 5 card major in opener's hand, not a 4 card suit. With none, she bids 3NT. With one, she bids it: Ex: [2NT - P - 3♣ - P 3♥* - ...]. With both 4-card majors, she bids 4♦*: [2NT - P - 3♣ - P 4♦* - ...]. Responder then picks the contract: either 4 of a major or pass 3NT or bid 4NT (Roman Keycard Blackwood) if a slam is likely.

3 NOTRUMP OPENING BIDS. If used, optional in Bob's system, they are not natural: they are an alertable convention showing a solid 7-card minor suit from Ace down. It is called a "Gambling 3NT". With stoppers in both majors, responder passes. [3NT* - P - P ...]. Without all stoppers, responder bids 4♠ and opener passes or corrects to 4♦, turning the auction into a minor suit preempt. [3NT* - P - 4♠ ...].

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Gambling 3 NoTrump Opening
- 2NT and 3-level invitations
- Texas Transfers
- Stolen Bid Double

MAJOR OPENINGS

MAJOR OPENING	
Expected min. length	5
All seats	■
RESPONSES	
Double Raise: Invite.	■
After overcall. Weak	■
Conv. Raise: 2NT	■ Splinter ■
Other: 2NT is <i>Jacoby GF</i>	
1NT: Forcing w/o interference Unlimited HCP	
3NT: <u> 13 to 15 </u>	
■ Drury after 3 rd seat opening.	

Major suit openings in 1st, 2nd and 4th seats are a “Standard” 12 - 19 HCP with a 5+ card suit. 3rd seat major openings may be 6 – 10 HCP if using the Drury Convention, recommended but only in 3rd seat as a preempt against 4th seat.

[1♠ - P - 3♣ . . .] is a Double Raise, called a Limit Raise. In Bob’s System it shows 4 card trump support and 9 – 11 “points”. “Points” include shortness valuation for singletons (3 points) and doubletons (2 points) and voids (5 points). If the hands values to 12+, different responses to force game are used. Splinters with a singleton or void in a side suit, for example, or *Jacoby* 2NT, as the card above specifies. [1♠ - P - 4♣* . . .] is a Splinter response, forcing a Spade game or slam and showing 1 or no Clubs.

1NT Forcing is a major part of the Two Over One system. We treat it as having no upper limit in “points”. All Forcing bids in Duplicate are unlimited: why do players think there is some 6 – 9 HCP limit for 1NT by a non-passed hand? **WRONG!** However, over interference, 1NT is “natural” and not forcing; IE: [1♥ - 1♠ - 1NT...] shows a Spade stopper and some HCP. With a forcing hand in competition, we don’t bid 1NT: we may do a Cue Bid Limit Raise: [1♥ - 1♠ - 2♣ ...] showing a Limit Raise hand (*Jordan* 2NT*) over the interfering double of a major: [1♥ - DbI – 2NT* ...] 4 Hearts, 9 – 11 pts.

BOBs DUPLICATE CONVENTION CARD

THE DRURY CONVENTION. [P – P – ???] The first 2 seats pass; you, in 3rd seat, make a normal opening bid of course, but what can you do with a 6 – 8 HCP major suit? Anything? Obviously, 4th seat has the power at the table. If you can insert something, 4th seat is restricted in what she can bid. The Drury Convention says that in this situation, 3rd seat, with a sound major suit but minimum hand can open 1 of a major. [P – P – 1♠. . .], not alerted. Thus preempting / interfering with 4th hand holding many HCP. At the moment, first hand – the responder – can't know if it is a weak bid or a standard 12+ HCP opening. That's why it is not alerted. Typically, they have 8 – 10 HCP.

If responder (first hand) wants to show a good fit, she can bid 2♠ with 6 – 9 points, of course. But what if she has a Limit Raise strength hand? If she makes a 3♠ limit raise, a weak 3rd seat Drury bidder with 8 HCP may be in big trouble. So, with limit raise strength, responder bids 2♣* to show 3 card support or 2♦* to show 4 card support. Both are alerted by the opener. If weak, 3rd seat can bail out at 2♠.

His mission to interfere with 4th seat is accomplished: she now has to start the auction at the 3-level. If 3rd seat had a legitimate opening, he can bid on over 2♣ or 2♦, jump to game, etc., knowing that partner has a limit raise (9 – 11 points) and 3 or 4 trumps.

Bob specifies 3rd seat only for Drury openings. In 4th seat, it cannot be a good idea to open with 8 HCP. In fact, it is great to pass out a hand when you only have 8 HCP in the 4th seat. No?

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Drury: 2-way in 3rd seat only
- Cue Bid Limit Raise

MINOR OPENING

MINOR OPENING	
Expected min. length	3
All seats	■
RESPONSES (Always on)	
Double Raise: Weak	■
after overcall. Weak	■
■ Forcing Raise: Single Raise	
Frequently bypass 4+	♦ ■
1NT / 1♣	■ 8 to 10
1NT / 1♦	■ 6 to 10
2NT / 1♣/1♦ Inv.	■ 11 - 12
3NT / 1♣/1♦	■ 13 - 15
Other:	■ With 3 or 4♣ and 3 or 4♦, open 1♣, not 1♦.

Minor openings are quite different than Major openings: they are simply saying "Partner, I have enough points to open, so I am bidding 1 banana." It's showing 3+ cards in the bid suit and 12+ HCP overall but not bragging about it. No 5 card major suit, obviously.

Responder's primary obligation is to bid any 4+ card major suit. If she can't, maybe she, with 8 – 10 HCP can bid 1NT? It's not forcing, is passive and also denies any 4+ card major. With less strength, 6+, she can bid 1♦, denying any 4 card major. This is why we open 3 or 4 card minor hands in 1♣ but not 1♦.

Now, enter the Inverted Minor convention that Bob recommends. If opener didn't open a major and responder can't respond in a major, directly or indirectly via a Negative Double, where are all the major suits in this hand?

If that's the situation, Bob recommends the use of the Inverted Minors convention at all times: whether there's any interference or not. Simplify. [1♣ - P - 2♣* ...] shows a Limit Raise in Clubs and denies any 4+ card major.

BOBs DUPLICATE CONVENTION CARD

[1♣ - P - 3♣* ...] Without competition, 3♣* is alerted per the ACBL
[1♣ - 1♠ - 3♣ ...] shows 5+ card Club support, denies any 4 card major and has preemptive length in Clubs. Not alerted in competition per the ACBL.

Obviously [1♣ - P - 1♠ ...] shows a 4+ card Spade suit, so the discussion of inverted minors is off and we continue normal bidding. If there is interference, some do different things. We ignore interference.

Bobs System does the same whether there's interference or not:

[1♣ - 1♥ - 1♠ ...] shows a 5+ card Spade suit and is forcing for one round.

[1♣ - 1♠ - 2♣...] shows a Limit Raise in Clubs with 9 – 11 points but denies a 4+ card Heart suit, else he would have bid a Negative Double or bid 2♥ to show a good hand with 5+ Hearts. Not alerted in competition but alerted without competition, per the ACBL.

[1♣ - 1♠ - 3♣...] shows a 5+ card fit in Clubs but denies any other bid and is weak in HCP. It is a preemptive bid because we don't have any major suit fit so "they" do. Not alerted in competition.

[1♣ - 1♠ - DbL...] shows a 4 card Heart suit – a Negative Double response, forcing for one round. It shows 4 Hearts, 8+ HCP and some support for Diamonds.

A 1NT response to a minor opening shows 8 – 10 HCP, not 6 - 9. The reason it's higher than 6 – 9 is that our responder can bid 1♦ and not be forced to 1NT with a minimum hand. Opener can't pass 1♦: its forcing. Possibly opener will then bid 1NT, putting the stronger hand as the declarer, as it should be if possible. Leaving responder the 1♦ slot with a weak hand and no major suit means we open 1 Club with 3 or 4 Clubs and 3 or 4 Diamonds, leaving the 1♦ slot open.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Limit Raises
- Negative Double
- Open hands in Clubs to leave the 1♦ slot open for responder.

BOBs DUPLICATE CONVENTION CARD

2 LEVEL OPENINGS

2♣ _21+ or 8.5 QT	DESCRIBE	RESPONSES/REBIDS
2♦ Response: ■ A(s) or K(s)	2♥* Response:	■ Denys A or K
2♦ _6_ to _10_ or ■ Mini Roman _11_ to _15_	Natural: Weak ■	■ 2NT Feature Ask ■ New Suit NF
2♥ _6_ to _10_ or ■ Flannery _11_ to _15_	Natural: Weak ■	■ 2NT Feature Ask ■ New Suit NF
2♠ _6_ to _10_	Natural: Weak ■	■ 2NT Feature Ask ■ New Suit NF
OTHER CONV. CALLS ■ New Minor Forcing ■ 4 th Suit Forcing		
Weak Jump Shifts in Comp ■ Not in Comp. ■		
<i>Direct major suit raises in Competition are or may be weak.</i>		

2 Level Openings includes Weak Two bids, optional Conventional bids for 2♦ and 2♥ and our game forcing opening bid, 2♣. First, the 2♣ opening:

It shows 22+ HCP and is game forcing, meaning it has virtually the strength to get to game if responder has anything at all. [2♣ - P - ???]. Responder's obligation on Bob's card is to respond either 2♦, holding any Ace or King or 2♥, holding neither. No "natural suit" responses. Why are Aces and Kings so important? Because they are "quick tricks" that are key to reaching a slam.

[2♣ - P - 2♦ - . . .]. Both artificial bids, as would be 2♥. 2♥ is alerted, 2♦ isn't.

After the required 2♦ or 2♥ response, opener rebids her strong suit or 2NT to show a flat hand with more than 21 HCP. Frequently, responder then bids 3♣, Puppet Stayman, looking for a major suit fit. Or transfers to another suit

[2♣ - P - 2♦ - P 2NT - P - 3♥# . . .]. A transfer response, showing 5 Spades.

[2♣ - P - 2♥* - P 2NT - P - 3NT. . .]. Denying any Ace or King, responder settles for a 3NT contract. 2♥* is alerted, as it's not a natural Heart bid: it's a coded bid denying Aces or Kings. [2♣ - P - 2♦ - P 2♠ - P - 3♠ - P 4NT . . .] Agreeing Spades as trump and a 1430 Roman Keycard 4NT bid, Ace Asking for the number of key cards held by responder in a Spade contract.

BOBs DUPLICATE CONVENTION CARD

There are 5 keycards when using 1430: 4 Aces and the King of the trump suit. 2♦ in the example above is a coded bid, affirming an Ace or King(s), but the ACBL has removed the Alert. 2♥* denies any major honors and is still alerted.

The 3♠ raise above is stronger than a 4♠ raise, which says responder doesn't envision a slam.

WEAK 2 OPENINGS. "Standard" openings of 2♦, 2♥ and 2♠ are preempts, taking bidding space away from opponents. They have 6 to 10 HCP and a good 6 card suit. Partner can respond 2NT*, asking for an outside entry, looking for a 3NT contract. [2♦ - P - 2NT* - P - 3♥...], showing an outside entry of the Heart Ace or King. [2♦ - P - 2NT* - P - 3♦...] denies any outside entry. If partner responds in a new suit, he can't stand the preemptive 2♦, 2♥ or 2♠ as trump. This new suit bid is not forcing; is intended to replace the preempt suit and is alerted. The opener can/should pass. [2♦ - P - 2♥*...], alerted as "Not Forcing".

CONVENTIONAL 2♦* AND 2♥* OPENINGS. Our 2♦* opening can be a "Mini Roman" bid. This coded bid shows a 4-4-4-1 or 4-4-5, 12 - 15 HCP hand, with Spades guaranteed as one of the 4 card suits. If responder bids 2NT, he is asking for opener's short suit: [2♦ - P - 2NT* - P 3♣...] says opener has 0 or 1 Clubs. Responder then picks a contract: [2♦ - P - 2NT* - P 3♣ - P - 3NT...] or [2♦ - P - 2NT* - P 3♥ - P - 4♠ ...].

Our opening 2♥* is alerted as a "Flannery" hand, showing 11 - 15 HCP with 5 or 6 Hearts and exactly 4 Spades. Responder makes a final bid or passes or raises the 2♥ bid or bids 2NT, asking for opener's shape and strength.

In [2♥* - P - 2NT* - P 3♦*...], 2NT says "Partner, tell me your Heart suit length and your HCP range". The opener's rebids are 3♣, showing a min - min hand, meaning minimum (11 ish) HCP and 5 Heart cards, or 3♦, max - min, meaning maximum HCP (15 ish) with 5 Hearts, or 3♥, meaning min (11 ish) HCP and 6 Hearts or 3♠, max - max with near 15 HCP and 6 Hearts.

OTHER CONV. CALLS: NEW MINOR FORCING means the bidding has gone [1♦/♠ - P - 1♥/♣ - P 2♦*/♠*...], bidding the other minor suit artificially, asking if opener has 3♥ or 3♠ - responder's major suit.

BOBs DUPLICATE CONVENTION CARD

With 4 of responder's major suit, opener would have raised it, so if responder bids a "New Minor Forcing" (NMF) she has 5♥ or 5♠ and 10+ points and is looking for 3 of her major in opener's hand.

Without 3, opener makes some other bid; with 3 of responder's suit, she bids it and he places the contract. Using NMF, we don't raise a major suit with just 3 card support. See Support Doubles and Redoubles in the Special Doubles section for the same convention – finding a 5 – 3 fit in a major – in competition, whereas NMF is not in competition.

4TH SUIT FORCING. The bid of the 4th suit cannot be a serious bid: it is a coded bid forcing the auction to go on one more round or to game, by Partnership Agreement. [1♣ - P - 1♠ - P 2♦ - P - 2♥* ...] (alerted). This is a not a real Heart bid. It says "Partner, we have game somewhere: you pick it" or says "Partner, we must bid at least one more round".

WEAK JUMP SHIFT IN COMPETITION OR NOT. [1♣ - P - 2♠...] (not) or [1♣ - 1♥ - 2♠...], (in competition), again by Partnership Agreement. Weak Jump Shifts are preemptive 6 card suit bids and are very weak – 6 HCP max because we are preempting our partner too.

DIRECT MAJOR SUIT RAISES IN COMPETITION ARE/ MAY BE WEAK.

This is not printed on the card: we write it on our card. [1♥ - 1♠ - 3♥ ...] showing a 4 card Heart raise that may not have "standard" 9 – 11 limit raise HCP limit raise strength. The reason is to be preemptive holding a suit fit. [1♥ - 1♠ - 2♠ ...]. This 2♠ is a Cue Bid Limit Raise, showing 9 – 11 points and 3+ Hearts: IE, a strong raise. With CBLR's available to show strong raises, our direct major raise in competition can be weak to preempt our opponents.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Direct Major Suit raises in competition are or may be weak.
- Mini Roman 2♦ Opening Convention
- Flannery 2♥ Opening Convention
- Responder's single raise agrees trump is 2♣ opener's suit rebid
- Cue Bid Limit Raises
- Negative Doubles

BOBs DUPLICATE CONVENTION CARD

SPECIAL DOUBLES

SPECIAL DOUBLES	
After overcall: Penalty	<input type="checkbox"/> _____
■ Negative: <i>thru 3♠</i>	
Responsive:	<input type="checkbox"/>
■ Support: Dbl./Redbl <i>thru 2♠</i>	

We don't make penalty doubles over an overcall: [1♣ - 1♦ - Dbl...]. This is a Negative Double, showing strength in the unbid suits: the majors in this example. Thus the square is left blank, indicating we don't do this.

Negative: *thru 3♠* is written in. Partners choose how high they want to make Negative Doubles.

Responsive: means we do or do not make responsive doubles. This card says we do not. A responsive double, if used, is made by the Advancer: the responder to an overcall: [1♣ - Dbl - 2♣ - Dbl...]. 2nd seat doubled, primarily for the majors. 3rd seat raised opener, relieving 4th seat from forced bidding. The responsive double here shows strength and support for any of the takeout doubler's suits.

Support: Dbl./Redbl. *thru 2♣* is written on the card. The square is filled in to indicate we make Support Doubles and Redoubles in competition that must be alerted. See New Minor Force in the 2 Level Opening section for a similar convention used without competition.

[1♣ - P - 1♣ - Dbl ReDbl...] ReDbl here is a Support Redouble meaning opener has 3 Spades. With 4, she would raise Spades, of course. With fewer than 3 card support of Spades, opener can pass or make any other bid.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- *thru 2♣; thru 3♠* etc. The highest level at which such doubles are made.

SIMPLE OVERCALL

<p>SIMPLE OVERCALL 1 level <u> 8 </u> to <u> 15 </u> HCP <u> </u> often 4 cards ■</p> <p>Responses New Suit: NFConst ■ Jump Raise: Weak ■</p> <p><i>Cue Bid is Forcing Limit Raise</i></p>

“Simple Overcall” on an ACBL card means a 1-level overcall: [1♣ - 1♠ - ...].

This simply shows a 5+ card Spade suit and 8+ HCP. Sometimes it is just a lead director for partner should the opponents get the contract, and may be only 4 cards long if it's in Diamonds with 2 of the top 3 honors.

Actually, 2-level overcalls should be included but aren't on ACBL convention cards for some reason. [1♠ - 2♣ - ...]. Why not? Who knows? The difference is significant: a 1-level overcall is 8+ HCP but a 2-level overcalls show an opening hand and a 5+ card suit. [1♣ - 1♠ - ...] shows 8+ HCP and is not forcing but [1♣- 2♣ - ...] shows an opening hand with 5+ Clubs and by inference denies a 4 card Heart suit, as the bidder would then bid [1♠ - Dbl ...] A Takeout Double to show a hand with 4+ Hearts and opening hand strength.

The “Often 4 cards” is a rarity and always a [1♣ - 1♦ - ...] auction, asking for a Diamond lead. With majors and a good hand, overcaller bids a Takeout Double (TOD). [1♣- Dbl - ...] shows support for unbid suits, especially majors. It might have to be 4 – 3, not 4 – 4 if no other bid is possible.

With 5 of any major, an opponent would simply bid them; [1♣ - 1♠ - ...]. An overcall isn't forcing, of course, but it starts an auction showing a suit of 5+ cards.

BOBs DUPLICATE CONVENTION CARD

RESPONSES TO AN OVERCALL. A Simple Overcall may be only an 8 point hand, so 4th seat must bid on that premise: [1♣ - 1♠ - P - 2♠...] is a 6 – 9 point hand with 3+ Spades. Overcaller can pass, raise, bid game or whatever. [1♣ - 1♠ - P - 3♠...] is a weak jump raise showing 4+ Spades and is primarily preemptive in nature, but the 1♣ overcaller could be strong and happy to hear from a responder with a 4 card raise.

The strongest bid a responder to an overcall (aka the advancer) can make is a Cue Bid Limit Raise, a CBLR: [1♣ - 1♠ - P - 2♣- ...] showing 9 – 11 points and a 3+ card Spade raise: forcing, of course. The overcaller then knows the strength and trump support of the responder and can bid accordingly. All jump raises are Weak and preemptive. [1♣ - 1♠ - P - 3♣ ...]. Less than 9+ points but 4 Spades.

If the advancer doesn't make a raise of the overcaller's suit but makes another suit or notrump bid, it shows a decent suit and hand but is not forcing: [1♣ - 1♠ - P - 2♦ ...]. Obviously, this advancer couldn't raise Spades but has enough strength and a good Diamond suit to show the overcaller. This may enable the overcaller to bid Notrump or to rebid her suit with 6+ cards or pass or whatever. This is on the card as NFConst, meaning NF Constructive.

Generally, such an advancer hand has a strong 5 – 6 card suit other than the overcaller's suit and is willing to play the hand in 2 of her suit. It also guarantees that she has at most 1 or 2 of the overcaller's suit.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Cue Bid Limit Raises
- Preemptive jump raises by Advancer

BOBs DUPLICATE CONVENTION CARD

JUMP OVERCALL

JUMP OVERCALL
Weak ■

A Jump Overcall is a weak preemptive overcall. It would be made by a hand that was going to preempt if she was the dealer: [1♣ - 2♠ - ...].

It is generally weaker than a simple 1-level overcall of 8+ points and shows at least a 6 card suit. It is obviously a preemptive bid telling partner to not bid anything except to raise her suit.

OPENING PREEMPTS

OPENING PREEMPTS
Std. Light Very Light
■ 3/4 lvl. <u>Vul.</u> Not Vul Not Vul

Our 3 or 4 level Preempts may vary in strength depending on the vulnerability situation. Vul and Not Vul are written on the card. 2 level preempts are 6 cards long. Our 3 level preempts are 7 cards long and 4-level preempts are 8 cards long. Neither needs to be much stronger than 2 level ones. Why? Because the 7th and 8th card are as good as Aces because no opponent can have 7 or 8 cards in the suit. Probably also true for Weak Twos. And the higher the preempt, the more bidding space is taken from the opponents.

This card says the partnership may make light or very light preemptive opening preempts if Not Vulnerable. The filled-in black square indicates the partnership does make such preempts.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Suit length for 3/4 level preempts
- HCP ranges for 3/4 level preempts

BOBs DUPLICATE CONVENTION CARD

DIRECT CUEBIDS

DIRECT CUEBIDS			
OVER:		Minor	Major
Michaels	■	■	or
Tops & Bottoms	■	■	

Direct suit cuebids show two unbid suits. [1♣ - 2♣...] shows both major suits in a 5 – 5 shaped hand with HCP strength according to partnership agreement.

Typically it is something like 10 – 12 if not vul and 12 – 14 if vulnerable. These are called Michaels cuebids and are the most common direct cuebids. As you see, this partnership can make these bids over both majors and minors.

The other popular, but less used, direct cuebid is called Tops and Bottoms. In this convention, a direct cuebid shows the top and bottom unbid suits. [1♣ - 2♣...]. Here 2♣ shows the Spade and Diamond suits.

The Tops and Bottoms convention has an additional bid: [1x - 3♣*...] means "Tops and Tops", i.e.: both majors in this example. x means any suit. 3♣ is alerted. [1♥ - 3♣*...] shows Spades and Diamonds: the pointed suits.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Agreements as to HCP strength and vulnerability of cuebids

SLAM CONVENTIONS

SLAM CONVENTIONS Gerber □ 4NT: Blackwood: 1430 ■
5NT after 4NT asks for specific Kings up-the-line and guarantees all 5 controls
Vs Interference: DOP1 ■ ROPI ■

4NT, ASKING FOR KEY CARDS IN 1430 MODE. "1430" represents the meaning of 5♣, 5♦ etc. responses to a 4NT ace-asking bid. Key cards are 4 Aces and the King of the trump suit or of the last bid suit, whether trump or not.

5♣ the lowest response, means responder has 1 or 4 key cards.

5♦ means responder has 3 or 0 key cards. Thus 1430.

5♥ means responder has 2 key cards, denying the trump or last suit Queen.

5♠ means responder has 2 key cards including the trump or last suit Queen.

1430 is considered better than Gerber as the responses show widely different numbers. For example if the 4NT bidder has 2 Aces, could responder's 5♣ response show 4 Aces? The same with 5♦: 0 and 3 are quite far apart.

If the 4NT bidder continues on to 5NT, she guarantees all 5 Key Cards between the 2 hands and it asks for non-trump Kings up-the-line. The response is not the number of Kings held: it is the lowest non-trump King in responder's hand. [... 5NT - P - 6♦ . . .] This responder has the King of Diamonds but not the King of Clubs. Both may continue bidding Kings or either picks the final slam contract.

We prefer not to use the Gerber Ace-asking convention.

VS INTERFERENCE. DOP1 means "Double with No Aces and Pass with One". 0 and 1 are numbers, not letters. Similarly, ROP1 means "Redouble with no Aces and Pass with one". [... 4NT - 5♦ - ???] Double here would show no Aces, Pass would show 1 Ace, 5♥ shows 2 Aces etc. Neither is alertable.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- Slam level 1430 conventions (King ask)

BOBs DUPLICATE CONVENTION CARD

LEADS & SIGNALS

LEADS		DEFENSIVE CARDING	
Versus Suits	Versus Notrump	Vs Suits vs NT	
Xx <u>xXxx</u>	Xx <u>xXxx</u>	Standard	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
<u>xxX</u> <u>xxxXx</u>	Xxx <u>xXxx</u>	Except	<input checked="" type="checkbox"/> <i>Coded 9s, Ts, Js</i>
AKx <u>T9x</u>	AKJx <u>AQJx</u>	Upside-Down	
KQx <u>KJTx</u>	AJT9 <u>AT9x</u>	Count	<input type="checkbox"/> <input type="checkbox"/>
QJx <u>KT9x</u>	KQJx <u>KQT9</u>	Attitude	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
JT9 <u>QT9x</u>	QJTx <u>QT9x</u>	FIRST DISCARD	
KQT9	JT9x <u>T9xx</u>	<i>Upside Down</i>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
LENGTH LEADS		<input checked="" type="checkbox"/> Announce "Transfer" <input checked="" type="checkbox"/> Say "Alert" <input checked="" type="checkbox"/> We use this. No Alert <input type="checkbox"/> We don't use this	
4 th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/>			
Primary signal to partner's leads			
Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>			
Special Carding – Please Ask <input checked="" type="checkbox"/>			

On the left side, the card led is enlarged or bolded. **xXxx**, for example, says the lead from 4 non-honor level cards would be the 2nd highest card. Why the 2nd?

Why tell the Declarer what the highest Club in your hand is? She then knows the entire Club distribution around the table because she can see her two hands and you have just told her yours. Foolish. **AJT9** with the Jack bolded says it would be led, either in a Notrump or Suit contract or both. "Standard" leads per the ACBL are preprinted on the card. Our primary signal is either Attitude, Count or Suit Preference. Attitude is chosen on this card.

On the right side - DEFENSIVE CARDING - is our choice of leads and signals when on defense. We use upside down Attitude and First Discard conventions but "standard" Suit Preference leads and discards.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- **CODED 9s, 10s and JACKs.** These are known as Journalist Leads. (Not Journalistic! Notice that these are high level but not honor card leads. They are useful because they "push" honor cards out of dummy or declarer's hand. The lead of a 9 or 10 shows exactly no higher cards or two higher cards not in sequence: Not **JT9x**. The top honor in a 3-card sequence is led by all. The lead of a Jack denies any higher card. "9 & 10 implies; Jack denies".

BOBs DUPLICATE CONVENTION CARD

NOTRUMP OVERCALLS

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ■

Balancing: 12 to 14

2NT: 2 Lowest Unbid Suits ■

A 1NT overcall of a suit bid is common, showing a hand that would have opened 1NT if it were the dealer, but it guarantees a double stopper or so in the bid suit. [1♥ - 1NT - ...]

In the 4th – Balancing/Passout – seat, it can be weaker: 12 to 14 HCP is common as seen above. [1♥ - P - P - 1NT - ...] 2NT is a common NT overcall everywhere and suggests the 2 lowest unbid suits, usually the minors. [1♥ - P - P - 2NT - ...]

Systems On, if filled in, says the bids used in response to a 1NT overcall are the same ones used in response to an opening 1NT: Jacoby Transfers, etc. They are printed in the Notrump Opening section.

[1♥ - 1NT - P - 2♥#...] A transfer to Spades.

PARTNERSHIP AGREEMENTS NOT PRINTED ON THE CARD

- System On conventions, such as Jacoby Transfers, etc.

BOBs DUPLICATE CONVENTION CARD

DEFENSE VS NOTRUMP

DEFENSE VS NOTRUMP	
vs: <u>Direct</u>	<u>Passout</u>
■ 2♣: xfer to 2♦	Same
■ 2♦: xfer to 2♥	Same
■ 2♥: xfer to 2♠	Same
■ 2♠: xfer to 3♣	Same
Dbl:* Majors	Same
2NT = Minors	Same
■ 3♣ = Rounded	Same
■ 3♦ = Pointed Suits	Same
TONT	

This should be called "Overcalls of an Opening 1NT". It states what the partnership uses to compete after opponents' 1NT opening. [1NT - ???...]

Our card uses the TONT system, meaning "Transfers Over NoTrump", illustrated above. Basically it produces a single or 2-suited overcall auction but is not directly bid: it is attained via a transfer to partner. [1NT - 2♦# ...] A transfer to Hearts by the overcaller, showing a good 6+ card Heart suit and HCP according to our agreements. It is announced as such by partner of the overcaller, as indicated by the #. We use blue squares to require Announcements, not Alerts.

Two-suited overcall hands are available in several combinations. A 2NT overcall shows the minors, as usual. A Double overcall shows both majors. Optionally, as in this card, a 3-level overcall shows either the 2 pointed top suits or the 2 rounded top suits: "Pointed" are Diamonds and Spades; Rounded are Clubs and Hearts. [1NT - 3♦* ...] Alerted.

Notice there are two columns: Direct and Passout seats. Choices are to use the same as Direct overcall bids or use "Natural" single-suited overcalls in the passout seat. This partnership uses the "same as direct seat" overcalls.

The more common convention used in this situation is Hamilton /Cappelletti, not described herein and not on the ACBL convention card.

BOBs DUPLICATE CONVENTION CARD

OVER OPP'S T/O DOUBLE

<p>OVER OPP'S T/O DOUBLE New Suit Forcing: 1 lyl ■ 2 lyl ■ Jump Shift: Weak ■</p> <p>■ Redouble is 3 pc LR over major ■ 2NT is Jordan 4 pc LR over major</p>

Our partner opens and the opponent next up makes a Takeout Double: [1♥ - Dbl - ???]. The card above, mostly preprinted, is quite complete: At what level are New Suit bids by 3rd seat responder forcing? Only the 1-level or the 2-level or both? Are Weak Jump Shifts permissible? [1♥ - Dbl - 3♦ ...]. Here, yes.

We use 3 alertable conventions: Over a double of our major opener, we use the Jordan 2NT* convention to show a 9 - 11 point Limit Raise with 4 trumps. [1♥ - Dbl - 2NT*...]. We have added another Limit Raise bid: Redouble to show a 3 trump raise, not 4. [1♥ - Dbl - Rdbl*...]. Alerted.

[2♥ - Dbl - P - 3♠*...]. If 4th seat has a fit with partner, she just bids at whatever her strength says: a lowest level bid means up to 8 HCP. A one level raise shows 9 - 10 and a raise to game shows an opening hand with good fit to the implied suit. [2♥ - Dbl - P - 4♠*...]. The double shows Spades and 4th seat has a Spade fit and enough HCP to go to game, given that this doubler has an opening strength hand and at least 4 Spades.

Partnership Agreements Not Printed On The Card

- Jordan 2NT* and Redouble* conventions showing limit Raises

BOBs DUPLICATE CONVENTION CARD

Vs OPENING PREEMPTS DOUBLE IS

<p>VS Opening Preempts Dbl Is</p> <p>Takeout thru <u>4♥</u> Penalty <input type="checkbox"/></p> <p><i>4NT is for Minors</i></p> <p>■ Lebensohl 2NT after</p> <p>2? - DBI - P - 2NT*</p>
--

Versus any preempt at any level by opponents, a double on our card is for takeout as high as 4♥. Our takeout doubles are primarily for unbid majors.

Over 4♥ or 4♠, 4NT is a takeout for the minors, not a natural NT: [4♠ - 4NT...]. Over 4♥, a double is for Spades or either minor: the 3 unbid suits. [4♥ - Dbl...].

AGREEMENTS AS TO HOW HIGH TO BID. With a fit for partner, how high can 4th seat bid? The partnership must have such an agreement. Our agreements are: any bid at the same level is a bailout, without 8 points. [2♦ - Dbl - P - 2♥...]. Bidding up one level shows 8 - 10 points: [2♦ - Dbl - P - 3♥...]. An opening hand & a fit? Bid game: [2♦ - Dbl - P - 4♥...] 4th seat must assume the doubler has an opening hand but only 4 cards in unbid suits and bid accordingly.

LEBENSOHL 2NT*. Specifically over Weak Two openings, we use a convention to take the pressure off 4th seat: Lebensohl 2NT*. [2♥ - Dbl - P - ???]. If 4th seat has a Spade fit, she can bid 2♠ or 3♠ or 4♠, according to her strength. Not printed.

But if she can't bid Spades, what is she to do? She can't pass the double unless she has great Hearts in this example, but that's very rare. Bailing out in a minor is often her wish, but how to do that? [2♥ - Dbl - P - 2NT* . . .]. This 2NT asks the doubler to bid 3♣. She then passes or corrects to 3♦ if that is her preferred suit. But, by her going through Lebensohl 2NT*, the doubler knows 4th seat is bailing out, not bidding to go on with the auction, so he must pass.