

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide ranging contingent on position, level, vul and suit quality
Change of suit F by non-passed hand
Cue shows primary support and value raise to next level+
Jump fits
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
15+ - 18 in 2nd; 10-15 in 4th; 16-19 in 'sandwich' position
Treated like 1NT opening
2♣ range/major enquiry after protective 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak except strong when vul vs non
2NT natural in 4th
Jump cue asks stop for 3NT
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels either competitive or GF
Response pass/convert 2NT enquiry
<b>VS. NT (vs. Strong/Weak; Re-opening; PH)</b>
2♣ both majors; 2♦ response asks better M; may be invite.
2♦ one suited major; 2M response pass/convert (game try oM)
2♥/♠ show 5 that suit 4+ either minor; pass convert 2NT natural
X of strong NT = good opening with good suit
X by passed hand is majors or minors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X t/o
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = ♣s + ♥s; 1♦ = ♦s + ♠s; 1NT = Majors; 2NT = Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX 10+ penalty seeking. Transfers at one level after 1♣ (system on)
1♣ - [X] - 2♣ good raise
1♥ - [X] - 1♠ and 1♠ - [X] - 2♥ show good raise to 2♥/♠

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	4th/2nd From Poor Suits	3rd & 5th	
NT	4th/2nd From Poor Suits	3rd & 5th	
Subsequent	Attitude	Attitude	
Other: Poor Suit may be 10xxx+			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	asks attitude	asks attitude	
King	asks count	asks unblock/count	
Queen	QJx+	KQ9x/ QJ10/QJ9	
Jack	J10x+	J10x	
10	109x/shortage	H109x	
9	shortage	109x	
Hi-X	xXxx+	xXxx+	
Lo-X	xXx	xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
1	Hi = discouraging	Hi = Odd	Hi = discouraging
Suit 2	Hi = Odd	Suit Preference	Suit Preference
1	Reverse Count	Reverse Count	Hi = discouraging
NT 2	Reverse Attitude	Suit Preference	Hi = odd
3	Suit Preference		Suit Preference
Signals (including Trumps): Infrequent Count			
Smith Peters at NT			
Trump Peter implies ruff/odd number			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Shape suitable or too strong for overcall.			
Cue response forcing to suit agreement.			
May be weaker in protective position.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive doubles to 4♦ 1♣ - [1♦] - X = 4+♥s, 1♣ - [1♥] - X = 4+♠s			
Most other doubles up to 3♠ are take-out/strong NT showing if we opened			
Doubles are penalty after a redouble or in 'dead' auctions.			
Double after intervention to 1NT opening shows 2 places to play			
Competitive double shows some tolerance + the unbid suit(s)			
Doubles after 1♣ - 1♦/1♥ overcall show 4+ of next major			

W B F CONVENTION CARD
<b>July 2016</b>
<b>CATEGORY: GREEN</b>
<b>NCBO: NORTHERN IRELAND</b>
<b>PLAYERS: REX ANDERSON - DAVID GREENWOOD</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 CARD MAJORS; PREPARED 1♣ OPENING (2+ cards)
2/1 GF EXCEPT 1m - 2m
TRANSFER RESPONSES TO 1♣ OPENING (may be canapé)
14-16 1NT 1/2 ; 15-17 3/4 MAY BE OFF-SHAPE
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = FINT TYPE
ACOL 2♥/2♠ OPENINGS
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = FINT RESPONSE
2♦ MULTI WEAK 2M; STRONG m; 19-21/20-21 BALANCED
TRANSFER RESPONSES TO 1♣ OPENING (1♠ = ♦s)
4♣/4♦ OPENINGS = GOOD 4♥/4♠ OPENING
4♣/4♦ JUMP OVERCALLS = GOOD 4♥/4♠ OPENING
JUMP FITS
TRANSFERS AFTER 1♣ -X/ 1♦/1♥ OVERCALL (8)
DEFENCE TO 1NT OVERCALL (9)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Where we have shown the balance of strength. EG through an unassuming cue bid. When 'obvious' save situations.
In forcing situations at game level we reverse the meaning of X and pass.
When opponents pre-empt to game at green.
<b>IMPORTANT NOTES</b>
In GF auctions; either side's third suit is usually shortage even if supporting. (Not in response to 4th suit or preference.)
In competitive auctions 2NT is usually a competitive manoeuvre and a direct free bid invitational. (7)
Defence to a 1NT overcall (9)
Free bids non-forcing at the 2-level. Except 1♣ - [1♥] - 2♦
1♣ - [1♥] - 2♣ shows ♦s and limited
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Natural or balanced Open 1♣ with 4-4m usually	1♦=4+♥s; 1♥=4+♠s; 1♠=4+♦s; 1NT 6-10 2♣ F to 2NT 3♣; 2 any GF;	Trf accept=3cards; jumps 4 cards/shortage (1) Over 2♣, 2♦ relay any minimum (2)	Completing transfer may be 4 cards min facing passed hand
1♦		4			2NT 16+ balanced ; 3 any pre-empt	Over 2♦, 2♥ relay any minimum	
1♥		5(4)	3♠	Occasionally 4 good in 3rd	1♠ = FNT style (3); 1NT 4+♠s, 2♥ 8-10HCP 2NT 16+ Balanced may have support 2 any GF; 3♣/♦ 6 cards Inv to 3NT; 3/4♥ weak	1NT-2m may be 3; 2any-2♥ waiting; 2 any-2NT 17-19 Bal; Short suit tries; 2 any 3any non-jump is 5-5 any strength	2♣ = 8-10HCP 3 card support 2♦ = 8-10 HCP 4 card support 2NT 4 card support + single
1♠		5(4)		Occasionally 4 good in 3rd	1NT Forcing; others analogous to above		As above
INT			2♠	(13)14-16 1/2 15-17 3/4 May be off-shape Occasional singleton	2♣ asks M/raise 2NT(4); 2♦/♥ trf; 2♠ 15+ Bal (5) or 4-4-4-1; 2NT asks 3♣ may be weak or strng (6) 3 any invitational; 4♣/♦ SATexas, mild try	Break into xx with 4 cards; 2NT HHX or 4 cards with no xx non-min; 3M min 4 cards 1NT-2♥♦/♥; 3♥/♠ slam try	
2♣	X	0	3♠	Game Forcing may be weaker than std	2♦ +ve; 2♥ 0-7; 2♠ Bal +ve; 2NT/3 ♣♦/♥trf 5-8 fair 6 cards; 3♠ Bal +ve; 4 any trf 6+ 1 loser suit	2NT rebid may be 'off-shape' Trf accept =Hx+	
2♦	X	0	2♠	Weak 2M-4-10 on pos and vul Acol 2 in a Minor 19/21 1/2 20/21 3/4 Balanced	2♥ - 3♠ =Pass or Convert; 2NT enquiry (occasionally psychic) 3m = cypher M game try	Over 2NT 3m shows cipher M; then 3♦ asks 3M = Acol 2 cypher minor Puppet after 2NT rebid	
2♥		5		8 playing tricks; 15+HCP	2♠ Neg; 2NT +ve in ♠s. 3♥ - 4♥ support +ve	2♥ - 2♠; 2NT balanced	
2♠		5		8 playing tricks; 15+HCP	2NT negative; 3 suit+ve; 3♠ - 4♠ support +ve		
2NT				22/23 Balanced	3♣ Puppet, 3♦/♥ Transfers; 3♠ minor(s) 4m/M mild slam try cipher major/minor		
3♣		6		2/4 good suit 8-11HCP	4♦ - 4♠ control asking that suit	Next suit no control etc	
3♦		6		2/4 good suit 8-11HCP	4♣ - 4♠ control asking that suit		
3♥		6		Sound in 2 <sup>nd</sup> position	4♣ - 4♠ control ask		
3♠		6		Sound in 2 <sup>nd</sup> position	4♣/4♦ control ask		
3NT	X			Solid minor <K outside	4♣ pass/convert; 4♦ singleton ask		
4♣	X	0		Good 4♥ opening	Typically a solid suit or semi solid + outside A	4♦ slam try	
4♦	X	0		Good 4♠ opening	Typically a solid suit or semi solid + outside A	4♥ slam try	
4♥		6		Less strength than 4♣	New suit is control ask		
4♠		6		Less strength than 4♦	New suit is control ask		
4NT				Specific Ace ask			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						KCB14/30; Double KCB where two suits are supported	
5♥						We reverse the meaning of X and pass in forcing high level auctions	
5♠							

**1. Transfer Responses to 1♣ Opening**

- 1♦ 4+HCP, 4+ Hearts  
 1♥ 3 cards specifically, any strength  
 Then  
 2♦ by responder artificial game try+  
 2♥ 6-8 5 cards  
 3♥ 9-11 5 cards  
 1♠ 4+ cards, 4+ clubs, not 3 hearts any strength  
 1NT 11-13(14) less than 3 hearts  
 Then  
 2♦ by responder artificial relay; invitational plus  
 2♣ Natural 6(5)+ cards less than 3 hearts  
 2♦ Reverse 15+ less than 3 hearts  
 2♥ Four cards, 11-13HCP  
 2♠ single, four hearts, raise to 3♥  
 2NT 17-19; denies 3 hearts in principle  
 3♣ Natural invitational  
 3♦ single, limit raise in hearts  
 3♥ 16 –18 balanced limit raise  
 3♠/4♦ Splinters; game values  
 4♥ 19 balanced
- 1♥ 4+HCP; 4+ Spades  
 Responses analogous to above
- 1♠ 6+HCP; 4+ Diamonds  
 1NT 11-13 balanced <4 diamonds  
 Then  
 2♣ artificial relay; invitational+  
 2M Natural reverse GF  
 2♣ 6(5) cards  
 2♦ 4 cards or 3 cards with singleton  
 Then 2M may be 3 cards  
 2M Reverse 15+HCP  
 Then 2♠/2NT Lebensohl  
 3♦ Limit Raise  
 3M Singleton; 4 card support

### After Intervention

1♣ [P] 1♦ [X]  
XX 4 cards in diamonds to 2 top honours Otherwise ignored

1♣ [P] 1♦ [1♥]  
X Three card support

1♣ [P] 1♦ [suit]  
X 17+ Balanced

#### 1a Facing Passed Hand

Opener with complete minimum (8 losers) may not jump support with 4 cards in responder's suit.

## 2. Inverted Minor Raises

1♣ 2♣ 4+(5) clubs; 11(10) HCP Forcing to 2NT  
2♦ Relay 11-13(14)HCP Then  
2♥ Artificial GF Relay; Opener describes distribution  
2♠ GF natural  
2NT/3♣ Non forcing

1♦ 2♦ 4+ card support; 10+HCP Forcing to 2NT  
2♥ Relay 11-13(14)HCP. Then  
2♠ Artificial GF Relay; Opener describes distribution  
2NT/3♦ Non forcing

1♦ 2♣ 4+ clubs; 11+HCP  
2♦ Relay 11-13(14)HCP Then  
2♥ Artificial GF Relay; Opener describes distribution  
2♠ GF natural  
2NT/3♣/♦ Non forcing

## 3. 1♠ Response to a 1♥ Opening

Shows either: -

5-12 Balanced or quasi-balanced; may have 3 card support if 5-7HCP

Balanced limit raise to 3/4♥ or Mini-splinter

Opener may rebid a three-card minor with 4-5-(3-1)

Weak long minor

### 1NT Response to 1♠

Shows similar hand types to the above

## 4. 2♣ Response to 1NT

Can show raise to 2NT without major.

Generally constructive although may be weak with both majors.

When followed with 3♣/♦ is game forcing and may not have major.

## 5. 2♠ Response to 1NT

15+ balanced or 4-4-4-1

Opener shows a 5/6 card suit, bids 2NT with any 4-4, 3NT with 4-3-3-3 non-maximum and 4 suit with 4-3-3-3 maximum.

## 6. 2NT Response to 1NT

Demands 3♣ from opener and then shows either: -

Weak minor to play 3m

3♥/3♠ show 5+ - 4+ minors singleton bid major

3NT 2-2-(5-4) mild slam try

4♣/♦ is a one-suited slam try in that minor.

4♥/♠ voids, both minors

4NT 2-2-(5-4) slam try

## 7. 2NT in Competitive Situations

Will generally show a hand that wishes to compete rather than invite game.

E.g. 1♦ - [1♠] - 2♥(nf) - [2♠]; 2NT demands 3♣ from responder and opener then bids 3♦ or 3♥ to play.

(an immediate 3♦ or 3♥ would be invitational.)

After we open 1NT and they intervene, 2NT may also show various strong hand types.

## 8. 1♣ Opening is Overcalled by 1♦/1♥

1♦ X = 4+ hearts

1♥ = 4+ spades

1♠ = balanced, no ♦ stop

1♥ X = 4+ spades

1♠ = 4+ diamonds

Opener's re-bids analogous to '1' above.

## 9. Defence to 1NT Overcall

1 any - 1NT

2♣ One-suited; may be constructive raise.

1m - 1NT

2♦ Both majors

2M 5M - 4+ either m

1M - 1NT

2♦ 5 other M, 4+ diamonds

2 other M 5 other M; 4+ clubs