

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ - 18 in 2nd; 10-15 in 4th; 16-19 in ‘sandwich’ position
Treated like 1NT opening
2♣ range/major enquiry after protective 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except strong when vul vs non
2NT natural in 4th
Jump cue asks stop for 3NT
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels either competitive or GF
Response pass/convert 2NT enquiry
VS. NT (vs. Strong/Weak; Re-opening; PH)
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
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X t/o
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♣s + ♥s; 1♦ = ♦s + ♠s; 1NT = Majors; 2NT = Minors
OVER OPPONENTS’ TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
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+			
LEADS			
Lead	Vs. Suit	Vs. NT	
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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
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			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or too strong for overcall.			
Cue response forcing to suit agreement.			
May be weaker in protective position.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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
November 2015
CATEGORY: GREEN
NCBO: NORTHERN IRELAND
PLAYERS: REX ANDERSON - DAVID GREENWOOD
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
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♠ = F1NT TYPE
ACOL 2♥/2♠ OPENINGS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = F1NT RESPONSE
2♦ MULTI WEAK 2M; STRONG m; 19-21/20-21BALANCED
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)
SPECIAL FORCING PASS SEQUENCES
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.
IMPORTANT NOTES
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
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Natural or balanced	1♦=4+♥s; 1♥=4+♠s; 1♠=4+♦s; 1NT 6-10	Trf accept=3cards; jumps 4 cards/shortage (1)	Completing transfer may be
				Open 1♣ with 4-4m usually	2♣ F to 2NT 3♣; 2 any GF;	Over 2♣, 2♦ relay any minimum (2)	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	1NT-2m may be 3; 2any-2♥ waiting;	2♣ = 8-10HCP 3 card support
					2NT 16+ Balanced may have support	2 any-2NT 17-19 Bal; Short suit tries;	2♦ = 8-10 HCP 4 card support
					2 any GF; 3♣/♦ 6 cards Inv to 3NT; 3/4♥ weak	2 any 3any non-jump is 5-5 any strength	2NT 4 card support + single
1♠		5(4)		Occasionally 4 good in 3rd	1NT Forcing; others analogous to above		As above
1NT			2♠	(13)14-16 1/ 2 15-17 3/ 4	2♣ asks M/raise 2NT(4); 2♦/♥ trf; 2♠ 15+ Bal (5)	Break into xx with 4 cards; 2NT HHX or	
				May be off-shape	or 4-4-4-1; 2NT asks 3♣ may be weak or strng (6)	4 cards with no xx non-min; 3M min 4 cards	
				Occasional singleton	3 any invitational; 4♣/♦ SATexas, mild try	1NT-2♥♦/♥; 3♥/♠ slam try	
2♣	X	0	3♠	Game Forcing	2♦ +ve; 2♥ 0-7; 2♠ Bal +ve; 2NT/3 ♣♦/♥trf 5-8	2NT rebid may be ‘off-shape’	
				may be weaker than std	fair 6 cards; 3♠ Bal +ve; 4 any trf 6+ 1 loser suit	Trf accept =Hx+	
2♦	X	0	2♠	Weak 2M-4-10 on pos and vul	2♥ - 3♠ =Pass or Convert;	Over 2NT 3m shows cipher M; then 3♦ asks	
				Acol 2 in a Minor	2NT enquiry (occasionally psychic)	3M = Acol 2 cypher minor	
				19/21 1/2 20/21 3/4 Balanced	3m = cypher M game try	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 nd position	4♣ - 4♠ control ask		
3♠		6		Sound in 2 nd 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♣						HIGH LEVEL BIDDING	
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