	DEFENSIVE AND COMPETITIVE BIDDING
OVER	CALLS (Style: Responses: 1/2 Level; Reopening)
Wide ra	nging contingent on position, level, vul and suit quality
Change	of suit F by non-passed hand
Cue sho	ws primary support and value raise to next level+
Jump fit	S
1NT O	VERCALL (2nd/4th Live; Responses; Reopening)
	3 in 2nd; 10-15 in 4th; 16-19 in 'sandwich' position
	like 1NT opening
2 ♣ rang	e/major enquiry after protective 1NT
	OVERCALLS (Style; Responses; Unusual NT)
	-9) except strong when vul vs non; 2NT natural in 4th
	e asks stop for 3NT
	e 11 re 4♣/4♦
Reopen:	Intermediate
	T & JUMP CUE BIDS (Style; Response; Reopen)
Cue of 1	m = Majors; Cue of $1M = oM + m$ either competitive or GF
Respons	se pass/convert; 2NT enquiry. Over 1♣ (2) 2♦ = Majors
Jump cu	e demands 3NT with stop
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)
	now 5 that suit 4+ either minor; pass convert 2NT natural
	ong NT = good opening with good suit
	ssed hand is majors or minors
	<u> </u>
VS.PRI	E-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X t/o	
	TIFICIAL STRONG OPENINGS- i.e. 1* or 2*
	+ \forall s; 1 \spadesuit = \spadesuit s + \spadesuit s; 1NT = Majors; 2NT = Minors usually
5/5 may	be less non vul
	OPPONENTS' TAKEOUT DOUBLE
3737 10.	penalty seeking. Transfers at one level after 1 & (system on
] - 2. good raise

1 ♥ - [X] - 1 ♠ and 1 ♠ - [X] - 2 ♥ show good raise to 2 ♥/♠

OPENIN	G LEA	DS STYLE	ADS AND SIGN	ALS		
		Lead	ead		In Partner's Suit	
Suit		4th/2nd From Poor Suits		3rd & 5th		
NT		4th/2nd From	m Poor Suits	3rd & 5th		
Subseque	nt	Attitude		Attitude		
Other: Po	or Suit	may be 10xx	x+			
LEADS						
Lead		Vs. Suit		Vs. N	<u>г</u>	
Ace		asks attitude		asks attitude		
King		asks attitude asks count			nblock/count	
Queen		QJx+		KQ9x/QJ10/QJ9		
Jack		J10x+		A/KJ10/J10x		
10		109x/shortage		H109x	H109x	
9		shortage		109x		
Hi-X		Xx, xXxx+		xXxx+		
Lo-X		xXx		xXx, HxX, HxxX+		
SIGNAL	S IN O	RDER OF P	RIORITY	•		
	Partner	's Lead	Declarer's Lea	d	Discarding	
1	Hi = di	scouraging	Hi = Odd		Hi = discouraging	
Suit 2 Hi = O				е	Suit Preference	
1	Reverse	e Count	Reverse Count	,	Hi = discouraging	
NT 2	Reverse	e Attitude	Suit Preference	e	Hi = odd	
3	Suit Pr	eference			Suit Preference	
Signals (ii	ncludin	g Trumps):	Infrequent Coun	t		
Smith Pet	ers at N	T – Hi/Lo en	couraging by eit	her		
		ies ruff/odd i				
			DOUBLES			
			le; Responses; I	Reopeni	ng)	
		too strong fo				
Cue respo	nse for	cing to suit ag	greement.			
May be w	eaker in	protective p	osition.			
		<u> </u>				
SPECIAL	L, ART	IFICIAL &	COMPETITIV	E DBL	S/RDLS	
					[1♥] - X =4+♠s	

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

August 2023

CATEGORY: RED

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

 $1 \lor - 1$ NT = 4 +SPADES; $1 \lor - 1 \land =$ F1NT TYPE

ACOL 2♥/2♠ OPENINGS

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

 $1 \lor - 1$ NT = 4+ SPADES; $1 \lor - 1 \blacktriangle = F1$ NT 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 VI ENTINGS = GOOD 4 V/4# OF ENTING

4♣/4♦ JUMP OVERCALLS = GOOD 4♥/4♠ OPENING

JUMP FITS

TRANSFERS AFTER 1♣ -X/1♦/1♥ OVERCALL (8)

DEFENCE TO 1NT OVERCALL (9)

CNTROL ASK RESPONSES TO 3 LEVEL PRE-EMPT

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)	4♦	Occasionally 4 good in 3rd	$1 \blacktriangle$ = 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)	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	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 strong (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 A 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	new suit F1; 4♦ - 4♠ control asking that suit	Next suit no control etc		
3♦		6		2/4 good suit 8-11HCP	new suit F1; 4♣ - 4♠ control asking that suit			
3♥		6		Sound in 2 nd position	new suit F1; 4♣ - 4♠ control ask			
3♠		6		Sound in 2 nd position	new suit F1; 4♣/4♦ control ask			
3NT	X			Solid minor <k outside<="" td=""><td>4♣ pass/convert; 4♦ singleton ask</td><td></td><td></td></k>	4♣ pass/convert; 4♦ singleton ask			
<u>4</u> ♣	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	· · · · · · · · · · · · · · · · · · ·		
<u>4</u> ↓		6		Less strength than 4♦	New suit is control ask			
4NT	†	Ÿ		Specific Ace ask				
5 .				~ F		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 ♦						Cue style: first or second round controls up the line or require cue in suit above		
<u> </u>								

Supplementary Notes – Anderson Greenwood Northern Ireland

1 Transfer Responses to 1♣ Opening

- 1 ♦ 4+HCP, 4+ Hearts [rarely 3]
 - 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 [rarely 3] 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 \(\bigsim / 2NT \) less than 9 HCP
 - 3♦ Limit Raise
 - 3M Singleton; 4 card support

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 $3 . / \bullet$ 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. $1 \spadesuit - [1 \spadesuit] - 2 \blacktriangledown (nf) - [2 \spadesuit]$; 2NT demands $3 \clubsuit$ from responder and opener then bids $3 \spadesuit$ or $3 \blacktriangledown$ to play. (an immediate $3 \spadesuit$ or $3 \blacktriangledown$ would be invitational.) After we open 1NT and they intervene, 2NT may also show various strong hand types.

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

8 1♣ Opening is Overcalled by 1♦/1♥

1 ♦ X = 4 + hearts

1 **♥** = 4+ spades

1 ♠ = balanced, no ♦ stop

1 ♥ X = 4 + spades

1♠ = balanced; no stop; may be 4+ clubs or 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

10 Opponents overcall our 1NT

System off after penalty X

X of natural 2 level bid t/o 5-7 or strong

X of artificial 2. Stayman

Cue = 4oM[s] and no stop

3NT = stop without 4 oM[s]

2NT = to play 3 of suit below overcall or GF with stop + oM or neither stop

nor oM or 6m+ with 4 oM

Over 2 or 3 suit 4m = transfer with slam hope

11 Jump over call of 4♣/4♦

Jump overcall of 4 4/4 over a 1 level or 2 level opening bid shows a strong 4 bid in the cypher major

Does not apply to cypher of 1M nor after any GF 2 level opening bid