

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
style: 1 level overcalls are aggressive but not crazy, 2 level overcalls are generally sound 11+points but could be lead directional
responses: cue bid raise,fit jumps,any raise is preempt,
1 level: 8-16 hcp
2 level: 11-16hcp
Reopening: any suit quality,1nt:10-14
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18 bal with stop
4th: sandwich nt [note 9]
reopening: 10-14 bal with stop
responses: as if 1nt was opened
JUMP OVERCALLS (Style; Responses; Unusual NT)
style: WJOs+michaels and unusual nt [note 8]
responses: Raise Only Non Forcing (RONF)
Reopen: strong 17+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels [note 6],except over short club where 1c-2c is natural and 2d shows both majors
VS. NT (vs. Strong/Weak; Reopening;PH)
HELLO (2C = D or M/m 2-suiter; 2D = Hs; 2H = majors 2S = nat; 2NT = Cs; 3C = minors; 3D = majors, very strong
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
cue bids of a weak 2 asks partner to bid 3n with a stop,jump cues are strong michaels [Note 6] hands 2nt:15-18bal
double:takeout lebenshol applies [Note 8]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C nat
OVER OPPONENTS' TAKEOUT DOUBLE
Natural, over 1NT x [note 7] for strong 1NT, [note 11] for weak 1NT

LEADS AND SIGNALS			
OPENING LEADS STYLE [Note 10]			
	Lead	In Partner's Suit	
Suit	2nd and 4th	2nd and 4th	
NT	2nd and 4th	2nd and 4th	
Subseq			
Other: Hi-Lo (even) Lo-Hi (odd)			
LEADS [Note10]			
Lead	Vs. Suit	Vs. NT	
Ace	att	att	
King	count	count	
Queen	QJx(x)	QJx(x0	
Jack	top of seq, Jx	top of seq, Jx	
10	top of seq, Tx	top of seq, Tx	
9	top of seq, 9x	top of seq, 9x	
Hi-lo	Mud, xx	Mud, xx	
Low	Hxx(x)	Hxx(x)	
SIGNALS IN ORDER OF PRIORITY [Note 10]			
	Partner's Lead	Declarer's Lead	Discarding
1	O (enc)/E(dis)	Count (Lo-Hi odd)	O (enc)/E(dis)
Suit 2	Count	Count (Lo-Hi odd)	Count
3	Suit Pref	Count (Lo-Hi odd)	Suit Pref
1	O (enc)/E(dis)	Count (Lo-Hi odd)	O (enc)/E(dis)
NT 2	Count	Count (Lo-Hi odd)	Count
3	Suit Pref	Count (Lo-Hi odd)	Suit Pref
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+ 3crd support unbid suits or 17+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
negative x after 1d/1M overcall			
Support doubles+redoubles at 1 or 2 level			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Tom Gorey+Adam Murphy
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
standard modern precision,any 16unbal is opened 1club Lebensohl [Note 8]
1NT opening is 14-16 balanced when vul or 4th seat, 10-12 balanced otherwise
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1club:recommended defense-x=majors,nt=minors
SPECIAL FORCING PASS SEQUENCES
we bid sound game and they sacrifice/we agree gf and they bid over us
IMPORTANT NOTES
PSYCHICS: possible but rare

OPENING	TI C K I F A R T I F I C I A L	MI N. NO. OF C A R D S	NE G. D B L T H R U				
				DESCRIPTION	RESPONSES	x ACTION	COMPETITIVE & PASSED HAND BIDDING
1C	yes	0	4D	any 16+unbal hand or any 17+bal hand	1d: 0-7, 1h: 8-11, 1s: 12+ 5s, 1nt: 12+ no 5crd suit, 2c: 12+ 5c, 2d: 12+ 5d, 2h: 12+ 5h, 2s: 12+ 4441 shape	Pass: trap pass/0-5, XX: 6-7	1h through to 2s have the same meaning but are only 8-9 from a passed hand
1D	yes	2	4D	good 10-15 hcp,never 14-15 balanced	1M: nat, 1nt: 7-11 bal, 2m: gf, 2M: reverse flannery [note 1]	nat	
1H		5	4D	5+h,good 10-15	2/1 style,direct raise to game either 3crd support gf or preempt 5 crd support [note 5]	redouble:gf	
1S		5	4D	5+s,good 10-15	2/1 style,direct raise to game either 3crd support gf or preempt 5 crd support [Note 5]	redouble:gf	
INT				vul and/or 4th seat: 14-16 bal otherwise: good 10-12 bal	stayman,2-way transfers, 3x nat slam try	Helvic when playing 1nt as 10-12 bal [Note 11] When playing 1nt as 14-16 bal, see [Note 7]	
2C		5/4	4D	Good 10-15,6clubs	2D asks for shape+strength [note 3] h, 2M: 8-11 5+M,2nt relay to 3c, 3D/H/S: transfers gf, 3S: 6s+4h gf	Raises are preemptive	
2D	yes		4D	Good 10-15,3-suiter short diamonds	Natural,2nt asks strength+shape [Note 4]		
2H		5		weak 4-9	RONF,extended ogust [note 2]		
2S		5		weak 4-9	RONF,extended ogust [Note 2]		
2NT	yes	5/5		5-5 minors,5-10 points	4m:invite		
3X		6+		standard preempt	new suit F1		
3NT	yes	7/8		gambling(solid minor no outside stops)	4/5C pass or correct. 4M is a cue. 4D asks for shortage.		
4X		8		Aggressive pre empt			
4NT				undiscussed			

5X		9		sound preempt		HIGH LEVEL BIDDING

Supplementary notes

Note 1 Reverse flannery

Over a 1D opening

2H:6-9 5S and 4/5H

2S:10-12 5S and 4/5H

2nt asks for strength+shape, responses are

3C:min and 4H

3D:min and 5H

3H:max and 4H

3S:max and 5H

Note 2 Extended ogust

Over a 2M opening responses are

3C:5 card (3D relay)

3D:6 card min

3H:6card medium

3S:6card max without 3 in the other major

3N:6 card max with 3 in the other major

After 2M-2N-3C-3D

3H:5 card min

3S:5 card max without 3 in other major

3N:5 card max with 3 in other major

Note 3 2C-2D relay responses

2C-2D-2H: asks for 4cM

2C-2D-2H-2S: asks for major+strength

2C-2D-2H-2S-2N/3C: min with H/S

2C-2D-2H-2S-3D/3H: max with H/S

2C-2D-2S: medium or max

2C-2D-2S-2N: asks

2C-2D-2S-2N-3C/3N: medium/max

2C-2D-2N: max both majors stopped

2C-2D-3C: bad hand no 4M

2C-2D-3D/H/S: 5 card side suit+GF

Note 4 2D strong responses

2D-2N-3C: min

2D-2N-3C-3D-3N: min with 4-4 majors

2D-2N-3C-3M: 3 cards in the bid major

2D-2N-3D: max both majors

2D-2N-3M: max 3 card in bid major

2D-2N-any rebid-4C: forces 4D then responder will sign off in game

2D-2N-any rebid-4D/S/N: keycard for C/H/S

Note 5 Multi 2C in response to a Major

2C in response to 1 of a major is either: 3 card limit raise/GF bal/GF clubs/3card support at least slam invitational

Rebids

1M-2C-2D: I would accept a limit raise

1M-2C-2D-2N: gf bal

1M-2C-2D-3M: slam invite ++ and 3card support

1M-2C-2D-3C: gf with clubs

1M-2C-2M: I would not accept a limit raise

Same rebids as 1M-2C-2D

Note 6 Michaels

**1C (short) (2C) is NAT

**1C (short) (2D) is Majors

1C (4+) 2C = Majors 5+/4+

1D (2d) = Majors 5+/4+

1M (2M) = 5+ other major / 4+ minor

1x (2NT) = lowest 2 remaining suits 5+/4+

1x (3x) = asks for a stop normally based on a long solid suit (usually a minor)

Weak jump overcalls (eg) 1D 2M is 6+M 2 - 8

Note 7 Interference over strong 1NT

Over double

system on. Rdbl asks for 2C over which pass or correct to play

Over 2x

2y is to play weak, dbl is TO, 2NT is lebenshol [Note 8], 3z is nat GF, 3NT to play

Over 3x

3y is nat GF, dbl is TO, 3NT to play

Note 8 Lebenshol (SANS)

Applies

- a) 2M x P ?
- b) 1NT 2x ?
- c) 1x (1NT) 2x/2y ?
- d) Reverse

(example)

1NT (2♦) .. ?

Dbl - Penos

2♥/2♠ -weak to play

2NT – relay to 3♣

Over the 3♣ by pd

Pass is to play

3♦ is ♦ stop enquiry / 4CM enquiry

3M – 4/5M

3NT ♦ stop

3M is invitational 5/6 CM

3NT values for 3NT NO ♦ stop

3♣ - 5+♣ GF

3♥/3♠ - 5/6+M GF

3NT to play ♦ stop

4M to play

Similar for 2C/2H/2S

Note 9 Sandwich NT

1x P 1y 1NT shows at least 5/4 usually 5/5 in the other 2 suits generally less than opener

Note 10 signal, leads, discards

Leads

2nd and 4th. A “high” card generally denies an honour. Could be mud, doubleton, 2nd of bad 4, singleton

A low card generally shows an honour with an interest in that suit being returned

Discards

Odd enc/ even disc

Std count Hi-lo = even

Std suit pref

**The priority of the signal is situation dependent

Signals

If able odd on partners lead (eg) ace is encouraging. Even discouraging. Some leads (eg) king asks for count (Hi-lo even)

Std count used frequently on declarers suits.

Note 11: Helvic

If opponents double weak 1nt for penalty (e.g. 1NT-X-? or 1NT-P-P-X-?):

Pass - either C/H or D/S; partner is forced to redouble, then the minor is bid and partner may pass or correct

XX - single suited hand; partner bids 2C, then bid the suit (or pass if the suit is clubs)

2 of a suit - shows the suit bid and the suit above (2C shows C/D, 2D shows D/H etc). Partner then passes or corrects to the suit above.

Note: If opponents overcall at any point, pass.