

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Nat nf 1-level 7-17 hcp nv , 9-17 hcp vul. 2- level opening strength and good 5-card suit or better. Raises may be weak, up to 9hcp. New suit nat, F if responder has passed, NF otherwise. Cue bid , or X of supporting responder ,is initially 10 +hcp with support. Protective: suit =up to 13hcp; jump suit = 14-17hcp; <b>See Note 1.</b>
<b>1NT OVERCALL</b>
Direct 1nt 15-17 hcp ; X then lowest nt 18-19 hcp Protective: 1nt 11-14hcp ; X then lowest nt 15-18hcp ; X then 2nt 19-21hcp System on if responder (opener in case of protective) passes, otherwise continuations natural.
<b>JUMP OVERCALLS</b>
(1c)-2d= Ms; (1 any suit)- 3c = Ghestem <b>See Note 2</b> Otherwise 5-9hcp, 6-card, with 2nt ask. Protective: 14-17 hcp, 5-card suit .
<b>DIRECT &amp; JUMP CUE BIDS</b>
(1d/1h/1s) - cue = Ghestem. <b>See Note 2.</b> Jump cue is nt stop ask , except (1c)-3c is Ghestem (d & s). (2d weak)- 3d= Ms ; ( 2h/s weak or Tartan) - cue=nt stop ask.
<b>Against 1NT</b>
X of weak nt is penalty, except by passed hand. Otherwise X shows ms. Multi-Landy. <b>See Note 3</b>
<b>Against pre-empts. See Note 4.</b> All actions require opening bid or better. X is takeout, with Lebensohl against 2-level pre-empt. Overcalls nat, sound, nf. (weak 2)- 2NT = 16-19hcp, system on if responder passes.
<b>Against Opponent's Overcall , 2-suited overcall, take-out X.</b> With support we tend to compete even if short of hcp, esp nv. Against o/c : Neg X, jump shift 0-5hcp 6-card ; new suit F. After t/o X : XX with 10+hcp without support ; 2nt =10+hcp with support , new suit NF . <b>See Note 5</b>
<b>Against Opponents Strong Openings</b> Suit nat nf; wjo ; X= Ms 54+ ; lowest NT= ms 55+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> , MUD	4 <sup>th</sup> , MUD	
NT	4 <sup>th</sup> , ToN	4 <sup>th</sup> , ToN	
May lead high through dummy's known or expected strength.			
Subseq leads based on remaining holding, occasionally suit preference.			
Lead	Vs. Suit	Vs. NT	
Ace	denies K	denies K	
King	AK KQ (+)	AKQ AKJ KQJ KQ10 (+)	
Queen	QJ10 QJ9 (+)	QJ10 QJ9 AQJ (Q or A) (+)	
Jack	J109 J108 KJ10 AJ10 (+)	J109 J108 AJ10 KJ10 (+)	
10	1098 H109 (+) 10x	1098 10x A109 K109 Q109	
9	987(+) 9x	987x 9x	
Hi-X	X x H x	Xx(x) H x	
Lo-X	x X x (x)	xXxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	A? attitude wrt K	count	Odds and evens.
Suit 2	K? count	Occasional suit pref	Odd-like ; Even-dislike, and SP if feasible.
3	Occ suit pref		(May not have right cards, may decide against informing declarer.)
1	A? attitude wrt KQ		
NT 2	K/Q unblock J/10, or count	Same	
Standard count, standard attitude.			
<b>DOUBLES</b>			
Take-out Doubles. If 2 or more suits are unbid, and partner hasn't made a positive bid, doubles are take-out through 4s. Repeat X still t/o if partner has passed.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS</b>			
Responsive doubles through 4d ; Competitive X through 5-level			
Negative X through 4d; 1c-(1d)- X = both Ms			
Lightner doubles against suit slam			
1c-(p)-1d-(1s)-X= Hearts			
X of transfer bid , of Stayman ,of Texas 4m= suit bid and values			

W B F CONVENTION CARD
Teltscher 2023 IRELAND
Paul Porteous Fred Barry
Green
GENERAL APPROACH AND STYLE
Strong NT, 5-card M, 2/1 GF, 1C 2+
5542 1-level suits openings
3-weak 2s, 2c opening art strong F
Generally compete aggressively with shape nv, more cautiously when vul.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
KCB 14/30 .
Gerber
Ghestem
Lebensohl FAST a) after we open 1nt, b) after we t/o double a weak two
Smolen
Fourth suit . Nat F at 1-level; art GF otherwise
1x-1y-1nt- 2 level new minor art F, inv values +
Splinters
<b>SPECIAL FORCING PASS SEQUENCES</b>
suit-(X)-XX creates forcing pass.
1nt-(overcall)-X ;
Opps overcall our constructive game contract.
Psychics Rare



**Note 1.** Overcalls . 1-level range is usually 7-17hcp nv and 9-17 vul , not suitable for a WJO. At 2-level opening hand and good 5-card suit required. Overcaller with a stronger hand will take-out double initially then bid a new suit (NF but very invitational) . USC shows 10+ hcp and 3+ card support.

(1x)-1y-(p)-? Raise =3-card support and <10hcp ; cue= USC ; jump raise = 4-card support ranging from very weak up to 8/9 hcp ; new suit =nat F ( NF if responder had made a positive bid) , 1nt =nat 8-11hcp  
(1x)-1y-( 2x/3x) Raise = support and <10hcp; X= USC ; new suit = nat NF ; NT = nat NF  
(1x)-1y- (new suit/ nt )- ? Raise = support and <10hcp; cue = USC ; X= penalty ;  
(1x)-2m- pass/2x - ? Raise, jump raise = competitive with support but <10 hcp ; cue= USC ;2nt= Hxx support , a stop, and invitational to 3NT if overcaller has extra points or length . If overcaller doesn't want to accept the invitation , he can pass or revert to 3m .  
(1s)-2h-(p)- ? 2nt=inv raise ; raise= barrage NF  
(1x)- p-(1y)- 1nt = 55 in other two suits, possibly 5M4m, but insufficient hcp for a takeout double.  
Protective suit overcalls . 7-13 hcp at 1-level, 1-level . 14-17 hcp at 2-level. With a stronger hand take-out double first, then introduce the suit.

**Note 2.** Ghestem convention shows 55 or longer distribution, and we play it with suitable distribution weak or intermediate hcp strength in the immediate overcall position only. We don't use it proactively . Cue = 2 extreme suits, 2nt=lower 2 suits , 3c = other 2 suits. Except: (1c)-2c natural, (1c)-2d= Ms, ( 1c)-2nt = d/h , (1c)-3c = d/s. Advancer's bid of one of overcaller's suits is nat preference, nf ; cue = range enquiry and overcaller continues lower or higher of his suits to show range ; new suit NF  
NT=nat NF .

**Note 3.** Opponents open 1NT . We will overcall freely nv, less so vulnerable.  
X = 55 ms, except X of weak nt by unpassed hand when X= 15+ hcp ; 2c= Ms , and adv with equal M length continues 2d; 2d= unidentified single suit, forces 2h but occasionally advancer may bid his own long suit nf ; 2H= 5H/4m , and adv can ask for m via 2nt or bid his own suit nf. 2S same. Bids have same meaning 4<sup>th</sup> hand, having regard for position of the 1NT opening.  
(1nt)-p-(2c/transfer) -X = suit bid and values , suggests competing or lead.

**Note 4.** Opponents open a pre-empt . All actions over a pre-empt require at least opening strength, except we can re-open competitively having passed with a good suit having passed.  
Against 2-level pre-empt . X= t/o ; (2x)- X- (3x)- X = values, responsive; ( 2x)-X-( new suit/nt)-X = penalty. Suit overcall sound NF . 2nt 16-19hcp, system on if responder passes. (2d)-3d = Ms 55 + ; (2M)-cue= nt stop ask, failing which scramble. (2M)-4m= 5 card that m +5 OM GF ; (2M)-4NT=55ms GF.  
Against 3-level pre-empt. X= t/o , (3x)-X-(4x)-X = penalty. Suit overcall sound nf . 3NT nat to play. Cues: (3m)-cue=Ms, (3M)-cue = OM and unidentified m , and 5C=p/c preference for m .  
Against 4-level pre-empt. X = t/o with strength, readily convertible to penalty . Suit overcall natural and strong. 4nt over 4h = minors ; 4nt over 4 spades = 2-suited takeout.  
Against Texas 4. X= strong with the suit bid ; cue=t/o ; suit strong natural .

**Note 5 .** Opponent's interfere over our 1- level suit opening.  
Against overcall : Raise, jump raise, natural nf , but simple raise may be light ; Competitive doubles ; 1nt,2nt,3nt natural nf ; responder's new suit usually 5-card F, but 1c-(1d)- 1M can be 4-card. Cue or Splinter GF. jump shift 6-card 0-5 hcp NF . X = negative through 4d , 1c-(1d)- X = both Ms, and 1c-(1d)-1M can be 4-card; otherwise, responder's new suit over an overcall is usually 5-card +.  
Against t/o double : With support : raise natural, 4-9 hcp ; jump raise 4-card support ( 5-card support for 1c opening), 0-5 hcp ; 2NT= limit raise to 3-level +. Splinter GF  
Without support: XX = 10+hcp , creates forcing pass. New suit nat nf. 1nt nat nf < 10hcp . Jump shift 6-card 0-5 hcp/ NF  
Against Ghestem/Michaels . X penalty if o/c suit is one of overcaller's suits, or initiates co-operation in penalty doubling/forcing pass if artificial. Raise nat nf; lowest cue is inv raise; new suit nat F; any level nt is natural limit.

**Note 6 .** 1M opening responses and continuations.  
With 3-card support responder bids: 1nt 4-6 or 10-12 hcp, raise 6-9hcp, new suit 13+ hcp which is normally 4+ card, but 1s-2c could be 3=4=3=3. With game strength and a shortage may splinter.  
With 4-card support responder bids: jump raise 0-5 hcp( not required to bid vul) , raise 6-8 hcp, 3d 9-10hcp, 3c 11-12 hcp, 2nt no shortage and 13+ hcp. With game strength a responder with a shortage will splinter in preference to responding 2nt.  
After a raise, a new suit is a long suit game try.  
1M-2nt -? Purpose is to explore slam potential. Jump shift opener has 55 and 2<sup>nd</sup> suit is good quality ; failing that, a new suit at the 3-level is shortage; failing that opener shows point range, 3 agreed M= 16+ 3nt=14-15 hcp while 4 agreed M = 11-13 hcp. 1M-3c/d-? sign off in 3M, bid game, or temporise with new suit F long suit game try.  
1M- 1nt =? 1H-1s denies 4-card S. Up to 12 hcp, not necessarily balanced and may include 3-card support. Min 6hcp, except with 3-card support may be as few as 4 hcp. 3-card support hands will be in the 4-6 or 10-13 hcp range. Rarely passed, but opener seeing no game prospect may elect to pass.  
1M-1nt- ? Opener with a 6-card suit can rebid it at the 2- or 3-level ( 16hcp + nf). Semi-balanced opener bids longest minor if 11-14hcp( might include 5h 4s too weak to reverse) , or 2nt if 18-19hcp or goes 1S-1nt-2h 5s 4h . Two-suited opener bids second suit if 11-15hcp ( 1h-1nt-2s is reverse, so opener might have to rebid 2h if less than 17hcp) , or reverses/ jump shifts with 17+ hcp.

Responder can pass, bid new 2-level suit nf, or give preference nf. Responder with 10-12 hcp will normally invite with raise of second suit/ 2nt/ raise of M suit opened after a 2-level suit rebid by opener, or bid game or new suit forcing after a 2nt or higher second bid by opener (1h-1nt-3h-4m= cue , responder has 10-12 hcp and 3- card support)

1M-2/1 GF can include 3-card support with game-going values.

1M- with 4-card support : jump raise 0-5 hcp , raise 6-8 hcp, 3d 9/10 hcp 3c 11/12 hcp, 2nt 13+ hcp . 1H-2nt-? Jump shift =nat 55, 3-level new suit = shortage, 3h = 16+ hcp, 3nt= 14/15 hcp, 4h = 11-13 hcp

1M- with 3-card support : 1nt 4-6 hcp, raise 7-9 hcp, 1nt 10-12 hcp, DGR 12 +hcp

### Note 7. Continuations after 1nt opening.

Stayman 2c. Includes inv (8/9 hcp) and GF hands with 4-card M , inv (8/9) hcp hands without M, weak or GF hands with 54 M ;weak hands with long minor and 4-card M ; weak 3-suited hand with short clubs .

2d/2h M suit transfer . 5-card suits initially, strength ranges from yarborough to slam. .

2s/2nt. Minor suit transfer. Initially weak with a 6-card suit, can also be GF or stronger with 2<sup>nd</sup> suit, or slam interest.

3c = 55 minors weak. 3d = 55minors GF . 3M is singleton , usually with 54 in the minors, and 3-cards in the other M. Responder with 55m GF normally responds 3d rather than 3M . 3nt is nat.nf . 4c is Gerber. 4d/h is

6-card transfer, no slam interest or definite slam interest . 4s isn't used. 4nt is 15/16 hcp slam inv., and if opener accepts the slam invitation he can bid a 5-card suit en-route ,choice of slam .

1nt-2c-2d-? pass= weak with long d and a major, or weak 3-suited with short c. 2M= 0-7 hcp longer of 54M nf. 2nt =8-9hcp inv . 3c= weak 6-card c and 4-card M . 3M= 4 cards in that M, 5-cards OM, GF. 3nt= nat with a 4-card M,

1nt-2c-2h-? As opener might have both majors, responder with spade suit continues 2s = 4-card suit inv 8-9 hcp or 3nt =4-card suit GF ; 1nt-2c-2h- 2nt= inv 8-9 hcp no M, 1nt-2c-2h-3m = weak 6-card m suit and OM.

1nt-2c-2s-? Similar, except opener doesn't have a heart suit.

1nt-2d/2h (Major suit transfer) -? Opener normally simply accepts the transfer, but breaks the transfer with a max and support . 1nt-trs-2nt is 3-card support, while 4-card support is shown by accepting transfer at the 3-level, or by bidding a new suit .

1nt-2d-2h-? pass is to play; 2s= inv with 5h 4s. 2nt =inv with 5-card h. 3nt= nat with 5-card h, 4 nt =quant slam inv with 5-card h. 4h =6-card h suit and slam interest . 6h= 5-card h suit, choice of slam. 3m =nat game try in M or nt. ;

1nt-2h-2s ? similar to heart transfer . 1nt-2h-2s-3h shows 5s 4h invitational, occasionally resulting in 3nt with 8/9 hcp opposite a lower range nt opening.

1nt -2s/2nt ( minor suit transfer, s for clubs, nt for d) -? Opener normally accepts transfer , but can break it with Hxx in the transfer suit and a max i.e. 1nt-2s( for clubs)-2nt or 1nt-2nt( for diamonds)-3c . After opener accepts a transfer a new suit by responder is nat GF, while 3nt is slam interest. If opener breaks the transfer (max with Hxx), a new suit by responder is a cue with slam interest, while 3nt is nat to play.

1nt-3c ( 55m weak)-? pass/correct preference.

1nt-3d (55m GF)-? 3M = 5-card ( looking for a 553 responder) . With 553, responder cues the void ( slam positive) or simply raises to game. With 5521 responder continues 3nt . Opener may pass that, or bid preferred minor at 4 level or 5 level ( 4-level is stronger . Opener without a 5-card M can bid 3nt to play , or can bid preferred minor at 4-level ( slam positive) or 5-level (to play).

1nt-3h/s (singleton GF) -? Opener with 5-cards in other major can bid it, expecting 3-card support . Opener without 5-cards in the other major can bid 3nt to play, or bid preferred minor at the 4-level( slam positive) or 5-level (to play).

1nt-? with 54M or 55 M : weak -Stayman , then bid longer M over 2d; inv- transfer to 5-card M, then bid 4-card M GF Stayman, then Smolen after 2d response.

### Note 8. Opps interfere over our 1nt.

1nt-(X)-? XX = 8+hcp, creates forcing pass. System on.

1nt- (suit overcall) -? Broadly FAST Lebensohl.

X by responder = inv values ( 8/9 hcp) , or tactically may have more, and creates a forcing pass .

2 nt = a relay for 3c, introducing nf lower suit or inv higher suit or 4-card M without a stop or 3nt without a stop.

Direct 3-level =suit 5-card F

Direct cue of M overcall= 4-card OM with a stop

Direct 3nt = natural with a stop. If responder passes, reopening X by opener shows a max and is takeout, though responder can convert to penalty.

2-level suit nat nf.

1nt-(2nt for ms) -? 3c=stayman, 3d/3h= transfer.

1nt opener can reopen over interference with a take-out double, showing a max and shortage in the suit doubled.

### Note 9.

2c-2d-2M( typically 8 playing tricks or better unbalanced )-? 2nt is negative, and responder can pass rebid of suit at 3-level.

2c-2d-2nt ( 23/24 hcp)-? Continue as over 2nt opening.

2c-2d-3nt ( 25/26 hcp) -? 4c Stayman ,4d/h transfers, 4s 55 minors slam interest .

2c-2d-2M ( nat 8+ playing tricks )-? new suit natural, but lacking points or quality for immediate suit response; raise stronger than jump raise ( which denies an A) . 2nt neg and responder can pass a 3-level rebid of M suit by opener. 3nt nat nf.

2c-2d-3m ( 9+ playing tricks) -? new suit natural, but lacking points or quality for immediate suit response; raise stronger than jump raise ( which denies an A) . 3nt nat nf.

2c- 2h/2s/3c/3d ( good 5-card suit, 7+ hcp)-? New suit nat, but if responder's suit subsequently supported then reinterpreted as a cue bid and slam interest. 4nt KCB agreeing responder's suit. Lowest nt 23/24 with natural continuations.

2c- jump suit ( semi-solid 5+card suit, little else). Opener picks a contract ( including possibly 4nt after 4c/4d response).