

| 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>INT 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. 1S or 2S</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>                                     |                         |                          |                   |
|   | 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                                     |                         |                          |                   |
| <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>August 2019</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<br>Open 1♣ with 4-4m usually                                 | 1♦=4+♥s; 1♥=4+♠s; 1♠=4+♦s; 1NT 6-10<br>2♣ F to 2NT 3♣; 2 any GF;   | Trf accept=3cards; jumps 4 cards/shortage (1)<br>Over 2♣, 2♦ relay any minimum (2)                                     | Completing transfer may be<br>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<br>2NT 16+ Balanced may have support<br>2 any GF; 3♣/♦ 6 cards Inv to 3NT; 3/4♥ weak                      | 1NT-2m may be 3; 2any-2♥ waiting;<br>2 any-2NT 17-19 Bal; Short suit tries;<br>2 any 3any non-jump is 5-5 any strength | 2♣ = 8-10HCP 3 card support<br>2♦ = 8-10 HCP 4 card support<br>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<br>May be off-shape<br>Occasional singleton              | 2♣ asks M/raise 2NT(4); 2♦/♥ trf; 2♠ 15+ Bal (5)<br>or 4-4-4-1; 2NT asks 3♣ may be weak or strng (6)<br>3 any invitational; 4♣/♦ SATexas, mild try | Break into xx with 4 cards; 2NT HHX or<br>4 cards with no xx non-min; 3M min 4 cards<br>1NT-2♥♦/♥; 3♥/♠ slam try       |  |
| 2♣      | X                  | 0                 | 3♠          | Game Forcing<br>may be weaker than std   | 2♦ +ve; 2♥ 0-7; 2♠ Bal +ve; 2NT/3 ♣♦/♥trf 5-8<br>fair 6 cards; 3♠ Bal +ve; 4 any trf 6+ 1 loser suit   | 2NT rebid may be 'off-shape'<br>Trf accept =Hx+  |  |
| 2♦      | X                  | 0                 | 2♠          | Weak 2M-4-10 on pos and vul<br>Acol 2 in a Minor<br>19/21 1/2 20/21 3/4 Balanced | 2♥ - 3♠ =Pass or Convert;<br>2NT enquiry (occasionally psychic)<br>3m = cypher M game try  | Over 2NT 3m shows cipher M; then 3♦ asks<br>3M = Acol 2 cypher minor<br>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)<br>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 [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♠/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.

#### 4. **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<sup>a</sup> Response to a 1<sup>©</sup> 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<sup>a</sup>**

Shows similar hand types to the above

#### 4. **2<sup>§</sup> 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<sup>a</sup> 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                    |