

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 (4 – 9) except strong when vul vs non; 2NT natural in 4th
Jump cue asks stop for 3NT
See Note 11 re 4♣/4♦
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue of 1m = Majors; Cue of 1M = oM + m either competitive or GF
Response pass/convert; 2NT enquiry. Over 1♣ (2) 2♦ = Majors
Jump cue demands 3NT with stop
<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. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X t/o
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = ♣s + ♥s; 1♦ = ♦s + ♠s; 1NT = Majors; 2NT = Minors usually
5/5 maybe less non vul
<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+	A/KJ10/J10x	
10	109x/shortage	H109x	
9	shortage	109x	
Hi-X	Xx, xXxx+	xXxx+	
Lo-X	xXx	xXx, HxX, HxxX+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
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 – Hi/Lo encouraging by either			
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>November 2020</b>
<b>CATEGORY: RED</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)
CNTROL ASK RESPONSES TO 3 LEVEL PRE-EMPT
<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>



**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 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♣/♦ 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.

### After Intervention

1♣ [P] 1♦ [X]  
XX ignored  
4 cards in diamonds to 2 top honours Otherwise

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♦ 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