

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 LEVEL: NATURAL; WIDE RANGING
RESPONSES: CUE – LIMIT+, RAISE TO PLAY
NEW SUIT FORCING INT=8-11 2NT=12-14
2 LEVEL: SOUND, RESPONSES: AS 1 LEVEL EXCEPT
(1X)-2Y-(ANY)-2NT = 7-9 WITH SUPPORT WHERE Y<X
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ND /SANDWICH: 15-17(18) HCP – SYSTEMS ON
(CAN BE OFF SHAPE)
PASS OUT:
11-14(15) IN 4 TH – SYSTEMS ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 SUIT – WEAK (6-10 BUT DISCRETION ALLOWED OPP PH)
2 SUIT – UNUSUAL 2NT SHOWING 5/5 LOWEST 2 UNSHOWN
SUITS – SEE NOTE 5 FOR REQUIREMENTS
Reopen: 1X-P-P-2NT=18-20 BALANCED
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS SHOWING MAJORS OVER MINORS AND 5/5 OTHER
MAJOR+UNDISCLOSED MINOR OVER MAJORS- SEE NOTE 5
FOR REQUIREMENTS
JUMP CUES ASK FOR STOP
VS. NT (vs. Strong/Weak; Reopening;PH)
MULTI-LANDY
2♣: BOTH MAJORS (4+/4+)
2♦: 6CARD MAJOR
2♥♠: 5M + 4m
X WEAK NT = PENALTY
X STRONG NT = 1 MINOR
AS PH, X=5+m4M
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O (2NT LEBENSOHLWHEN AVAILABLE – SEE NOTE 6)
(2M)-3M = STOP ASK, (2m)-3m = 5-5 MAJORS
SEE NOTE 7 FOR ARTIFICIAL PRE-EMPTS
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = MAJORS
NT = MINORS
MAY BE 4-4 WHEN NV, 5/4 VUL, ALL JUMPS ARE PREEMPT
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+HCP WITH PENALTY INTEREST OR ANY GF
NEW SUIT AT 2-LEVEL CONST NF
2NT = GOOD RAISE WITH 4+ CARD SUPPORT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 TH /2 ND FROM xxxx	SAME	
NT	SAME	SAME	
Subseq			
Other: We can lead top from Xxx if partner has bid the suit and we have supported			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	UNBLOCK	
Queen	QJx	QJx	
Jack	(H)JT _x	SAME	
10	(H)T9 _x	SAME	
9	9(x)	9(x)	
Hi-X	Xx, xXxx(+)	SAME	
Lo-X	xxX, HxX, HxxX(+)	SAME	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATTITUDE (REV)	COUNT (REV)	S/P
Suit 2	COUNT (REV)	S/P	COUNT (REV)
3	S/P		
1	ATTITUDE (REV)	COUNT (REV)	S/P
NT 2	COUNT (REV)	S/P	COUNT (REV)
3	S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
MAY BE LIGHT IF SHAPE SUITABLE			
BALANCE/PRE/BALANCE MAY BE WEAKER			
NEGATIVE TO 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT X/XX THRU 2X			
XX OF AN OVERCALL SHOWS HXX			
DOUBLE OF CUE IN PARTNER'S SUIT SHOWS AT LEAST HX			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: N. IRELAND
PLAYERS: W SOMERVILLE & P TRANMER
EVENT: CAMROSE
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS
1♣ 2+ CARDS (4432)
1NT OPENING: 15-17 (MAY CONTAIN 5M OR 6m)
2/1 GF (FORCING 1NT by UPH)
MOST 11 COUNTS OPENED AT 1 LEVEL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦= MULTI, 6-10 6M or 17-24 (4441)
2♥= LUCAS 5♥-4+ MINOR AT ALL VULS
2♠= LUCAS 5♠-4+ ANOTHER (INCLUDING HEARTS)
WEAK JUMP SHIFTS (IN AND OUT OF COMP)
SPECIAL FORCING PASS SEQUENCES
WHEN WE HAVE BID CONSTRUCTIVELY TO
GAME OR SHOWN GAME FORCING VALUES
AFTER A VALUE SHOWING XX (NOTE 1)
IMPORTANT NOTES
LONG SUIT GAME TRIES
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	MAY BE 2 WHEN 4=4=3=2	1M MAY CONTAIN LONGER DIAMONDS IF NOT GF., INVERTED MINORS. WEAK JUMP SHIFTS	2♣ CHECKBACK OVER NT REBIDS EXCEPT AFTER 1♣-1♦-1NT 1NT: (11)12-14, AFTER 2m RAISE, SHOW STOPS UP THE LINE	WEAK JUMP SHIFTS IN COMPETITION
1♦		4	4♥	NATURAL, OPEN 1♦ WITH 4-4 IN MINORS	INVERTED MINOR. WEAK JUMP SHIFTS	AS ABOVE, MAJOR SUIT RAISES CAN BE 3 (2NT TO ENQUIRE)	
1♥		5	4♥	NATURAL	FORCING 1NT (5-12, NOT 4 CARD SUPP); 2NT=16+ BAL, SPLINTERS, 3NT=12-15 4+ CARD SUPP NO SHORTAGE 3m = 6+ CARDS INVITATIONAL	MINOR SUIT REBIDS AFTER 1NT MAY BE SHORT	DRURY: 2♣/♦ 3 or 4 CARD RAISE RESPECTIVELY
1♠		5	4♥	NATURAL	AS ABOVE, 3♥ = INVITATIONAL	AS ABOVE	AS ABOVE
INT				15-17, MAY INCLUDE 5M, 6m	PUPPET STAYMAN (NOTE 2), 4 SUIT TRANSFERS 3♣WEAK MINORS, 3♦GF MINORS, 3M: 31(45), GERBER, TEXAS TRANSFERS	SUPERACCEPTS SEE NOTE 4	SYSTEM ON AFTER ART. DOUBLE, 2NT LEBENSOHL (NOTE 3)
2♣	X	0		23+ BAL OR ANY GAME FORCE	2♦ RELAY 2M=8+ HHXXX (2 OF TOP 3) 2NT=AKQXX IN ANY SUIT	2♥ HEARTS OR GF BALANCED	
2♦	X	0		6-10 6M OR 17-24 4441	2♥/♠ P/C, 2NT ENQUIRY	AFTER 2NT: 3♣/♦ MINIMUM WEAK 2 IN ♥/♠, 3M=MAX, HIGHER=4441	
2♥		5		5♥4+MINOR 6-10	2NT ENQUIRY 3♣ P/C 3♦ ART INV		
2♠		5		5♠4+ANOTHER 6-10	2NT ENQUIRY 3♣ P/C 3♦ ART INV		
2NT				20-22 BALANCED	PUPPET STAYMAN, XFERS, 3♠ MSS, 3NT 5♠4♥		
3♣		6		PRE-EMPT	NEW SUIT FORCING		
3♦		6					
3♥		(6)7					
3♠		(6)7		AS ABOVE	AS ABOVE		
3NT				GAMBLING, <K OUTSIDE	4/5/6♣ PASS OR CONVERT, 4M TO PLAY		
4♣		7		PRE-EMPT			
4♦		7					
4♥		7					
4♠				AS ABOVE			
4NT	X			SPECIFIC ACE ASK	5♣ - NONE, 5♦♥♠/6♣ - THAT ACE, 5NT - 2A		
5♣				PRE-EMPT		HIGH LEVEL BIDDING	
						SERIOUS 3NT AFTER GF MAJOR SUIT AGREEMENT	
5♦						RKCB - 14/30	
5♥						JOSEPHINE 5NT	
5♠				AS ABOVE		EXCLUSION KC BLACKWOOD (1430)	
						DOPI ROPI BELOW 5 OF AGREED SUIT	
						DOPE FROM 5 OF AGREED SUIT	
						CUEBIDS ARE UP THE LINE AND MAY BE 1 ST OR 2 ND ROUND CONTROL	

Supplementary notes for Wayne Somerville + Paul Tranmer

Note 1: After 1x-(X)-XX, we are forced to 2x with the exception that if the redoubler bids 1NT, it is 10-12 NF.

Note 2: Responses after 1NT-2C:

2D – showing a 4 card major (no 5 card), responder then bids the major he has if applicable

2H/S – 5 card suit

2NT – no 4/5 card major, would reject invite

3C – no 4/5 card major, would accept invite

Note 3: Lebensohl after 1NT opening (e.g. after 1NT-2H)

X = takeout

New suit at 2 level = to play

New suit at 3 level = GF

Direct cuebid=stayman with a stop in opponents suit

3NT=to play, with stopper

2NT forces 3C after which:

Pass or bid of a lower suit= to play

Bid of a higher suit=invite

Cuebid=stayman without stop in opponents suit

3NT= want to play there, but no stop

Note 4: Superaccepts after a transfer

After eg 1NT-2D (showing hearts)

2S/2NT/3C – max, 4 card support and potential source of tricks in S/D/C respectively, at least HHxx (2NT would always show the suit partner has bid)

3H= minimum with 4 card support (but not 3433)

2H= all other hands

After 1NT-2S (showing clubs)

2NT = not Hxx or better in clubs (where H is A/K/Q)

3C= Hxx or better

Ditto for 1NT-2NT (showing diamonds)

Note 5: Requirements for Michaels/Unusual 2NT

Both of these will generally show 6-10 or 15+, but in cases where we are 10-11 or 14-15, we can downgrade/upgrade based on honour placement

Note 6: Lebensohl after weak 2

New suit at 2 level= to play

Lower suit at 3 level=8-11 NF

Jump in new suit = GF

Cuebid = 2 places to play, no stopper*

2NT forces 3C unless double has a big hand after which:

Pass or lower suit= to play

Higher suit = invitational

Cuebid= 2 places to play with stopper *

- Note that this is switched from Lebensohl after a 1NT opening

Note 7: Defence to artificial pre-empts:

If the opener has promised the suit opened, it is deemed to be natural and double will be takeout with Lebensohl applying (see Note 6 above).

If the opener does not promise the suit opened (e.g. 2D Multi or Ekrens):

Double=strong hand or either 12-15 balanced with No Trump Lebensohl applying (See note 3) below 2NT or 14-17 balanced if the opening bid is 2NT or above

Overcalls = 11-17(18) 5+ cards

Cuebid of known 5+ card suit=takeout of that suit

If partner of the opener bids anything that can be passed, we treat it similarly to a weak 2 in that suit.