

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ - 18 in 2nd; 10-15 in 4th; 16-19 in 'sandwich' position
Treated like 1NT opening
2♣ range/major enquiry after protective 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
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
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
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
VS. NT (vs. Strong/Weak; Re-opening; PH)
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
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X t/o
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♣s + ♥s; 1♦ = ♦s + ♠s; 1NT = Majors; 2NT = Minors usually
5/5 maybe less non vul
OVER OPPONENTS' TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
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+			
LEADS			
Lead	Vs. Suit	Vs. NT	
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+	
SIGNALS IN ORDER OF PRIORITY			
	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 – Hi/Lo encouraging by either			
Trump Peter implies ruff/odd number			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or too strong for overcall.			
Cue response forcing to suit agreement.			
May be weaker in protective position.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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
August 2024
CATEGORY: RED
NCBO: NORTHERN IRELAND
PLAYERS: REX ANDERSON - DAVID GREENWOOD
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
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
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = FINT RESPONSE
2♦ MULTI WEAK 2M; STRONG m; 19-21/20-21BALANCED
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
SPECIAL FORCING PASS SEQUENCES
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.
IMPORTANT NOTES
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
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Natural or balanced Open 1♣ with 4-4m usually	1♦=4+♥s; 1♥=4+♠s; 1♠=4+♦s; 1NT 6-10 2♣ F to 2NT 3♣; 2 any GF;	Trf accept=3cards; jumps 4 cards/shortage (1) Over 2♣, 2♦ relay any minimum (2)	Completing transfer may be 4 cards min facing passed hand
1♦		4			2NT 16+ balanced; 3 any pre-empt	Over 2♦, 2♥ relay any minimum	
1♥		5(4)	4♦	Occasionally 4 good in 3rd	1♠ = FNT style (3); 1NT 4+♠s, 2♥ 8-10HCP 2NT 16+ Balanced may have support 2 any GF; 3♣/♦ 6 cards Inv to 3NT; 3/4♥ weak	1NT-2m may be 3; 2any-2♥ waiting; 2 any-2NT 17-19 Bal; Short suit tries; 2 any 3any non-jump is 5-5 any strength	2♣ = 8-10HCP 3 card support 2♦ = 8-10 HCP 4 card support 2NT 4 card support + single
1♠		5(4)	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 May be off-shape Occasional singleton	2♣ asks M/raise 2NT(4); 2♦/♥ trf; 2♠ 15+ Bal (5) or 4-4-4-1; 2NT asks 3♣ may be weak or strong (6) 3 any invitational; 4♣/♦ SATexas, mild try	Break into xx with 4 cards; 2NT HHX or 4 cards with no xx non-min; 3M min 4 cards 1NT-2♥♦/♥; 3♥/♠ slam try	
2♣	X	0	3♠	Game Forcing may be weaker than std	2♦ +ve; 2♥ 0-7; 2♠ Bal +ve; 2NT/3♣♦/♥trf 5-8 fair 6 cards; 3♠ Bal +ve; 4 any trf 6+ 1 loser suit	2NT rebid may be 'off-shape' Trf accept =Hx+	
2♦	X	0	2♠	Weak 2M-4-10 on pos and vul Acol 2 in a Minor 19/21 1/2 20/21 3/4 Balanced	2♥ - 3♠ =Pass or Convert; 2NT enquiry (occasionally psychic) 3m = cypher M game try	Over 2NT 3m shows cipher M; then 3♦ asks 3M = Acol 2 cypher minor 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) 4m/M mild slam try cipher major/minor		
3♣		6		2/4 good suit 8-11HCP	new suit F1; 4♦ - 4♠ control asking that suit	Next suit no control etc	
3♦		6		2/4 good suit 8-11HCP	new suit F1; 4♣ - 4♠ control asking that suit		
3♥		6		Sound in 2 nd position	new suit F1; 4♣ - 4♠ control ask		
3♠		6		Sound in 2 nd position	new suit F1; 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♣						HIGH LEVEL BIDDING	
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♠						Cue style: first or second round controls up the line or require cue in suit above	

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 Overall

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