

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
WIDE RANGING followed by
NEW SUIT =F1,Bid of Opps suit =Support,Jump raise Preemptive splinters
Michaels
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 in 2 nd pos System on
10-12 in 4 th –System on
Sandwich INT: (1A) P (1B) 1N = weak take out showing other 2 suits
Reopen: 2nt is strong-system on—sandwich 2nt distributional
JUMP OVERCALLS (Style; Responses; Unusual NT)
6+cardsuit non VvVul-weak<11 equal vul 11-14 Vv NonV15+
Reopening jump overcall is As per Vul v Non Vul t above
Leaping and non leaping Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue asks for stopper to bid nt
Direct cue bid –i.e. 1h 1s p 2h shows good raise of partners suit at least to that level
Michaels (1m) 2m= Majors; (1M) 2M=OM & m either weak or strong
Strong –but not intermediate-ie11-15
VS. NT (vs. Strong/Weak)
X= penalties
2c=H and a minor
2d=S and another
Reopening x after pass shows Majors(min 9 cards)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X of Minor is penalties-suit above is take out -3nt to play
X of Major is take out; non leaping Michaels.
Wk 2 or Multi; see note 3 on cover—lebensohl over x
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1c or 1c-1d –suit at lowest level is that suit and touching above
X is suit doubled and non-touching ---1nt is other 2 suits
OVER OPPONENTS' TAKEOUT DOUBLE
Raise is preemptive. 2NT is raise to 3.
Jump bid in new suit is weak to play
New suit is nat, F1
xx is 9+ generally <3 card support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th ,2 nd from poor suit	Lowest of 3 or more	
NT	same	Same	
Subseq	Same	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) AKQ+ ,Ax	Same	
King	AKxxx,KQxxx	Same or 4th	
Queen	QJ(10)x or KQxx	same	
Jack	J10(+),J(x),	Same plus HJ10	
10	10x,H109		
9	9x,109x(x)		
Hi X	2 nd highest3 or more without H	2 nd highest 3 or more withH	
Lo X	HxXor HxxX	HxX,or HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low discourage	Count(if felt appropriate)	H-Encourage
Suit 2	H/L Even	Suit preference	L discourage
3	Suit preference		Suit preference
1	Same as above		As above
NT 2			
3			
Signals			
Lead of A or Q asks for attitude Lead of K asks for count			
Generally unless clear we will discourage before encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasise Major			
May be light with good shape			
Cue bid is forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles are takeout unless the following :			
Double of 1nt bid or overcall and all subsequent doubles- penalties			
After natural redouble by you or partner - penalties			
After partner has opened a weak two or pre-empted(bid or overcall)- penalty			
After partner opens NT or 2NT- where it shows values			

W B F CONVENTION CARD
CATEGORY: . Green /:
PLAYERS: D SHENKIN 2726 Cameron Mclatchie 2626
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Generally Acol
4 card suits but 1 spade is normally 5
2d multi 2h,2s non constructive weak 2's or lucas
Open lower of two 4 card suits unless Hearts and Diamonds
Lebensohl style after opponents bid following our 1NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Note 1 Over 2nt-3d-3s,4c,4d show source of tricks and 4 card support-4h shows no 2 loser suit –same over 2n-3h etc
Ove 2nt -3s shows interest in minor suit slam with both minors
2nt 4c=h,4d=s 4h=c4s=d slam interest –next suit is RKC
Note 2 -1H-3S(agree and shows unspecified void,3ntshows singleton
4c shows controls (starting at 4) 4d shows good trumps
Over 1 spade same but first step is 3nt[=unspecified Void]
Next step by opener asks for clarification
Generally cue bids are first round ,
RKC -14/30-but when Clubs are agreed its 30/41
If not specifically/.inferentially agreed then 4nt is RKC in askers 1 st suit
Defense to weak2's note 3
X=take out 2nt=16-19 bal (system on)-,3 any strong but non forcing
Leaping Michaels (also applies over multi)
2 any weak x p 2nt says bid 3c -if followed by 3nt denies stopper
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Fourth suit game forcing other than at 1 level where it is forcing to suit agreement

XX is nat 10+, looking for PEN

In competitive situations UCB=3+support while x denies 3 card support

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3/4	3 spades	10-22 POINTS Will only be 3 if 4333 15-16 Open Minor if 4/4 major/minor(exc H/D)	2nt=16+ could have 4 card major 1nt 7-10-denies 4 card major After 1 any 2nt; opener bids any other 4 card suit	after 1 any 1any; 1nt shows 13/16 -followed by 2c is check back as is 2d (looking for other major 1any 1 any; 2nt is 17/18-subsequent only 3c is check back	
1♦		4	3 spades	10-22	AS 1C		
1♥		4	3 spades	10-22	As 1c 2 of a minor is natural-not game forcing Advanced swiss-see note 2	1H-2C-2NT-3C is check back	
1♠		4/5	4d	10-22 Will only be 4 if 4333 17-19	As IH-but 1nt will deny 3 card support		
INT				11/14 non vulnerable 12/14 vulnerable	2c 4 card Stayman,2D/H/NT =Transfers 2S Range /M enquiry; 3 any -see notes	Over 1nt x--- 2c by opener or responder is start of rescue-may or may not be natural Subsequent xx shows 2 suits above	
2♣	V	0		21/22 bal or 8+ tricks	2D Relay(not enough for positive); 2h neg	2nt system on	
2♦	V	0		23+ bal or G/F unspecified or constructive weak 2 in M	2H Neg ;2Spas or correct -may go on ;2NT 10+asks for clarification	2nt system on 3h to play -any other bid game forcing	
2♥		5		Either 6+cards5/9 points or 5/5 Hearts/minor	2nt forward going asks for clarification Any suit bid is natural non forcing		
2♠		5		As 2 Hearts	As above		
2NT				19/20	Stayman ,transfers ,see note 1 4c=h,4d=s and vice versa-slam interest	See note over leaf re stayman.over 2nt-3s-4c or d agrees and is key card Next suit is RKC and 4nt to play .	
3♣		6		Pre-empt	3x forcing 3nt to play		
3♦		6		Pre-empt	3x forcing 3nt to play		
3♥		7		Pre-empt	3S forcing 3nt to play		
3♠		7		Pre-empt			
3NT	v			Gambling in unspecified minor -no more than k outside	4c pass or correct. 4D pass or slam interest if C 4H 4S cue bids		
4♣		7		Stronger Pre-empt			
4♦		7		Stronger Pre-empt			
4♥		7		Not good enough for 2c -but to make			
4♠		7		As above			
4NT	v			Specific Ace asking	5c=O;5D.H.S. That ACE ;5nt =2		
5♣		7?		As for 4h/4s		HIGH LEVEL BIDDING	
5♦		7?		As for 5c		Roman Key card 5c 1or 4 5d 0 or 3 (but responses reversed if Clubs agreed) 5h 2 without Q	
5♥♠		8		Slam interest if help in TRUMPS		DOP1,R0P1--	

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