

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level usually 5+ (may be good 4) suit, 6-17 HCP.
2 level 5+ suit, 9-17 HCP [over 1♣, 2♣/♦ = 4M & another suit]
Re-opening may be lighter
Responses: New suit =F1, raises pre-emptive, Fit Jumps UCB. Over 1♣ [short or strong] = special defence [see note 2]
Over 1♣, 2N and above = shows next suit, wk or strong 2 suiter.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>Immediate o/call = weak take out</b> over 1♦/♥/♠. 0-11 depending on vuln. At least 3 in all other suits. Over 1♣ = 15-18. Re-opening which is 11-14
Responses: as 1NT opener
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump cue = solid suit, asking for stop
Direct Cue/jump 2N = 2 suits, weak or strong
<b>DEFENCE TO 1NT OPENER</b>
DOUBLE=PEN v weak NT ; both minors v strong NT or if passed.
2♣=4H+ another suit, 2♦=4S+ another suit, 2N/3L= next higher suit. WJO or strong 2 suiter if new suit bid after transfer completion.
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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(WEAK2) - Cue =asks for stop or very strong 1-suiter
X=T/O (then LEB), strong jump overcalls, NT = Nat
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=majors, 1N=minors – may be v weak.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = good 4+ card raise,
XX = constructive raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , 2 <sup>nd</sup> from bad, mud	3 <sup>rd</sup> supported	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> from bad,	3 <sup>rd</sup> supported	
Subseq	Std rem count or SP	Std rem count or SP	
Other: Top of doubleton, middle from xxx. 10/9=0 or 2 higher			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)	
King	Asks for COUNT (LO=O)	Unblock/CT (LO=ODD)	
Queen	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)	
Jack	Denies Q	Denies Q	
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (LO=ENC)	CT (LO=ODD)	ATT (HI=ENC)
Suit 2	CT (LO=ODD)	Suit Pref	S/P
3	Suit Pref		CT (LO=ODD)
		<b>Smith Peter v NT</b>	
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most Dbls< game=competitive. <b>Next suit [not NT] negative [0=8] response to t/o Dble</b>			
Jump response with 9+ or less with shape. Cue = FSA			
2NT response = either 2 places or puppet to 3♣ ELC over 2/3M openers			
Re-opening double can be very light; Neg & Resp Dbls			
<b>COMPETITIVE DBLS/RDLS 1L-(D)-Redble= constructive raise</b>			
Competitive double shows cards at higher levels			
1♣ (1♦)-D= H, 1m (1♥) Dbl = 4♠, 1m (1♥) 1♠ = 5+Sp; Lightner,			
Anti lead-directing dbles of own suit, (1L)-1M-(D) redble = top honour in M			
1NT (DBL=PEN) RDBL=ART, (1NT) Dbl (2X) Dbl=T/O;			
DBL of Splinter asks for lead of lower suit			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>RED</b>
<b>NCBO:</b>	Scotland
<b>PLAYERS:</b>	Mike ASH – Robert FERRARI 12318 18508
<b>Nov 2022</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
14-16 NT, 5-card majors, 2 over 1 forcing to game	
2♦ = 5-9, 5+ in a M	
2♥ = 5-9, 5+H, 4+S 2♠ = 5-9, 5+S, 4+H	
<b>SPECIAL BIDS THAT REQUIRE DEFENSE</b>	
1♥-1♠=equiv to FNT, <5 spades.	
<b>1♦-1M; 1N=either 6+D or 16+.</b>	
Transfer responses to 1♣ opener [see Note 1]	
<b>Immediate 1NT overcall=weak takeout [not over 1♣]</b>	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When we have established a strength showing sequence.	
After PEN double of wk 1NT	
<b>IMPORTANT NOTES</b>	
<b>Wriggle</b> over 1NT PEN DBL: (RDBL=1-suit, 2L=L+higher suit)	
2♠=Sp & minor, 2N=minors, 3L=pre-empt	
3 way CHECKBACK after all 1X-1Y-1Z:- See note 4	
1♥-1♠; 1N=bal or H&S. 1♠-1N; 2♣=bal or S&C	

BID	ART	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	Natural or bal hand outside 1N range	Transfer responses [see suppl sheet 1] 2♥/♠=5+M, 5-8hcps. 3L=GF, 3 suiters	1♣-1R-1NT: 2♣ requires 2♦, to play or INV 2♦=GF, 2N = clubs, either to play or GF	If they overcall -Change of suit F1;
1♦		5(4)	4♦	5 unless '4441'	2♣=GF, 2+, 2♦=inv raise, 2♥=GF raise, 2♠=mixed raise or invite in ♣, 3♣=nf, 3♦=weak raise	1♦-1M; 1N=16+ or wk 6+D. Now 2♣ = 8+.	Change of suit NF; Fit jumps
1♥		5	4♦	natural	1♠=Fl, <5 spades., (can be weak raise); 1N=5+♠. 2♣=Gf, NAT or BAL [see note 3] 2♠=4+♥, INV; 2NT=FG, 4+♥;. 3m=nat, INV, NF; 3♥=MIXED raise; 3N & 3♠/4m = SPL	1♥-1♠; 1N=bal or 4S&5H	Drury: 2♣=3-card, 2♦=4-card Fit jumps 2N= long clubs, nf New suit NF
1♠		5	4♦	natural	1NT =F1. Other bids as 1♥ structure.	1♠-1N; 2♣=bal or 5S&4C	2♣=3-card, 2♦=4-card raises Fit jumps, new suit=nf
1NT		2	4♦	14-16 bal or semi-bal	Stayman, 4-suit transfers, Smolen, 3♣=5/5 minors, invitational; 3♦=both minors, GF, 3♥/♠=GF, (41)44	2N over o/call = to play in a suit or GF. Fast arrival shows stop. Dble of o/call=2N values	See Important Notes on front sheet for Wriggle
2♣	X	0		23+ bal or semi-bal Or any FG	2♦ = any positive, 2♥ = 0-3(4) or bal 5-8 HCP Other bids below 3N = conventional, 5-9	After 2NT rebids, respond as if opening 2♣-2♦; 2♥=natural or bal 25+	Pass=semi-positive, dbl is Negative, bids natural +ve
2♦ Multi		0		4-9 5+ hearts or spades	2M=pass or correct.; 2NT=RELAY; [see supplementary sheet 4] 3m=NAT, nf. 4♣=play in opener's M		
2♥		5		4-9, 5+H, [4+S]	2♠=nf. 2NT enquiry, 3L=nf	2NT – 3♣ = 4/5. Now 3♦ asks.	
2♠		5		4-9,, 5+S, [4+H]	2NT enquiry, 3L=nf	2NT – 3♣ = 5/4. Now 3♦ asks.	
2NT				20-22 bal or semi-bal May have singleton honour	3♣=asks 5M, 3♦/3♥=TRF, 3♠ = both minors, 4♣=ask ctrls, 4♦=both M, 4M = slam try in a minor	2NT-3(Red suit)-3NT-4(new suit)=transfer TRF ACCEPT WITH SUPPORT	(then 3NT denies shortage)
3♣		6		PRE - aggressive NV	3♦ = slam try,		
3♦		6		PRE - aggressive NV	4♣= slam try, 3M =nf but values, game bids nat		
3♥		6		PRE - aggressive NV	4♣ =slam try, 3M =nf but values, game bids nat		
3♠		6		PRE - aggressive NV	4♣ = slam try,		
3NT	X			Pre-empt in minor	4♣ to play in minor, 4♦ asks for shortage,		
4♣/♦	X	6		Solid M or semi solid + A	4♦/♥=interest.		
4♥/♠		6		Nat, pre-emptive	New suit asks for control in suit above		
4NT	X			Asks for specific Aces	5♣ = none, 5NT = 2, 6♣ = ♣A	<b>HIGH LEVEL BIDDING</b>	
5♣		7		PRE – very distributional		KCA, Deadwood in minors, Exclusion RKCB (0, odd, 2/4, 2/4+Q) DOPI, ROPI, ,	
5♦		7		PRE – very distributional		CUE FIRST AND SECOND ROUND CONTROLS EQUALLY, LAST TRAIN	
5♥/♠		7		Strong, very distributional	Bid 6 with 1 top trump, 7 with 2	If cue is Dbled, Redble by either partner shows 1 <sup>st</sup> round control	

## SUPPLEMENTARY SHEET

1. Responses to 1♣ opener:-
  - 1♦ = hearts, ) Now 1N rebid = 17-19 without 4 trumps.
  - 1♥ = spades, ) 3♦ = 17-19 with 4 trumps.
  - 1♠ = bal hand or long dias, <13 hcps,
  - 1N = clubs,
  - 2♣ = dias, GF.
  - 2♦ = club raise, 7-10
  - 2M = 4-8, 5+ M, nf.
  - 2N = GF, both minors,
  - 3L = gf, 4441, short in other minor/major.
2. Defence to any 1♣ opener [including after 2 passes].
  - Dble = 12-15 ba; or any 17+
  - 2♣/♦ = 4M & another [as over 1N opener]
  - 2N, 3♣/♦ = weak in suit above or strong 2 suiter, including suit above
  - 3♥ = majors
3. GF 2♣ over 1M opener
  - Rebids:- 2♦ = any min. Now 2♥ = asks, normally bal hand. After 2♥, 2♠ = Catchall, unable to 6 card suit, second suit of 5+.
  - Other rebids show 16+.
  - 2N rebid [either directly or after 2♦-2♥] = 6 card suit.
4. 3 way checkback [XYZ]
  - 2♣ requires opener to bid 2♦, now any bid is invitational.
  - 2♦ = GF. Opener shows natural features
  - 2N shows clubs. Opener bids 3♣, responder can Pass or bid shortage, GF.
  - 3L=GF, distributional hand.