

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/ 2 Level; Reopening)
Standard. 5 card, Occasionally may be 4 card at 1 level
New suit F1 by un-passed hand, NF by passed hand.
Standard protective re-opening, may be light in suitable hands.
AFTER STRONG CLUB SEE SUPP ***
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17
4 card Stayman after 1NT overcall
4 suit transfers. Transfer into 'impossible' suit =GF 3 suited
4 th position Reopen 13-15 NV 15-17 VUL
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV = Weak. VUL = Intermediate
(1m): 2m = Michaels (5+♥ & 4+♠). 2NT = UNT (5♥ & 5+ other m). All either weak or strong.
(1M): 2M = Michaels (5oM & 5+♠/♦). 2NT = UNT (5+♣ & 5+♦). All either weak or strong.
Reopen: Intermediate-strong.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
As above : 1m-2m 2 suited, 1M – 2M 2 suited
UCB shows quality raise
VS. NT (vs. Strong/Weak; Re-opening ;PH)
Wk/Strg Dble promises any 6 card minor 2 relay to clubs
Breaking the relay at two level is to play.
2♣ = majors. 2♦/2♥/2♠ shows 5 plus another 4/5 card suit
2NT=both minors.
Over (1NT) Pass (transfer): X of suit is lead directing
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=takeout
Over 4M : 4NT=2 places to play
Cue bid = 2 suited
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors; NT =minors; Jump Overcalls: Weak NV, INT VUL.
(1♣) 2♣ = black suits (1♠) 2♦ = red suits
After 1C – 1D: X = D, 1NT=16/18 2H/2S = WJO 2NT = 20/22
1H/1S/2C = Natural Overcalls – 2D – Michaels Other Bids are Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th , may be Hxx	2 nd and 4 th , may be Hxx	
NT	2 nd and 4 th	2 nd and 4 th , may be Hxx	
Subseq	Natural		
Other: Xx unusual			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> or <u>AK</u> if Reverse Attitude signal is required.	Same	
King	<u>KQx</u> or <u>AK</u> if Standard Count signal is required.	Same	
Queen	<u>QJx</u> or <u>KQ</u> if Reverse Attitude signal is required.	Same	
Jack	<u>JTx</u> , <u>Jx</u> or <u>J</u> (denies a higher Honour)	Same	
10	<u>AJT</u> , <u>KJT</u> , <u>T9x</u> , <u>Tx</u> or <u>T</u> (0 or 2 higher Honours)	Same	
		Same	
Hi-X	<u>Xx</u> or x <u>Xxx</u> or <u>JXx</u>	Same	
Lo-X	Usually from Hxx or more Middle up down	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A or Q: rev attitude	Count if relevant	Reverse attitude
Suit 2	K : standard count		
3	Count if table wins		
1	A or Q: rev attitude	Count if relevant	Reverse attitude
NT 2	K : standard count		
3	Count if table wins		
Signals (including Trumps):			
SPS on singleton, ruff etc.			
Hi disc low encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1M-X normally has 4 other M. 1m-X normally both M,			
Standard responses			
Protective reopening may be light.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X to 3♠			
Competitive X to 3♠			

W B F CONVENTION CARD	
CATEGORY: NCBO: SBU	
Tom Robertson 10081 Rona Moss 8577	
SYSTEM SUMMARY GENERAL APPROACH AND STYLE	
5 Card Majors, short club 2/1 1NT : 15 17 Non Promissory Stayman over 1NT puppet over 2nt and 2NT overcall Leads: 2 nd and 4 th . Signals: Reverse Attitude on lead of A or Q, Count on K.	
Discards: First reverse attitude	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Bergen Raises over 1M 1M raise to 2M = 6-9, 3 card support. 1M raise to 3M/4M = weak 4/5 card support. 1NT = 6-11 HCP, no 3 card support. flr 2NT = 4 card support, 16+ HCP, slam int 3♣/3♦ = 4 card support, HCP.10/12 7/9	
LEBENSÖHL a) When opponents overcall our 1NT Opener b) In response to P's X of a Weak 2 SLOW SHOWS – FAST DENIES	
SPECIAL FORCING PASS SEQUENCES	
When game force has been established	

OVER OPPONENTS' TAKEOUT DOUBLE	3NT X = lead directing if 1NT – 3NT X asks for Spade lead	IMPORTANT NOTES
Pre-emptive raises. 2NT = stronger raise. 1NT = 9-10.	4♣ and above = value showing, except over 4 level pre-empt	
	Slam X = Lightner Partner may have a void in a long suit in your hand	
Bid of implied suit is natural, but longer	Support X by opener promises 3 in responder's suit after overcall	

OPEN ING	TI CK IF AR TI FI CI AL	MIN. NO. OF CARD S	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	Natural or BAL	1NT = 9-10. 2NT = 5 card support, 16+ HCP.or Club bust 2♦/2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♣ 2♣ = 5 card suit, 6-8 HCP. Checkback after 1NT and 2NT rebids.	Natural
1♦		3	3♠	Natural	1NT = 8-11. 2NT = 5 card support, 16+HCP or Diamond bust 2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♦-2♦ = 5-7 HCP. Checkback after 1NT and 2NT rebids.	Natural
1♥		5	3♠	Natural	1NT = 7-11,f!r 2♣/2♦ = NAT, 11+ HCP, 2NT = 16+ with 4 card support. Jacoby see (SN 2) Bergen raises. (See SN 4)Splinters. Jacoby see (SN 2)	NAT, SPL, 4M = min. 3NT = 15-17 BAL. Long Suit Trial Bids below 3M. Cue bids below 4M. Slam try in a suit with	Natural, Still Bergen
1♠		5	3♠	Natural	As for 1 H Bergen Raises (See SN 4)	features above 4M: cue bid accepts. Checkback after 1NT and 2NT rebids 2c is NF 2Diam GF	
					3NT = 12-15 BAL with 3 card support.	Pass, correct or cue bid.	
1NT			Penalty	15-17	2♣ = 4 card Stayman (non promissory) 2 ♣ - 2 ♦ then 3M is 4 with 5 in other Major Smolen style GF 2 NT Club suit or 5-5 Minors Game force 3 Clubs Puppet GF (see SN 3) 4 suit transfers	2NT/3NT = no 4 or 5 card major (min / max). Major Suit Transfer is broken on all Max hands with 4 Card support (see SN 1) Retransfers. New suit by responder = GF. Minor suit t/f breaks: in-between bid is HXX or xxxx or better	
2♣	✓	0	Penalty	Strong 2 in any suit (8.5 tricks) GF 2NT rebid 22/23	2♦ = Relay, 4+ HCP, GF.	New suit = strong with 2 of top 3 Honours. Single raise suggests Q. As for opening 2NT	
2♦	✓	0	3♠	Multi. Weak 2M Or 24/25	2♠/poss game in hrts. 2nt enq - 3c st hrt 3d st spd 3♥ min hearts 3 pds min spdss		
2♥		5	3♠	Lucas hearts and Minor at least 5/4	2nt Enquiry 2Spades to Play		
2♠		5	3♠	Lucas Spades and Minor at least 5/4	2nt Enquiry 3 hearts to Play		
2NT			Penalty	20/21 Bal or semi bal	3♣ = 5 card Puppet Stayman. 3♦/3♥ = Transfers. 3♠ = Slam Try either minor. 3NT = trs Clubs. 4♣ trs Diamonds 4♦ = NAT, Slam Try: Q to agree, 4NT to play.		
3♣/3♦		6/7	3♠	Pre-empt			

3♥/3♠		7	3♠	Pre-empt			
3NT	✓	7	Values	Solid Major not more than a K outside	See (SP Note 9)		
4♣/4♦		8/9	Weak	Pre-empt		HIGH LEVEL BIDDING	
4♥/4♠		8	Values	Pre-empt		RKCB: 1/4; 0/3; 2 without Q; 2 with Q	
4NT	✓	0		Specific Ace Asking	5♣ none etc 5NT = 2 Aces. 6♣ = ♣A.	Next suit up for Q below trump: cue king.	D0P1/R0P1 (X/XX = 1,4, Pass =
5♣/5♦		8/9	Values	Pre-empt		5NT after 4NT for specific kings (bid lowest) 6 Nt with 2	0,3, 1st/2nd step = 2-Q/2+Q)
5♥/5		8/9	Values	Pre-empt	Bid 6 with 1 trump honour (A or K); or 7 with both.	Jump to 5NT Grand Slam try. 6♣=1 top Hon.	Jump to 5M. slam try suit quality?

1)

Supplementary Notes

1) **Over 1 NT** doubled: XX = 5 Card suit – Opener now bids 2 clubs - responder passes or corrects , Suit = 4 cards – Opener bids ‘up the line’ until a 4/3 or 4/4 fit is found

2) **Jacoby: 2NT** raise shows 16+ with 4 card support. Opener rebids of 3 new suit to show singleton and 4 level shows VOID . Opener rebids 4M with a minimum hand, 3M shows 18+ Opener rebids 3NT with a balanced 15-17.

3) **Puppet Stayman** after an opening or 1NT or re-bid of 2NT(if after 2C or 2D opening: 3Clubs asks for 4 or 5 card majors with responses as follows: 3Diamonds denies 5 card major but promises 4 hearts and/or 4♠; 3hearts/3spades promises 5 cards; 3NT denies 4 or 5 card major. After a 3diamond response 3 hearts shows 4spades, 3spades shows shows 4hearts, 3NT shows no 4-card major, 4clubs shows both majors and slam interest, 4diamonds shows both majors and no slam interest. If 1 level bid and 2nt rebid it is only 4 card staymen or check back if Major has been bid.

4) **Bergen Raises:** 1M – 3M = 4 card raise <7 pts 1M – 3C = 4 card raise 10-11,1M – 3D = 4 card raise 7-9 1Spade 3 hearts 10-12 3 card support 1 Hearts 2 Spades same 1 Major 3nt 13-15 3/4 card support.

6) **2D MULTI** 2H= pass or correct 2S= pass or show strength 3C/3D show upper range with hearts, 3C/3D= forcing 6+ cards now 3H/3S show no minor fit, 3H= pass or correct, 3S= pass or correct, 4C= transfer me to you major if responder follows with 4NT it's key 4D= bid your major , 4H/4S= natural to play

7) **Resonances after 1NT** 2 Clubs non Promisory Staymen, 2D and 2 Hearts are Transfers, 2spades is asking 2NT=17pts or 16 with Ax,Kx,Qxx,xxxx in/ clubs. 3C is now weak to play, 3C=15pts or 16 with no support for clubs. 3H is now shortage 6+clubs, 2NT= transfer to diamonds or weak with 5 clubs and 5 diamonds. Opener bids his better minor. If responder bids 3H,3S this is shortage 6+dia 3NT is club shortage.
3C= GF, puppet,
3D= 6+ diamonds game forcing no singleton OR about to use key card. Opener cues or bids 3NT with poor controls
3H/3S= 6+ cards same as above

8) **3NT : Single suited Major 7+ card major. 8-10 tricks non vul. 9-10 tricks vul** 4C= cue, 4D= cue no club control, 4H= pass or convert 4S= pass i know this is your suit

9) BLACKOUT OVER REVERSES

- A) RESPONDER REPEATS 5 CARD SUIT ANY VALUES FORCING
- B) JUMP IN OWN SUIT WITH GOOD 6 CARDER FORCING
- C) BID THE CHEAPER OF 4TH SUIT OR 2NT WITH ANY HAND WHICH WANTS OUTBELOW GAME. OPENER WOULD BID HIS LOWEST SUIT UNLESS GAME VALUES IN OWN HAND
- D) 3NT SHOWS A STOPPER IN UNBID SUIT AND SUGGESTS MISFIT. 2NT THEN 3NT SHOWS DOUBT.
- E) BID THE HIGHER OF 2NT AND 4TH SUIT AS A GAME FORCE WITH OUT CLEAR DIRECTION

SUPPORT FOR EITHER OF OPENERS SUITS IS GAME FORCING. FAST ARRIVAL APPLIES, A JUMP TO GAME IS WEAK

10) 1major 2 major is 3 cards 3 major is not invitational it is showing 6 and not wanting opps to compete, any invitational hand after 1 M 2M would go through long suit trial bid.

11) 1 Major 2 Major opps bid at 3 level X is penalty

12) 1NT 2d Trf 2H 2NT is now showing 5 4 at least hearts and clubs

DEFENCES

1) **DEFENCE TO SHORT CLUB** : x = 13/ 15 balanced, 1d1h 1s natural overcalls, 1nt 16-18, 2c is natural 2d michaels both majors or 16+ with diamonds, 2h or 2 spades = weak jump overcalls 2nt 20-22 system on .

2) **DEFENCE TO STRONG CLUB** : 1h 1s natural overcalls jump overcall weak in principle but vul / position important. X = Majors, 1Nt minors, 2C black suits 2D Redsuits.

3) **DEFENCE TO PRECISION 1D** : x = take out, 1 H or 1 Spade Natural overcalls, 1NT 16-18, 2C Natural overcal , 2d Michaels 2Hearts or 2 Spades Weak jum overcalls 2NT Minors.

4) **DEFENCE to MULTI,**

A) in **SECOND POSITION** X is take out of Spades, 2H is Takeout of Hearts, 2S decent Spade suit NF, 2NT 16/18, 3C,3D 3H 3 S are all natural NF decent suit 6+ 4C and \$ diamonds leaping Michaels that suit and a major.

B) in 4th position after 2D – pass- 2H/2S 1) X is take out 2, 2S is Natural NF decent 5 + suit,3 2NT 15/18 system on not puppet,all other 3 level bids ar NF decent 6 card suits, 4c and 4 diamonds ifs leaping michaels.

c) in 6th position after 2D – pass – 2H -X – 2s X is Penalty, 3h Natural 6 + suit 3 Spades asks for a stop with no stop bid longest suit.

d) in 8th Position after 2D-2H-Pass- Pass Xis take out of spades