

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Rarely 4 at 1 level; normally 6 at 2 level
New suit F 1R; Jump fits show 5cd and 3+ cd support
UCB = normally values usually 3 cd supp; 2NT can be good/bad
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd / sandwich / protective
15-18 / 16 – 19 / 10 – 14
System on but simple 4 suit transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weakish, good suit vul. Then 2NT Enq. Sign off = min, bid= values
Ghestem 2NT=lower, 3♣=higher, cue =others Weak or Strong
2NT in protective = 18 -20 + System
Leaping Michaels over weak 2 openings; Non-leaping Michaels over 3 level openings
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem 2NT=lower, 3♣=higher, cue =others Weak or Strong
Jump cue = ask for stop
VS. NT (vs. Weak; Re-opening;PH)
X=penalties over weak NT BUT X= M/m or D over strong or by passed hand
Over weak NT;
2♣ = both majors, 2♦ = one major
2♥/♠ = Major + min
2NT – both minors OR ♦
Over Strong NT or by passed hand x= M/m or ♦; 2♣/♦ =5cd m + 4cd M, 2H/S nat
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO + Lebensohl (slow shows stop); Over 4♠ - x = values
V Multi – Dixonish x = 12- 15 bal or strong.; 2NT-16-18; bids nat.
V Michaels X= pen; higher suit=good raise, lowersuit – F in 4 th suit
4 th suit weak. Leaping and non-leaping Michaels
OVER OPPONENTS' TAKEOUT DOUBLE
Xx = balance of points; may have 3card support for partner.
Bids generally ignore X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2nd	3rd & 5th	
NT	4 th & 2nd	3rd & 5th	
Subseq	SP	SP	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A ask for att	A ask for att	
King	K asks for count	K asks for count	
Queen	Sequence or interior sequ	Sequence or interior sequ	
Jack	Sequence or interior sequ	Sequence	
10	Sequence or interior sequ	Sequence or interior sequ	
9	2 nd highest	2 nd highest	
Hi-X	doubleton	doubleton	
Lo-X	3+ to honour	3+ to honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	Att
Suit 2	Count	Suit pref	Count
3	Suit pref		Suit pref
1	Att	Count	Att
NT 2	Count	Suit pref	Count
3	Suit pref		Suit pref
Signals (including Trumps): hi-lo = suit preference and middle neutral			
Smith Peters v NT – high from either side encourages			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles nearly always TO; -ve through 4♦			
Responsive to 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner against slam			
Lead directing over conventional bid			
Asking for short suit lead over 1NT-3NT			
Support Doubles after 4 th hand bids. Rozenkrantz Doubles after we overcall			

W B F CONVENTION CARD
CATEGORY:
NCBO: WALES
PLAYERS: MAGGIE PIERCE & CERI PIERCE
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS
1♣ - could be 2
15 – 17 NT
Multi 2♦
2♥/♠ - 5-4+ in M and m
Forcing 1NT response to 1M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak Jump shift responses over 1minor
Over 1NT – 2♣/2NT are minor suit oriented
Bergen major suit raises
Forcing 1NT response to 1M
2C response to 1NT is Five-card Stayman, non-promissory and forcing to 2NT.
SPECIAL FORCING PASS SEQUENCES
Over an overcall containing value opener re-opens with shortage and/or extra values
After penalty X of opponent's 1NT or 1NT overcall, P=F
IMPORTANT NOTES
Bids in most cases ignore interference
Lebensohl 2NT in response to TO doubles, re-opening Xs

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣ 1♦		2 4	4♦ 4♣	If 2, normally weak NT hand – may be 18+	Weak jumps, 1♦ may be 3 3NT=balanced raise.	Minorwood in uncontested auctions.
1♥ 1♠		5 5	4♦ 4♦		1NT – F1; 2NT – game raise; 3NT pudding raise 3♣ - 4 card raise 7-9; 3♦ 10-12, limited splinters	Over 2NT – 3 level shortage, 4 level nat
INT				Balanced 15 – 17, can contain 5 M/6 m	5 card stayman; transfers; 2♠=4/5+ in minors, 2NT=5/4+ in minors; 3any= inv, 4♣=5/5 majors; 4♦/♥ transfers weak or strong	Transfer breaks over 2D/H to Ax or Kx or 2NT if max, 3M of min
2♣	√	0	4♦	Any strong hand (2NT rebid = 25-26)	2♦ - neg or relay	2NT by responder 2 nd negative
2♦	√	0		Multi 2♦ weak M, strong m or 23-24 bal	2♥ - to play, 2♠-game try in ♥, 2NT Enq; Major bids pass or correct. 4♣slam interest asks for transfer to be set up; 4♦ no slam interest asks for suit; 4♠to play	After 2NT Enq, 3♣ max with ♥, 3♦ max with ♠, 3NT= bal 23/24, 4♣/♦ strong minor 9+ PT
2♥		5		5♥ - 4+m; 5-9 pts	3♣ - pass or correct, weak; 2NT enq; 3♦ = inv raise	After 2NT Enq, 3♣/♦ = min and nat; 3♥ max with ♣, 3♠ max with ♦
2♠		5		5♠ - 4+m; 5-9pts	In M	
2NT				20-22	5 cd stay; Trf; 4♣=5/5 Ms; 3♠ - Trf to 3NT minor interest; 4♦/♥ transfers weak or strong, 4♠=Bwood	After 3♦/♥ transfer break to 3NT with 2 cd supp and 5 cd other M;
3♣♦♥♠		6		Pre-empt	New suit F	
3NT	√			Long running minor	4♣/5♣=pass or correct; 4D=ask for singeotn; 4NT=bid your minor	
4♣		7		Pre-empt		
4♦		7		Pre-empt		
4♥		7		Pre-empt		
4♠		7		Pre-empt		
4NT	√			Asks specific aces	5♣=none; 5N=2, 6♣=club ace, 5♦=A♦ etc	1/2NT – 4♠ = 4 Ace Blackwood (0/4, 1, 2, 3) Exclusion KCB 14/30
5♣/5♦		7		Pre-empt		

Notes

Checkback 2♣/2♦ (trf or inv/GF) over 1NT rebid

1♣ (1♦) x = 4♥

Blackout over reverse bidding. Bergen raises with 4 Card support 3♣=7-9; 3♦=10-12 including over interference; 12 + Jacoby 2NT.

1/2NT – After 5cd stayman 2/3NT response shows only 2♠.

1NT - 2♠ = Minor suits – anchor responses to singleton with longer ♣ (3♣/♦ - 5/5 with lower or higher singleton, 3♥/♠ 5/4 same).

1NT – 2NT – Weak transfer OR Slam interest with minors anchorinOg to ♦.

Over 2NT 3♠ = transfer to 3NT, then 4♣/♦ slam try, 4♥/♠ both minors longer ♣/♦ & slam interest, 4NT both minors no void, 4♣ - direct = both minors weak.

Lucas – responses after 2NT 3♣/♦/♥min; 3♠/NT Max with corresponding minor.

Halmic – XX = bid C as TO to 5+ suit. 2any is lower of 2 4 card suits. They interfere over 1NT 1st X is penaltyish, 2nd X –TO; Weak jump responses in most cases;

Fit jumps in response to overcalls. After interference over our opening Major, 2NT may be a 3 card raise, 3D is still Bergen 4 card raise but could be unlimited.

Support Doubles; (2♦) x (2♥/♠) - x = TO.