

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
At 1 level can be very light (5+HCP) – only jump shift F1
Double jump shift = SPL
At 2 level sound (11+HCP) – new suit F1, Jump Shift = SPL
Cue raises = 10+ 3 card support, Jump cue = 7-10 HCP 4 card supp
2NT in response NAT unless bid by 3 rd hand, then 4 card supp and 10+ HCP. Passed hands can be 3HCP lighter at 2-level.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd and 4 th live = 15-18
Responses to (1m)-1NT = system on
After (1M)-1NT: see Note [D34]
After (1m) – 1NT: system on
Reopening 10-14, same system as above.
JUMP OVERCALLS (Style; Responses; Unusual NT)
<10HCP and follows rule of 2/3/4 6+suit, new suit = F1.
Over (1♣(<3)) – 2♦ = 5+5+MM (VUL 10+HCP) – same reopen*
(1m) – 2NT = lower 2 suits 5+5+ (VUL 10+HCP, NV 6+HCP)
Reopen*: 2NT = 19-20 Bal and jumps are 10-14HCP 6+suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = Michaels (over 1♣<3 = Natural) 5+5+ (VUL 10+HCP NV 6+HCP)
Jump Cue = ask for a stopper (usually a solid suit and extras)
Reopen: same as above
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=majors (2♦ resp = ask for longer M, 2NT = game try)
2♦ = single M (2♥ = pass or correct, 2♠ = inv+ opp ♥)
2M = M+m (2NT= game try, 3♣ = pass or correct)
2NT = mm HCP range on these is 7+HCP NV and 9+HCP VUL
Reopen: same
Passed Hand: same
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O, Cue = Michaels, NT = lower/minors
Over multi 2♦: X = 12-15HCP Bal or 19+HCP Bal or 16+ unbal
See Note [D31] for other bids
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: X =Majors (4 ⁺ /4 ⁺ , 4+HCP), 1NT = minors (5 ⁺ /4 ⁺ , 4+HCP), 2NT = minors (5 ⁺ /5 ⁺)
(same after 1♣-1♦)
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1♣ (X) – system on and XX = 10+HCP
Over 1♦ and 1M – new suit = F1 and XX = 10+HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th MUD	3 rd or top of d/ton	
NT	4 th MUD	3 rd or top of d/ton	
Subseq	4 th (original 4 th)	2 nd /4 th (original)	
Other:			
LEADS			
	Vs. Suit	Vs. NT	
Lead	Asks for REV ATT	Same	
Ace	Asks for Reverse CT	Same	
King	Top of seq	Unblock J or rev CT	
Queen	Top of seq	JT+	
Jack	Top of seq or 10x	Interior seq (1+ higher)	
10	Usually single or 9x	109x or 9x	
9	Doubleton	Doubleton	
Hi-X	4 th	4th	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	REV CT	REV CT	REV ATT
Suit 2	REV ATT	S/P	REV CT
3	S/P		
1	REV CT	Lo-hi likes lead	REV ATT
NT 2	REV ATT	REV CT	REV CT
3	S/P	S/P	
Signals (including Trumps):			
Reverse Count			
In trumps, Hi-Lo = ability to ruff or S/P (partner has to work it out)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive takeout doubles (maybe 9+ HCP with shape)			
Response at 1 level can be up to 9 HCP with only 4 card suit			
Jump response = 5 card suit, 8-10 HCP			
Re-opening X can be 2-3HCP lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X = 7+HCP at 1 level and 9+ HCP at 2 level or higher			
After 1♣ - (1♦) - X = 4+♥ 5+HCP			
After 1♣- (1♥) - X = 4+♠ 5+HCP			
After 2♦ - (X) - XX = to play			
Only play support XX after 1♦-(P)-1M-(X)			
Support X only after 1♣-(P)-1R-(1Y) and 1♦-(P) – 1♥-(1S)			

W B F CONVENTION CARD
CATEGORY: Red:
NCBO: AUSTRALIA
PLAYERS: Robert Fruewirth & Jamie Thompson
EVENT (Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card Majors
1♣ can be 2 and may contain 5♦ if balanced
Transfer responses to 1♣ (up to 1♥ direct overcall)
1NT = 14-17 (may contain 5M or 6m)
Will open lighter (8-10 HCP) with shape and texture
Aggressive (<6 HCP) 2 and 3 openings NV vs VUL
1-level overcalls can be light (5+ HCP)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-1♦ = 4+♥
1♣-1♥ = 4+♠
1♣-1♠ = no M unless FG with 5+♦
2♦ = 4♠/5/6♥ 11-15 HCP
1♥-(3♠)-4♠ = 12+ HCP raise and no ♠ shortage
1♥-(3♠)-4♦ = 10+ HCP raise and ♠ shortage
1♠-(3♥)-4♠ = 12+ HCP raise and no ♥ shortage
1♠-(3♥)-4♦ = 10+ HCP raise and ♥ shortage
1♠-(3♥)-4♥ = FG with 6+♣ suit usually
SPECIAL FORCING PASS SEQUENCES
In high level competitive bidding, VUL vs NV.
When FG situation established.
After 1m/1M-(X)-XX = F1 and subsequent X's are takeout.
IMPORTANT NOTES
PSYCHICS: Rare but most likely in 3rd seat

OPENING	TI CK IF AR TI FICIAL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	11-21 HCP, BAL not 1NT or 2C or any UNBAL 4+♣	1♦=4+♥, 1♥=4+♠, 1♠=FG ♦ OR no M 1NT = INV, 2♣= Nat FG, 2♦ = INV 6+♦, 2NT=16+	1♣-1R-1NT=18-19 HCP BAL, 2NT= 15+ HCP 6+♣ 3 SUPP, 3♣=6+♣ 15-17 HCP	Support X to 1♣, over higher T/O.
1♦		4	4♣	11-21 HCP, UNBAL 4+♦	2♣=NAT GF or INV+♦, 3♣=INV 6+♣, 2NT=INV Over 1m: 2M = 6+suit and 3M = 7+suit; <8HCP	4 th suit = FG 4 th suit = FG	Support X to 1♣, over higher T/O, FSJ by PH
1♥		5	4♣	11-21 HCP, natural	1♠=5+suit, 1NT = 5-12HCP NF Over 1M: 2♣=Nat FG or INV raise [A1] Over 1M: 2NT = FG Raise, 3minor = INV 6+suit	After 2NT, 3♣=MIN, 3♦ =>MIN & no shortage, 3♥ = low short, 3♠ = mid shortage, 3NT = high shortage	Over (X): 2NT = INV+ 3+SUPP Over bids, cues = INV+ 3+SUPP and jump shifts = SPL
1♠		5	4♥	11-21 HCP, natural	Over 1M: 3NT = 33(43) 13-15HCP, 4m=SPL		
INT		2		15-17 HCP BAL we open with some 14 HCP and 5M or 5/6m	TFR 2♦-2NT, 3♣=Puppet [A5], 3♦=5-5mm FG 3♥=31(54) 3♠=13(54)	Super-accept 2NT = 3 card support	T/Out X's Lebensohl [D32]
2♣	✓	0	4♣	Art FG or 20-21 BAL	2♦= wait, 2M=NF NAT, 2N=8-10 <3controls	[A5]	Over (X) – XX = 5+HCP Over bids: X = T/O
2♦	✓	0	-	10-15 HCP 5/6♥ 4♣	[A2]	[A2]	X = penalty
2♥		5	-	5-10 HCP VUL 3-10 HCP NV	NV – new suit NF, VUL – new suit F1 2NT=INV+ ask		X = penalty
2♠		5	-	5-10 HCP VUL 3-10 HCP NV	As above		X = penalty
2NT		-		22-23 HCP BAL	3♣=Muppet [A4], 3♦,♥=Transfers 3♠=Puppet to 3NT, 3NT = 55mm, 4♣=55MM	After Puppet to 3NT, 4♣ = 5♣4♦ 4♦ = 2254, 4♥=3154, 4♠=1354	X = t/out
3♣		6	-	Pre-emptive 3-10HCP	4♦- modified minorwood [A3]	After 3NT – 4m = mod minorwood [A3]	
3♦		6	-	Pre-emptive 3-10HCP	4♣ - modified minorwood [A3]		
3♥		6	-	Pre-emptive 3-10HCP	4♠ - modified keycard [A6]		
3♠		6	-	Pre-emptive 3-10HCP	4♣ - modified keycard [A6]		
3NT	✓	-		Solid m, may have outside K	4♣ - pass or correct 4♦ - shortage ask 4M = to play	Over 4♦: 4M = short M, 4NT = om	
4♣		7	-	Pre-emptive	4♦= RKCB [A6]		
4♦		7	-	Pre-emptive	4M=to play, 5♣=to play, 4NT = RKCB [A6]		
4♥		7	-	Pre-emptive	4♠=to play, 4NT = RKCB [A6]		
4♠		7	-	Pre-emptive	4NT=RKCB [A6]		
4NT	✓			Specific Ace Ask	5♣- None, 5O=Ace, 5NT=♣A, 6♣= 2 Aces		
5♣		7	-	Pre-emptive	New suit = control ask, 1= 0, 2=2 nd , 3=1 st	HIGH LEVEL BIDDING	
5♦		7	-	Pre-emptive	New suit = control ask, 1= 0, 2=2 nd , 3=1 st	Cue bidding 1 st and 2 nd round up the line. RKC modifications [A6]. Minor slam Bidding [A3]. Forcing P if a FG sequence established. 5NT can be either pick a slam or RKC if only 1 suit in play. PODI/PORI [D35]. Exclusion KC [A8]	
5♥		7	-	Bid 6 with 1 top 2, 7 with both.			
5♠		7	-	Bid 6 with 1 top 2, 7 with both.			

A) Conventions used

Note 1 - Drury (modified)

After an opening bid of 1M: In 1st/2nd position, responders subsequent bids:

2♣ is either 10-12HCP & SUPP or NAT FG

After an opening bid of 1M: in 3rd/4th position, responders subsequent bids:

2♣ is 10-12HCP and SUPP

Opener rebids 2♦ to show minimum else FG

Note 2 - Flannery

Opening 2♦ shows 5/6♥ 4♠ 10-15HCP

Responses:

2M = to play

2NT = FG INQ and subsequent:

- 3♣ = 4531 or 4530
- 3♦ = 4513 or 4504
- 3♥ = 6♥ short ♣
- 3♠ = 6♥ short ♦
- 3NT = 4522

3♣ = NV NF, VUL F1

3♦ = INV in either M, then:

- 3♥ = P or correct
- 3♠ = 6♥ FG
- 3NT = 45(xx) FG

3M = 4 card SUPP and less than INV

Note 3 – Minorwood (modified)

In a non-competitive auction when a minor suit is agreed, inferred or suggested then 4m is a 2-way ask in that minor:

1st step = I don't like my hand in the context

2nd step – RKCB as per [A6]

Over 1st step, the next step is RKCB [A6]

Note 4 – Muppet (3♣ over 2NT)

2NT open or 2♣ -2♦ -2NT then:

3♣ = asks for 5M and then opener bids

3♦ = no 5M, 1 or 2 4M (responder bids the M they don't have or 3♥ with both).

3♥ = no 5M or 4M (responders 3♠ = pivot to 3NT and 3NT = 5♠).

3♠ = 5♠ (responder 4m = NAT, 4♥ = set ♠)

3NT = 5♥ (responder then 4♣ = set ♥, 4♦ = TFR to 4♥, 4♥ = 5+♣, 4♠ = 5+♦)

Note 5 – Puppet (3♣ over 1NT)

and 3♣ after 2♣ -2♦ -2♥ -2♠ -2NT

Opener responses over 3♣:

3♦ = no 5M may have 4M (responder 3M = 4M in OM, 4m=NAT)

3♥ = 5♥ (responder then 3♠ = set ♥, 4m = NAT and [A3] responses)

3♠ = 5♠ (responder 4m = NAT and [A3] responses, 4♥ = set ♠)

Note 6 – RKCB

Step 1 = 1 or 4 keycards

Step 2 = 0 or 3 keycards

Step 3 = 2 w/o trump Q

Step 4 = 2 w/ trump Q

In ♣ swap steps 1 and 2

In ♥, 4♠ = RKCB

In general next step asks for trump Q if room and not going back to trumps shows outside K

After 3 level opening then 4♣ and 4♦ over 3♣ open is modified RKCB with step responses:

1st = 0 keycards

2nd = 1 keycard no trump Q

3rd = 1 keycard and trump Q etc

Note 7 - Smolen

After Stayman over 1NT or 2NT, over a

2♦ / 3♦ response then:

3♥ = 5♠ 4♥

3♠ = 5♥ 4♠

Note 8 – Exclusion Keycard

Jump shifts to the 5 level or cues of opponents suit, eg 1♥ (4♣) 5♣ are exclusion keycard.

Step responses:

1st = 0 Keycards (KC)

2nd = 1 KC

3rd = 1 KC + trump Q

4th = 2 KC

5th = 2 KC + trump Q

B) Leads and signals

Note 10 – Reverse Smith

When defending NT, when declarer plays his 1st suit, we will follow suit low, then high to say we like the opening lead. In obvious situations giving reverse count will take precedence.

C) Bids that may require a defence

Note 20 - 1♣ -1R

The 1♦ and 1♥ response to 1♣ shows 4+♥ and 4+♠ respectively.

Opener accepts the TFR with a 11-14 BAL hand and 2 or 3 card support.

Note 21 – 1♣ -1♠

This shows either any 5+ hand with no 4M OR a FG hand with 5+♦ and 4M.

Note 22 – 1♣ -1♠ -2♦

Opener 2♦ rebid shows 18-19 balanced.

Note 23 – Flannery 2♦ opening

See [A2]

D) Defensive and competitive bidding

Note 31 - Leaping and non-leaping Michaels

After 2♦ weak:

➤ 4♣ = 5+♣ & 5+M

➤ 4♦ = 5+MM

After 2♦ multi (weak in either M):

➤ 4♣ = 5+♣ & 5+♥

➤ 4♦ = 5+♦ & 5+♥

After 2M (weak 2):

➤ 4♣ = 5+♣ & 5+oM

➤ 4♦ = 5+♦ & 5+oM

After 3M (pre-empt)

➤ 4♣ = 5+♣ & 5+oM

➤ 4♦ = 5+♦ & 5+oM

Note 32 - Lebensohl (modified) – after opponents overcall our 1NT with 2 of a suit:

2NT = TFR to 3♣ and subsequent cue is STAY with a stop

In general if we TFR into their suit = STAY otherwise INV+ in the TFR to suit.

3♣ = TFR to 3♦, INV+♦ or STAY

3♦ = TFR to 3♥, INV+♥ or STAY no stop

3♥ = TRF to 3♠; INV+♠ or STAY no stop

3♠ = TFR to 3♣; INV+ or STAY no stop

If they overcall 3♣:

3♦ = TFR to 3♥, INV+

3♥ = TFR to 3♠, INV+

3♠ = TFR to ♦, INV+

If they overcall 3♦:

3♥ = TFR to 3♠, INV+

3♠ = TFR to ♥, FG

Note 33 - Michaels cue bids

Over 1♣ (3+) then 2♣ = MM 5+

Over 1♣ (<3) then 2♦ = MM 5+ and 2♣ = NAT

Over 1♦, 2♦ = MM 5+

Over 1♥, 2♥ = 5+♠ 5+m

Over 1♠, 2♠ = 5+♥ 5+m

Note 34 – Overcalling 1NT over (1M)

2♣ = pivot to 2♦

Then: 2♥ = inv + ♣

2♠ = inv + ♦

2NT = inv+ 55mm

3♣ = 5♣ 4♦ FG

3♦ = 5♦ 4♣ FG

2♦ = inv+ OM

2M = inv+ stayman (ie 4 cards in OM)

2OM = NF

2NT = inv

3m = FG 6+m

3M = FG 4441 (1OM)

3OM = Nat FG (right siding)

Note 35

Over RKC interference:

Over (Bid) = PODI -> Pass = 0, X = 1

Over (X): PORI -> Pass = 0, XX = 1

E) Doubles

If opener doubles 3NT – it asks partner to lead their suit.

If opener's partner doubles 3NT – asks partner to lead their suit.

If opener doubles a cue bid of their own suit – ask partner not to lead it.

If opener's partner doubles a cue bid of opener's suit it shows a Q or better.

If opener raises partner's suits and doubles 3NT it asks partner to lead their suit.

A double of 3NT by the hand not on lead asks for in order:

1. Dummy's 1st bid suit
2. Spades

_____.


F) Back of card

_____.

G) Others

_____.

H) Prepared defences

Over strong 1  :

X = majors 4+HCP

1NT = 5+4+mm and 4+HCP

2NT = 5+5+mm and 6+HCP

Same applies in 4th seat if 3rd hand bids 1 