

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD																												
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE	CATEGORY: Green NCBO: NZ PLAYERS: M L Cornell / A.N Bach																												
Usually 7+ hcp with a 5cd+ suit. Sound overcalls vulnerable.	<table border="1"> <thead> <tr> <th></th> <th style="text-align: center;">Lead</th> <th style="text-align: center;">In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd from even, low from odd</td> <td>same</td> </tr> <tr> <td>NT</td> <td>Attitude</td> <td>As above</td> </tr> <tr> <td>Subseq</td> <td>Attitude</td> <td>As above</td> </tr> <tr> <td>Other:</td> <td></td> <td></td> </tr> </tbody> </table>			Lead	In Partner's Suit	Suit	3 rd from even, low from odd	same	NT	Attitude	As above	Subseq	Attitude	As above	Other:															
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New suit forcing unless RHO bids. After 1M overcall, 2NT=4+Support (approx 7-10), 3M = 4+Support (approx 0-6).	LEADS	SYSTEM SUMMARY																												
Other: 1NT = 8-11. Cue raises: 2-level = 3C Support, 3-level = strongest raise with 4C Support.	<table border="1"> <thead> <tr> <th style="text-align: center;">Lead</th> <th style="text-align: center;">Vs. Suit</th> <th style="text-align: center;">Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>Reverse attitude</td> <td>Reverse attitude</td> </tr> <tr> <td>King</td> <td>Reverse att(but count at 5C+)</td> <td>Unblock or UDC</td> </tr> <tr> <td>Queen</td> <td>Top</td> <td>Reverse attitude</td> </tr> <tr> <td>Jack</td> <td>Top or Internal sequence</td> <td>Reverse attitude</td> </tr> <tr> <td>10</td> <td>Top or Internal Sequence</td> <td>Top or internal</td> </tr> <tr> <td>9</td> <td>Top</td> <td>Top or Internal</td> </tr> <tr> <td>Hi-X</td> <td>Doubleton</td> <td>Doubleton or top</td> </tr> <tr> <td>Lo-X</td> <td>3rd from even, low from odd</td> <td>Reverse attitude</td> </tr> </tbody> </table>		Lead	Vs. Suit	Vs. NT	Ace	Reverse attitude	Reverse attitude	King	Reverse att(but count at 5C+)	Unblock or UDC	Queen	Top	Reverse attitude	Jack	Top or Internal sequence	Reverse attitude	10	Top or Internal Sequence	Top or internal	9	Top	Top or Internal	Hi-X	Doubleton	Doubleton or top	Lo-X	3 rd from even, low from odd	Reverse attitude	
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1NT OVERCALL (2nd/4th Live; Responses; Reopening)	SIGNALS IN ORDER OF PRIORITY	GENERAL APPROACH AND STYLE																												
15-18 over M's 11-14 over m's in 4 th position 15/18 in 2 nd .	<table border="1"> <thead> <tr> <th></th> <th style="text-align: center;">Partner's Lead</th> <th style="text-align: center;">Declarer's Lead</th> <th style="text-align: center;">Discarding</th> </tr> </thead> <tbody> <tr> <td>Suit 1</td> <td>Reverse attitude</td> <td>Reverse count</td> <td>Low = ENC</td> </tr> <tr> <td>Suit 2</td> <td>Reverse count</td> <td>Suit preference</td> <td>Suit preference</td> </tr> <tr> <td>Suit 3</td> <td>Suit preference</td> <td></td> <td></td> </tr> <tr> <td>NT 1</td> <td>As above</td> <td>As above</td> <td>As above</td> </tr> <tr> <td>NT 2</td> <td>As above</td> <td>As above</td> <td>As above</td> </tr> <tr> <td>NT 3</td> <td>As above</td> <td>As above</td> <td>As above</td> </tr> </tbody> </table>		Partner's Lead	Declarer's Lead	Discarding	Suit 1	Reverse attitude	Reverse count	Low = ENC	Suit 2	Reverse count	Suit preference	Suit preference	Suit 3	Suit preference			NT 1	As above	As above	As above	NT 2	As above	As above	As above	NT 3	As above	As above	As above	NAT 14.5 -17 NT
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JUMP OVERCALLS (Style; Responses; Unusual NT)	Weak jumps vulnerability related	2+♣, 4+♦, 5+M																												
Cue bids, new suit forcing	2NT= 2 lowest	Transfer responses over 1♣ opening																												
2NT= 2 lowest	Reopen: Intermediate																													
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	DOUBLETS																													
Michael's	TAKEOUT DOUBLETS (Style; Responses; Reopening)	SPECIAL BIDS THAT MAY REQUIRE DEFENSE																												
Over 1M: 2M = other major+ C's 3C=0M +D's	Sound in direct position. Natural responses and jumps. Cue forcing to suit agreement (unless from passed hand). Lebensohl after X at 2 level from unpassed hand.	1♣ (P) 1♦ = 4+♥ 4+ hcp																												
Responses: 2NT = F1, cues = GF	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	1♣ (P) 1♥ = 4+♠ 4+ hcp																												
VS. NT (vs. Strong/Weak; Reopening;PH)	Game try X except where we have had a chance to show a good hand and have passed, any double is penalties.	1♣ (P) 1♠ = no M 4+ hcp																												
2♣ =Majors	Support X's and XX's.	1♣ (P) 2♦ = 5+♠, 4+♥ 3-7 hcp																												
2♦ = Multi (weak or strong)																														
2♥ / ♠ = Nat, medium strength		SPECIAL FORCING PASS SEQUENCES																												
2NT = Minors																														
X of weak NT = penalties 5m and 4M if passed hand		IMPORTANT NOTES																												
X of strong NT = Penalties but 5cd minor and 4cd major if passed hand or 4 th seat.		PSYCHICS occasional but may open very light in 3 rd seat.																												
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		Drury																												
Double = T/O, Leaping and 'unleaping' Michaels 4NT = distributional T/O																														
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣																														
Double =M's. 1NT and 2NT=m's all other bids nat.																														
OVER OPPONENTS' TAKEOUT DOUBLE																														
New suit forcing, redouble = 10+ hcp and penalty oriented, 1NT = 8-10 hcp XX after 1♣=4+C																														

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♠	11-20 hcp	1D=4+H,1H=4+S,1S=no M,1NT 10-12 no M 2C =4+C GF 2D=5+S,4+H,3-7 2M=7-10 6M 2NT=11/12 4+C 3C, 3D,3H,3S=pre 3NT=13/15 4+C	Over 1♦ resp 1♥ = 3♥ or 4♥ unbal 2♥ = 4♥ bal 2NT = 18-19+hcp bal Over 1♥ responses follow similar pattern	
1♦		4	4♠	11-20 hcp	1♥/♠ = nat, 1NT=8-10, 2♣ = nat GF, 2♦ = inverted 10+, 2♥/♠ = 6cd 8-11, 2NT = 10-12 (usually 4+♣), limit ♦ 10-12, 3♦ = pre-empt, 3H,3S,4C= spls	1♦ - 1M - 2NT = 18/19 hcp bal, then Transfers at 3 level.	
1♥		5	4♠	11-20	2♥ = 6-10 3cd, 2♠ = 8-11 6+♠, 2NT =GF 4+♥ , 3♣ =6-9 , 3♦ =Limit 10-11 3♥ =Pre, 3♠ = splinter, 9-13 3NT = 13-15 3♥ bal, 4♣/♦ = splinters 9-13	1♥ -2NT new suit by opener = shortage 2NT over 1NT response =GF 3m over 1nt response = 5+GF	Drury
1♠		5	4♥	11-20	Similar pattern to 1♥	As for 1♥ but 3H after 1NT rep =5+ GF	
INT		1	4♠	14+-17	Stayman, transfers, 3♦ = minors, 3♥/♠ = splinter With 4cd other M 4♣,4d slam int ♥ and S		
2♣		2	4♠	Game Force	2D=waiting,others nat good suits except 2NT=m's	2 nd -ve over 2M	
2♦		1		6M 3-7 or 22-23 bal	2NT Inquiry All suits Nat NF but 4C asks opener to bid his M-1 and 4D asks opener to bid his M	3C =min H, 3D=med H 3H=minS,3S=maxS,3NT=maxH	
2♥		6	No	8/11hcp	2♠ = enquiry, 2NT = 5+♠ If 2S overcall 2NT=Inquiry with naturalish responses.	Over 2♠ , 2NT =min + shortage, 3♣=max + shortage, 3♦ = max no shortage, 3♥ = min no shortage	
2♠		6	No	8/11hcp	2NT = enquiry, similar pattern to above		
2NT		2	4♠	20/21 may contain any 5cd	3♣ = puppet stayman, transfers, 3♠ = minor suit Stayman 4C= Slam interest in H's 4D same for S's		
3♣/♦/♥/♠		6	No	Undisciplined NV	New suit forcing		
3NT		0	No	Gambling no outside ace/king	4♣/♦ = pass or correct		
4♣/♦/♥/♠		7	No	Undisciplined			
4NT		0		At least 6/5m's less than reverse values			
5♣		7		Preempt		HIGH LEVEL BIDDING	
5♦		7		Preempt		4NT = RKCB (1430) DOPI,ROPI,DOPE (5H+) Exclusion below 5 level 1430 Exclusion from 5C Responses are 0, 1, 1+Q, 2, 2+Q Cue 1sts and 2nds. Leaping Michaels over all 2 and 3 level pre-empts.	

Supplementary Notes (1)

Cornell/Bach (New Zealand Open Team)

SUCTION OVER ALL 1C OPENINGS (except exclusively strong 1C) and ALL 1D OPENINGS

General Principles

An Overcall shows a single suiter in next suit up (or) 2 suiter in other 2 suits

A dble or NT show 2 suited hands (or) strong hand

Over 1C

X = normal t/o

1D = H or S+D

1H = S or H+D

1S = D or Majors

1NT = 15-18

2C = 5-5 Majors weak

2D = H or S+D

2H = S or H+D

2S = D or Majors

2NT = M's 5+5+ good hand

All higher bids natural preemptive.

Over 1D

X = H or S+C or 19+BAL

1H = S or H + C

1S = T/O

1NT = 15-18

2C = Natural overcall

2D = Weak Majors (8+HCP 4+/4+)
or Strong T/O with 0/1 D

2H = Majors (5+/5+)

2S = C weak or Majors (5+/5+)

Strong

2NT = H + C (5+/5+)

3C = S + C (5+/5+)

3D = Stopper Ask

All higher bids natural preemptive.

Supplementary Notes (2)

Cornell/Bach (New Zealand Open Team)

SUCTION OVER ALL 1C OPENINGS (except exclusively strong 1C) and ALL 1D OPENINGS

Suction Responses

Note all point ranges are a guide only - we frequently upgrade or downgrade.

a) RHO Passes

1. Bid of the next suit simply denies good values and primary support for both suction options
2. 1NT = 12-17 and will only be in the lower range when vulnerable
3. 2C = 9+ guarantees primary support for one of the suction options
4. All other bids are natural NF. There are no Pass/Correct situations.

b) RHO Doubles

1. Bid of the next suit shows 3+
2. All other bids are as above.

c) RHO Bids

1. Pass = no meaning but usually no strong primary support
2. X = strong primary support, usually 9+
3. Cue bid = longer primary support
4. All other bids are as above

Recommended Defence

1. Bid naturally if possible but define whether a new suit is forcing or not. We suggest treating a new suit as a one-round force.
2. X = values, usually 7+
3. 1NT over a level suction bid = 8-10 with a stopper in the next suit above the suction bid.

BROWN STICKER OVERCALL ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Bach-Cornell
Country: New Zealand

After opponents opening bid of all 1C (except exclusively strong club) and 1D

Our overcall of 1D-2NT is 'SUCTION as per Supp Notes 1 and 2

Shows:

An overcall shows a single suiter in next suit up (or) 2 suiter in other 2 suits
A dble or NT show 2 suited hands (or) strong hand

Applies:

In all seats at all vulnerabilities.

Detailed Description:

Over 1C	Over 1D
X = normal t/o	X = H or S+C or 19+BAL
1D = H or S+D	1H = S or H + C
1H = S or H+D	1S = T/O
1S = D or Majors	1NT = 15-18
1NT = 15-18	2C = Natural overcall
2C = 5-5 Majors weak	2D = Weak Majors (8+HCP 4+/4+) or Strong T/O with 0/1 D
2D = H or S+D	2H = Majors (5+/5+)
2H = S or H+D	2S = C weak or Majors (5+/5+) Strong
2S = D or Majors	2NT = H + C (5+/5+)
2NT = M's 5+5+ good hand	3C = S + C (5+/5+)
All higher bids natural preemptive.	3D = Stopper Ask All higher bids natural preemptive.

Responses and Rebids When Responder Passes

1. Bid of the next suit simply denies good values and primary support for both suction options
2. 1NT = 12-17 and will only be in the lower range when vulnerable
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Competitive Agreements

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