

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive not Vul, Constructive Vul
New suit forcing unless RHO bids
Transfers over our 1M Overcall Doubled
1NT = 8-11, 2NT = 12-14
Cue raises
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18) / "Comic" 1NT, (11)12-14 (15) in 4 <sup>th</sup> position
See our Brown Sticker Announcement Form
(11)12-14 (15) in 4 <sup>th</sup> position
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Intermediate Jumps except (1C) – 2D = weak
Cue bids, new suit forcing
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels (1m) – 2m = S plus another constructive
(1M) – 2M = other M + m, 2NT = 2 lowest suits
Responses: 2NT = F1, Cuebid = GF
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C = Majors, 2H/S = Natural
2D = Any single suiter, Constructive
2NT = Minors, 3m = Pre-emptive (up to 11(12))
X of any NT = M/m 10+, then 2C, 2H=P/C; 2D=Asks short M)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O, Leaping and Non-Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = H&S if weak or opening hand T/O, Weak jumps
1NT = minors (same after (1C) – P – (1D))
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing, XX = 10+hcp and penalty oriented, 1NT = 7-10
Hcp, XX after 1C = 4S

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	Partner's Suit (Unsupported)	
Suit	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd	
NT	Reverse Attitude	Reverse Attitude	
Subseq	3/5 / Attitude		
Other:	If supported Partner's suit, top from even, low from odd		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Overlead	Unblock or Rev Count	
King	K for Count at 5 level	Rev attitude	
Queen	Overlead	Unblock or Rev Count	
Jack	Std (Denies Q)	Rev Attitude	
10	Std (Denies J)	Interior Sequence	
9	Top	Shortage or Promises 10	
Hi-X	Doubleton	Doubleton or top	
Lo-X	3 <sup>rd</sup> from even, low from odd	Rev Attitude	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Std attitude	Rev Smith	Low=ENC
Suit 2	Rev count	Rev count	Suit Pref
3	Suit pref.	Suit pref	
1	Rev Attitude	As above	As above
NT 2	As above	As above	As above
3	As above	As above	As above
Signals (including Trumps:			
Rev Smith Peter, Std Suit Preference vs suit if 0/1 hit in dummy			
Std Attitude on Honours vs suits, reverse attitude all else			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural responses and jumps. Cue forcing to suit			
Support X, no Support XX over 1C opening, 1NT overcall			
Takeout X at Favourable can be light			
Transfer Lebensohl over weak two openings			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Game try X if no other bid available			
X of your cuebid of our suit denies A/K/Q			
X can be transfer over our 1M Overcall			

W B F CONVENTION CARD
<b>CATEGORY: Green with Brown Sticker</b>
<b>NCBO: New Zealand</b>
<b>PLAYERS: Michael Ware &amp; Malcolm Mayer</b>
<b>EVENT: Open</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Acol – 4 card suits up-the-line
Weak NT – 10-13 Not Vul vs Vul, 11-14 All Nil
(11)12-14 All Vul, 12-14 Vul vs Not
Transfer Responses to 1C
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer Responses to 1C
1C – 2D = 4-7 4S&5H or D single suitor GF
1D – 2D = 4-7 4S&5H or D single suiter (9)10-13
"Comic" NT Overcall – Brown Sticker
Transfers over our 1M Overcall Doubled
X of 1NT = major / minor or very strong
X of your cuebid of our suit denies A/K/Q
Takeout X at Favourable can be light
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
HCP is guide only. We use losing trick count a lot.
<b>PSYCHICS: Seldom</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4H	(10)11-20	1D=4+H 5+hcp, 1H=4+S 5+hcp, 2M=6M (3)4-7 1S=D denies 4M unless GF 2D =4-7 4S&5H or GF with (5)6 D 1NT= 8-13 4+C wants to be declarer 2C=8-13, 4+C wants to be dummy 2NT = 14+, 4+C; 3C=6-7, 4+C; 3D/H/S = 14+ Spl 3NT = 13-15 HCP 3334	Over 1D: 1H = 3H or 4H 2H = 4H min unbal 3H = Good hand with 6 loser Over 1H: Same Pattern Over 1NT/2C: Art. Inquiry / Responses  Invite+ Checkback over 1NT rebid	
1♦		4	4H	(10)11-20	1H/1S nat, 1NT = 6-9, 2C = nat, 2M=6M (3)4-7 2D =4-7 4S&5H or (9)10-13 with (5)6 D 2NT = 14+ 4+D; 3C=8-9 4D, 3D=6-7, 4+D 3H/S = 14+ Spl, 3NT = 13-15 HCP 3334		
1♥		4	4D	(10)11-20	2C/2D = 9+ Nat F1 2H = 6-9 3H, 2S = 6-9 Mini Spl, 2NT = GF 4+H 3C=6-9 4H, 3D = 4H 10-13 spl, GF, any suit, 3H = 4H 10-11 bal, 3S / 4C= 14+ Spl, 3NT = 14+ Spl D	1NT Rebid = 11-17, 2NT jump=18-19, 2NT Non- jump = 15-19 GF  1H – 2NT: New suit by opener = 14+ Spl 3D = any shortage (10)11-13	Modified Drury 8-10(11)
1♠		4	4H	(10)11-20	Similar to 1H – 1S=2NT=Mini Spl, 1S-3C = GF	As for 1H	Modified Drury 8-10(11)
1NT		2	4H	11-14 Nil, (11)12-14 All Vul 10-13 Fav, 12-14 Adverse	2C=Stayman, 2D/H = Tfrs, 2S Range Ask, 2NT Tfr to m Wk or Strong 3C = Puppet, 3D = minors, 3H/S slam try		
2♣	x	0	4H	GF or (22)23+ Bal	2D = waiting, 2M = Nat positive, 2NT/3C tfrs to C/D, 6+ positive, 3D/M = 6+ One loser suit	2C – 2D – 3M suit set	
2♦	x	0	4H	Weak 2 in Major No Strong Option	2H/S = P/C, 2NT Inq, 3C/D Nat F, 3M= P/C 4C=Trsf to suit, 4D = Bid Suit, 4H/S to play	X at 2 level T/O, X at 3 level pens	
2♥	x	5	No	5-9 5H, 4+m	2S = 5+S 1RF, 2NT enquiry	After 2NT: 3m=nat min, 3M=max Tied m	
2♠	x	5	No	5-9 5S, 4+m	2NT enquiry, similar to above, 3H Forcing		
2NT		2	4H	22-24 any 5cd suit	3C = Puppet, Tfrs, 3S = min Stayman		
3♣		6		Undisciplined	New suit forcing, 4D=Att RKCB		
3♦		6		Undisciplined	New suit forcing, 4C=Att RKCB		
3♥		7		Undisciplined	New suit forcing, 4C=Att RKCB		
3♠		7		Undisciplined	New suit forcing, 4C=Att RKCB		
3NT	x	0		Gambling no outside A/K	4C/D p/c		
4♣		7		Undisciplined			
4♦		7		Undisciplined			
4♥		7		Undisciplined			
4♠		7		Undisciplined			
						<b>HIGH LEVEL BIDDING</b>	
						Minorwood, Splinterwood	
4NT	x			Specific Ace ask, 5C = 0, 5D/H S = A, 5NT = C		Cue firsts or seconds, Rolling cues, Last train Leaping/Non-Leaping Michaels over all 2 and 3 level preempts	
5♣/5♦						4NT = RKCB (3041) POD1, POR1, PEDO (5H+)	

## BROWN STICKER OVERCALL ANNOUNCEMENT FORM

**Names:** Michael Ware & Malcolm Mayer  
**Country:** New Zealand  
**Event:** Bermuda Bowl 2023 Marrakesh

After opponents opening bid of **One of a Suit** (excl Strong Club)  
Our overcall of **1NT** at all vulnerabilities  
Shows: **15-17(18) Balanced or a weak single-suiter - "comic"**  
Applies: **By unpassed hand in both seats**

### **Detailed Description:**

1NT Overcall by an unpassed hand shows 15-17(18) Balanced or a weak single-suiter - "comic" but not weak in diamonds over a natural One Club opening.

Also applies if both opponents have bid eg:  
1C Pass 1H 1NT = 16-18(19) or a weak single-suiter - "comic"

If partner is a passed hand, the weak single-suiter option can be wider-ranging.

### **Responses and Rebids When Responder Passes:**

2C = (7)8+ HCP, Non-Forcing Inquiry  
2D / 2H = 5+M transfer (we assume responder knows which hand-type 1NT overcaller has)

(1x) 1NT (P) 2C:  
2D = 15-16 with a 4-card major, then 2M = other M, 3C=Both M, 2NT=NF  
2M = Comic in M  
2NT = 15-16 No Major  
3D = 17-18 with bad 5M  
3M = 17-18 5M  
3NT = 17-18 No major

(1x) 1NT (P) 2D/H:  
Opener does not have to accept transfer if "comic"  
Opener can accept transfer with "comic" (usually comic in a lower suit)  
2S over 2D is comic in spades  
2NT+ = strong NT, super accepts

### **Responses after opponent's DBL**

(1x) 1NT (X):  
Pass = Natural. If running from assumed strong NT overcall, then non-touching suits or (4)333 or 4H & 4+S  
Bids = Touching suits, 2H=5H & 4S  
XX = Single suiter  
Cue/2NT = support all suits, then Pass or Correct

**Proposed Defence**

Pass = Natural

X = Penalties, typically balanced or short in partner's opened suit

2<sup>new</sup> = Natural, Forcing

2NT+ = Normal Raises of opener's suit