

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style = constructive
5+ card with 8+ at one-level, 5/6+ with 10+ at 2 level
New suit response F1
Cue bid = forcing raise, usually promises support
2 Suited O/C (Notes 1 & 2)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct position 15-18 HCP
Responses: Bid as 1NT opening
4 th position = 10-14
Responses : Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-10 HCP with attention to vulnerability, 2NT = Ask
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid = Michaels (Note 1)
Jump cue bid = Stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (Note 6)
Weak 1NT, X= penalties
Woolsey X over Strong 1NT = 10+HCP, and a 6-card m or, 5-card m and 4-card M. 2C response -pass or correct.
2D response asks for M. 2H/2S NAT NF, 2NT ASK
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O up to 4H inclusive , PEN over 4S
2NT Nat, O/C Nat
4NT over 4H = 5/5 minors, 4NT over 4S = bid suits upwards (change of suit NF)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+HCP, interested in PEN, subsequent X = for PEN
3x = fit jump, 4 card support and good second suit (Note 9)
New suit 4+ NAT & F1 unless already PH
Helvic (Note 10) if OPPTS double partner's 1NT opening or overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th (2nd from bad suits)	Hi/Lo, low from H, MUD	
NT	4th (2nd from bad suits)	Hi/Lo, low from H, MUD	
Subseq			
Other: MUD from bad suit, low from H			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKxxx, AKQx	
King	KQJx, KQxx, AK doubleton	KQJxx, KQ10x,	
Queen	QJ10x, QJ98	QJ10xx, QJ98,	
Jack	J109x, Jx	HJ1098x, J1098	
10	1098x, 10x	H1098x, 10x	
9	9x,	9x	
Hi-X	Sx, xSx, xSxx		
Lo-X	HxxS		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Standard ATT	Standard count	O=ENCRG, E=SP
Suit 2	Count		
3	SP		
1	Standard ATT	Standard count	O=ENCRG, E=SP
NT 2	Count		
3	SP		
Signals (including Trumps): Discard of "9" in a suit STR ENCRG			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic style, may be light if perfect shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X = 6-8HCP at 1 level, 9+ at 2 level. Supp X			
X of unnatural bid = lead directional			
Lightner X vs slam asks for unexpected lead			
X of 1NT/3NT auction by oppts asks for lead of shorter major			
X of oppts 3NT contract where 3 suits bid asks for lead of dummy's second suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Marie James and Adrienne Purdy
EVENT (Open/Women/Senior/Transnational)
Pre-trial for Lady Milne and Camrose trials
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14-16 NT and 4 card suits, 2NT rebid 17-19
1NT response = NF. Shows 6-11 w/o COMP or not PH
2 over 1 FG 12+ HCP
Non-promissary stayman over 1NT (Note 5)
Puppet stayman over 2NT (Note 4)
Transfers over 1NT/2NT opening or overcall
2S over 1NT = transfer to a minor suit
General style = Natural and competitive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C Opening = strong near Game Force – any suit, any shape
2D Opening = strong 23+ HCP, Game force - any suit, any shape
2H Opening = Weak Major 6+ (6-10 HCP)
2S Opening = Weak Major 6+ (6-10 HCP)
2NT Opening = 20 HCP, Balanced
3NT Opening = Gambling solid minor, pre-empt
Michaels Cue bids (Note 1)
Other 2 suited overcalls (Note 2)
Lebensohl after 2-level overcall of 1NT (Note 3)
4 th suit F1
Fit Jump in competition (Note 9)
Long suit game try F1
SPECIAL FORCING PASS SEQUENCES
over interference of freely bid vulnerable game
IMPORTANT NOTES
Double jump in new suit – Splinter w/o comp, in comp=jump fit
Jump shift response, no comp = <6HCP, 6 card suit
PSYCHICS:
Rare

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		4	3S	4+ C, 11-19 HCP	Suits NAT & F1, 1NT = 8-11 HCP. Single raise weaker than double raise. Jump shift 3-5HCP & 6 card suit NF.	1NT = 12-13 HCP. 2NT = 17-19HCP		
1♦		4	3S	4+ D, 11-19 HCP	Suits NAT & F1, 1NT = 8-11 HCP. Single raise weaker than double raise. Jump shift 3-5HCP & 6 card suit NF.	NT = 12-13 HCP. Jump NT = 17-19HCP		
1♥		4	3S	4+ H, 11-19 HCP	Suits NAT & F1, 1NT = 6-11 HCP. Single raise weaker than double raise. Jump shift 3-5HCP & 6 card suit NF. 2NT = 4 card SUPP & 10+ HCP	NT = 12-13 HCP. Jump NT = 17-19HCP	Drury Note 7	
1♠		4	3S	4+ S, 11-19 HCP	Suits NAT & F1, 1NT = 6-11 HCP. Single raise weaker than double raise. Jump shift 3-5HCP & 6 card suit NF. 2NT = 4 card SUPP & 10+ HCP	NT = 12-13 HCP. Jump NT = 17-19HCP	Drury Note 7	
INT				14-16 HCP, Balanced	Red suit transfers, 2S = TRF to long minor Non-promissary stayman, New suit @ 3-level FG 4D TRF to H, 4H TRF to S	TRF or Super accept TRF with 16 HCP & 4 card SUPP(2NT & retransfer) or 14 HCP and 4 card SUPP(3M).		
2♣	✓		3S	Artificial strong – near Game Force, any suit, any shape	2D relay. 2M = 6 cards headed by AK/KQJ. 2NT = good 10-12 and balanced.	2NT = 21/22 HCP, 3NT = 25/26 HCP 2H/S or 3C/3D = 8/9 playing tricks in relevant suit		
2♦	✓		3S	Artificial strong – Game Force, any suit, any shape	2H relay	2NT = 23/24 HCP, 3NT = 27 HCP 2S or 3C/3D/3H = 8/9+ playing tricks in relevant suit		
2♥		6		6-10 HCP, 2 honours in suit	Bid to level of fit or 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards	
2♠		6		6-10 HCP, 2 honours in suit	Bid to level of fit or 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards	
2NT				20 Balanced	TRF's to H or S. Puppet stayman (Note 4). Texas transfers			
3♣		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH			
3♦		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH			
3♥		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH			
3♠		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH			
3NT		7		Gambling – solid minor, no outside Ace	4C pass or correct if other suits not covered			
4♣		8		Pre-emptive				
4♦		8		Pre-emptive				
4♥		8		Pre-emptive				
4♠		8		Pre-emptive				
4NT								
5♣		8+		Pre-emptive				
5♦		8+		Pre-emptive				
5♥		8+		Pre-emptive				
5♠		8+		Pre-emptive				
HIGH LEVEL BIDDING								
						RKCB: 14,30 for majors and 30,14 for minors, KING ASK = specific Kings, Gerber over NT		
						Exclusion Blackwood 30,14 (Note 11), Minorwood 14,30 (Note 8)		

Supplementary sheet - Marie James & Adrienne Purdy

Note 1 Michaels cue bid

(1C) - 2C

(1D) - 2D

Both majors 5(+) / 5(+)

(1H) - 2H = 5S + 5 minor

(1S) - 2S = 5H + 5 minor

Note 2 Other 2 suited overcalls

(1X) - P - (1Y) - 2X = 6+ of the lower unbid suit and 4+ of the other unbid suit whereas 2Y = 6+ of the higher unbid suit and 4+ of the lower unbid suit. Overcaller in 4th seat will have 8+ HCP with points in the relevant suits.

(1C/D/H) - 2NT = 5+ / 5+ in the 2 lower unbid suits

(1X) - P - (1Y) - 2NT = 5+ / 5+ in the unbid suits

Note 3 Lebensohl

2NT after an overcall over a 1NT opening forces 3C by opener. Responder may now pass or make a minimum bid in a suit, NF
2-level new suit bids are not encouraging. 3-level new suit bids are forcing.

1NT (2x) 2NT (p)

3C (p) (3x) = GF No stopper F1, 3NT = values for game but no stopper & no 4 card major

Note 4 Puppet stayman over a 2NT opening

3C = asks for a 4 or 5 card major,

Opener: bids the major if 5,

bids 3D confirming a 4 card major, responder bids the major they do not have

bids 3NT showing neither 4 nor 5 card major

Note 5 Responses to 1NT and 2NT Opening or natural overcall

(a) Non-promissary stayman

1NT - 2C may not have sufficient HCP to go to 2NT
 or may not have a 4 card M

2D = No major

2H = 4+H

2S = 4+S

(b) Transfers

1NT - 2D = 5+H

2H = 5+S

2S = 6+ C or D. Opener bids 3C, responder P/C

2NT - 3D = 5+H

3H = 5+S

(c) Texas transfers

1NT - 4D = 6+H

4H = 6+S

(d) Other

1NT - 3C/D/H/S = strong/natural

Note 6 Multi Landy (vs No Trump)

2C shows at least 4 cards in each major suit with 10+HCP and points in the major suits. 2D response F1 = relay to better major. 2H/S response = NF
2D shows a single suited 6+ card major, 2H = relay; 2NT = strong enquiry, responses 3C = good hand with H, 3D = good hand with S, 3H/S minimum hands & natural

2H shows 5+H and 4+ in a minor, 2NT = F1, minor ask

2S shows 5+S and 4+ in a minor, 2NT = F1, minor ask

Note 7 Drury

After an opening bid of one in a major in third seat, NV the partner's 2C shows 9/11 HCP and 3+ card support. Subsequent bids:

2D from opener shows full opening values, 2H/S = 8 to a bad 12 HCP i.e. no game interest. 2H (after a 1S opening bid) is weakish showing 5S & 4H. 2NT = GF.

Note 8 Minorwood

Minor suit fit or implied fit 4C/4D asks for key cards unless in competition - responses are 14/30

Q ask = cheapest bid available

K ask = +1 (if suit is C, 5D asks for K, if suit is D, 5H asks) - Response shows specific King, 5NT is an unshowable King, 6C/D = no King

In all auctions a bid of 4NT or 5C/D is to play

Minorwood does not apply when a major suit fit found

Note 9 Fit Jump

In competition (including X by oppts) a jump response in a new suit = 4+ cards in new suit (2,3 honours) & 4+ card support for partner

3 level = 7-10 HCP, 4 level = 9-13 HCP

Fit jump in M in support of m = 5 card M

Note 10 Helvic

1NT - X - 2C = 4+C & 4+D

2D = 4+D & 4+H

2H = 4+H & 4+S

2S = 4+S & 4+C

XX = Promises a 5+ card suit, opener bids 2C, P/C

Pass = Forces opener to XX. Responder can Pass or bid a suit promising 4/4 in non-touching suits

Note 11 Exclusion Blackwood

Exclusion Blackwood asks for key cards except in the named suit - an impossible jump over your partner's last bid, bypasses the level of game.

Responses are 30/14 in suits bid upwards from the void suit.