

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually 5+ cards, transfer advances starting at Q bid.
Jump Q = 4 card(+) LR; NSF by UPH
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd and 4 th 15-18 – system on
Balancing 11-14 with range Stayman and Transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak but may be variable opposite a Passed Hand
Leaping Michaels; Balancing 2N = 19-21- system on
Unusual NT for 2 lowest unbid suits
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Natural over 1C and 0-2 1Diamond opening
Natural Pre over 1 minor at 3 level
Asks stopper over 1M opening
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: X = 4M and longer m; 2D = 1M, 2M = M/m
Passed hand X = 1 minor or both Majors; 2C = C+ any;
2D = D + higher 2M – M/m
Weak NT X = Pen; 2C = Majors; 2D/2H = Transfers
2S = 1 good minor; 3 level intended as Pre
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O; Leb over weak2's by UPH
Leaping and Non-Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Suction at all levels e.g (2C) 2S = Clubs or the red suits
OVER OPPONENTS' TAKEOUT DOUBLE
Mostly transfers
XX = 10+, transfers over 1D X, XX = Hearts
2N= LR+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /even ; lowest/odd	Same	
NT	4 th or 2 nd from a bad suit	Same	
Subseq	Mostly attitude		
Other: 2 nd & 4 th through declarer when dummy has weak holding			
High from Xxx if supported vs Suits			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) asks attitude	AKx AQx	
King	AKx(x) asks count	AKJTx; KQTx	
Queen	KQx(x) or shortness	KQx(x)	
Jack	QJx(x) or shortness	AQJx; QJTx	
10	JTx(x) or shortness; HJTx	HJTx; JTx(x)	
9	T9x(x) or shortness;HT9x	HT9x; T9x; 9x	
Hi-X	Top of sequence or Xx		
Lo-X	3 rd /even ; lowest/odd		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude Low = Enc	Count Lo - odd	Low = Enc
Suit 2	Count Hi = Even #	SP	Low = Enc
3	SP	N/A	Low = Enc
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
Standard Count, Reverse Attitude; usually lower of touching honours			
Reverse Smith Echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard – usually support for all the unbid suits or strong hand			
Responses strength showing; Jump after XX = Pre			
Q bid forcing to Suit Agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low level X's are for takeout			
Negative Responsive Maximal; Support X and XX through 2H			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: CANADA
PLAYERS: MICHAEL ROCHE – DANIEL LYDER
EVENT OPEN TEAMS – BUENOS ARIES
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Club – 17+ if Balanced
5 Card Majors 2/1 GF except 1D 2C
1D = 10-16 HCP 2+D, except 1 st /2 nd /3 rd NON VUL 1+
2C = 10-16 Natural 6+ suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 st /2 nd /3 rd NON VUL
2D Multi (Weak 2 only) 5-10 HCP usually 6 card suit H or S
2H 10-16 HCP short in D, 4415 minus 1 card, promises 4H
2S – Artificial – a Good 3D opening in 1 st and 2nd
3 rd seat NON VUL
2S is 5-10 – Spades and a minor usually 5-5(4+)
1 st /2 nd /3 rd VUL and all 4 th seat
2D opening 10-16 HCP short in D, 4415 minus 1 card
SPECIAL FORCING PASS SEQUENCES
Pass and Pull strongest action
After weak NT and Pen X we are forced through 2D
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X			Artificial Strong 17+ balanced May be less HCP unbalanced	1D = 0-7 ANY; 1H thru 2C = Controls GF 2D – 5-7 and 1 major Higher GF (Note 1)	Mostly Natural or Stayman and Transfers 1C 1D 1H artificial; H or Balanced	P after overcall 0-4 or Pen X after overcall 5-7 any
1♦		2(1)	3S	10-16 – May be 1+ NV 1/2/3	Natural; 2H = NT Invite; 2N GF natural	XYZ over 1N rebid & 1D 1H 1S (Note5) Many transfers after overcalls (Note 2)	1D (1H) 1S denies S 1D (1H) X = 4/5 S
1♥		5(4)	3S	10-16 HCP Natural	1N F1; 2S 3C 3D INV; 2N = LR+	4 th suit Game force by UPH	2C/2D Drury 2N in comp = Support
1♠		5(4)	3S	10-16 HCP Natural	1N F1; 3C/3D 3H INV; 2N = LR+		2C/2D Drury
INT				14-16 Balanced sing A/K/Q ok 5 card M common	Stayman Transfers 2S range ask or Clubs 2N = Diamonds 3C=Puppet; 3D = MM INV+		Transfer Lebensohl
2♣		6(5)		10-16 usually 6+ Clubs	2D art ask; 2M = F1; 2N relay to 3C	2C 2D 2H shows 1M; 2S asks further	
2♦	X			10-16 4415 minus 1 card	2N = INV +; 2H/2S/3C non-forcing	2D 2N 3C = minimum then 3S asks more info	
	X			5-10 Weak 2 in 1 Major	2M /3M = Pass or Correct; 2N asks; 3C GF	3C – maximum then 3D asks transfer	(Note 4)
2♥	X			10-16 short D, promises 4H	2N INV+; Like 2D opening		
2♥2♠		6(5)		5-10 Weak 2 Natural	2N = Ogust		
2♠	X			6+D sound preempt (Note 3)	New suit forcing		
2NT				21-22 Balanced/semi-balanced	Stayman Transfers Smolen Optional Keycard		
3♣		7(6)		Pre	NSF; Pre KC 4C		
3♦		7(6)		Pre	same		
3♥		7(6)		Pre	same		
3♠		7(6)		Pre	same		
3NT	X			7 Card Solid minor + 1 Stopper	4C = P/C; 4D = shortage ask; 4N asks stopper		Sys ON over X
4♣		8(7)		Pre			
4♦		8(7)		Pre			
4♥		8(7)		Pre	4S natural; 4N = KC; 5m asking for control		
4♠		8(7)		Pre	4N = KC; 5 any asking for control		
4NT	X			Both minors PRE			
5♣						HIGH LEVEL BIDDING	
5♦						4C is Pre KC 0,1,1+,2,2+	
5♥						Exclusion KC – jump to 4S when H is trump	
5♠						Q bid 1 st /2 nd round controls equally	

Supplementary Notes

Roche – Lyder

Canada

Note 1

Strong Club 17+ Balanced or equivalent if unbalanced

Responses 1D artificial negative 0-7. 1H thru 2C artificial GF

1C – 2D = 5-7 with 1 Major less than 3 controls. 2H response = 6+ controls. 2S/2N = Balanced GF less than 3 controls 11-13 or 14+. Direct 3/4 level response shows specific good long suits 4-7 HCP and are transfers

1C 1D 1H or 1C 1D 2H are both either Hearts or Balanced. Cheapest S bid asks for clarification range. After 1C 1D 1H responder usually bids 1S (artificial)

Note 2

We open 1D and Opponents overcall

Responder's bids are a combination of Negative X's and Transfers. Some natural NF bids.

Note 3

Opening bid of 2S in 1st or 2nd position NON VUL = Sound 3D opening. Expected AQJxxxx and an outside K or similar

Note 4

Responses to Multi 2D opening. 2H/2S = P/C. 3H/3S same. After 2S opener bids 3C (passable) to show H.

2D (P) 2H (P) P does not guarantee H. Responder may Pass 2D opening with any hand – we have no further agreements.

2D 2M and correction then 3 of same M = INV

2D (P) 4M is to play; either responder's own suit or a good guess.

Note 5

1D/1H/1S shows an unbalanced hand with 4(+) S. 1N rebid may have 4S

Over both auctions we use a form of XYZ – where 2C is a relay to 2D; 2D = artificial GF