

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Natural usually 5+cards , 6-17
2m overcall is constructive
New suit is non-forcing but enc/ at the 3-level forcing
2nt is a 4-card fit inv+
Cue is 3-cards inv+ / 3+cards if 2nt not available
Jump cue to the 3-level is a mixed raise
<b>INT OVERCALL</b>
Immediate 15-18. Responses as over opening
Reopening range (10)11-16. 2c range and majors enquiry, transfers
<b>JUMP OVERCALLS</b>
Always weak over one bids but vul will have playing strength
2nt two lower ranking remaining suits, wide range
2d over 1c 5+5+ MM
Over weak twos Leaping Michaels (bid minor + OM) is not forcing, v weak 2 - jump overcall 12-16 nat
Reopen: 2NT nat 20-22
<b>DIRECT &amp; JUMP CUE BIDS</b>
Cuebid over weak 2Ms, Michaels (cue is OM + m wide range), constructive. Jump cue looks for stop
Michaels over 1M and some other auctions
1c/d - 2d = majors 5+5+
1c (2+ cards) 2c = 5/4 MM 10-15 also applies in 4th after 1c - p - 1d and after 1c-p-1nt-
<b>VS. NT</b>
Dbl of 1nt for penalty
Dbl of 1nt from passed hand 4M 5+m over any strength.
2c = majors
2d = 1 major, multi style then p/c or relays
2M = 5M with 4+minor
<b>VS.PRE-EMPTS</b>
Dbl = take out Cue = 2 suits
3nt natural
Over multi 2d - dbl 13-15 bal or strong and bids natural
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Disruptive, over 1c dbl majors, 1nt minors, weak jumps, UNT.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1h or 1s redble transfer to 1nt. 1NT/2c/(2d) transfers. 2M-1 is weak or inv+ raise of M. Fit jump after 1M. 2NT 8-10 raise. Higher art.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> and 4 <sup>th</sup> , Hxx High from 2 cards	Low from odd / high from even (only when not supported in any way, not d)	
NT	Same	As above	
Subseq	Same/ attitude	As above/ attitude	
Other: lead 2 <sup>nd</sup> highest from poor suits/ low usually promises honour			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks attitude / AKxx	Same	
King	Asks count AKx KQx	Same	
Queen	QJx KQ10 asks unblock of J	Same	
Jack	HJ10 J10X denies Q	Same	
10	H109 or 109 (xxx). or 10x	Same	
9	9x H98 (xx)	Same	
Hi-X	Sx xSxx(x)	Same (except in P suit not supported)	
Lo-X	Hxx	Same (except in P suit not supported)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H = Even	H = Even	Low even enc/ odd may be suit preference
Suit 2	L = ENC	Random or count	then random or remaining count
3	H = suit pref	H = suit pref	
1	H = Even	H = Even	As suit
NT 2	L = ENC	Random	
3	H = suit pref	H = suit pref	
Signals high/ low even, Low encouraging on Ace lead In trump suit can show suit preference			
First discard - low even most enc. Odd is discouraging and may be suit pref			
Attitude signal on A or in clear situations. SP on shortage lead			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b>			
Take out dble - aggressive with right shape .Reopening may be weak			
Over 1c(short) dble is 12-14 bal or standard t/o			
Card showing, support and responsive dble			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			
Dbl at 4 or 5 level by next hand where we have game values - want to bid on			
Pass of opponents low level rdb is penalty (1d-p-p-dbl-rdb-p)			
Dbl of 3-level cue of our suit or partners bid suit can be don't lead it			
Rdbl rescues suit contracts and express doubt about our 3NT contract			

W B F CONVENTION CARD	
<b>CATEGORY</b>	<b>STRONG CLUB</b>
<b>NCBO:</b>	<b>IRELAND</b>
<b>PLAYERS:</b>	<b>Nick FitzGibbon Adam Mesbur</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Precision style	
1c strong 17+ 5M 1NT 14-16	
Opening bids can be 10 (rarely 9) with shape	
1d a) natural 10-16 may have club canapé if 4/5. Unbalanced unless 6+ diamonds/ occasionally 5422. 4/1S 1/4H 3d 5c possible with weak clubs	
b) (11-13) any balanced 2+diamonds includes 5m422	
1nt (14-16) may hold 5M or 6m or very occasional singleton	
Often upgrade / downgrade - especially 1nt and 1c	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2H 5+H 4+S 10-14 points (longer hearts)weaker possible in 3rd seat/ 14 may open 2h or 1h depending on quality of suits/ 1h -1nt may have 4s	
2d 4414 4405 4315/3415 short D 10-16	
1D - 1H - 1NT may have 4S	
3nt 1 <sup>st</sup> 2 <sup>nd</sup> pre in minor/ 3 <sup>rd</sup> /4 <sup>th</sup> Gambling -may be strong	
4c, 4d openings 1st and 2nd - Strong 4h/s opening	
Pass after overcall of our 1C is weak or penalty	
Many penalty dble after our 1c opening	
If our 1nt is doubled for penalties - rdb is puppet to 2c any 1 suit/ 2-suit is that suit and the one immediately above.	
If our 1M is doubled we play transfers	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After positive response to 1c	
Competitive auctions where we have forced to game or opponents sacrificing- pass defend, dbl bid on	
<b>IMPORTANT NOTES</b>	
PSYCHICS: very rare by opener / rare by responder / occasional false cuebids	
Last train	

		Min cards	Neg Dbls thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		0	3s	17+ or equivalent	1d <7 unbal / <8 bal 1h/s/2c/d natural 5+cards 7+hcp, 1nt 8+ bal/ 2M 6-cards 4-6	After 1d – 2H rebid is 22/23 bal or GF unbal 2S is (4441) or bal 26+ 3c/d is 5+H/S with 5+another GF After 1M, 3c is 444 with 1 in the M.	1nt is 8-10 (11)
1♦		2	4h	Bal 2+d (any 11-13 balanced includes 5m422) 11-16 4441 or 5+d unbalanced or 4+d/5c or 5+d/4c or 4M1M3d5c not suitable for 2c opening	2m is GF nat, 2H both minors inv, 2S both minors GF 3c/d natural invitational 8-12 good suit	Natural most suit rebids promise diamonds After 1d-1h-1s or 1d-1h-1nt 2c is any inv 2d any GF	Natural
1♥		5	4d	5+ 10-16 open 5/5 9pts and 5/4 10 pts and 6+ 10 pts	1S 5+. 1nt semi forcing 6-12 . 2c artificial GF –no support or 5+S. 2d = 3-card H raise 10+, 2nt = 4+ H raise GF, 3C = 4+H raise 11-12, 3d = 4+H raise (8)9-10, 3H pre, 3S any void, 3nt 4m spl in S/c/d	Opener passes 1nt with 17-20 jp bal 1H-1S-2NT is 3card support, 14-16 After 2d, 2H is minimum, 2S is FG art, 2NT/ 3m short suit try in S/m After 2NT response 3c asks range/shape	2c 3+ H 9-11 Then 2M is min 2nt = 8-10 4card support 3m jump -fit 5+cards with 4+H
1♠		5	4h	5+ 10-16 open 5/5 9pts and 5/4 10 pts and 6+ 10 pts	As after 1H except 2d = 5+hearts invitational or better 2H = 3 card spade raise 10+	As after 1H except 1S 2d 2nt is 3+H fg., 1S 2H 2nt is fg any. 3h/ 3nt any void, 10-13/ 14+. 4c/d/H spl	As after 1h
INT			3s	14-16 any 5 suit/ 6m possible/ occasionally 5422 or singleton honour	2c Stayman (asks for M) – does not promise a major/ maybe weak 2d/h/s/nt all transfers 3c 5/4 minors unbalanced F 3d/H 3-suiters with shortage in H/S 4c d for H S.	After stayman or transfer to a Major - transfers to minors from responder on second round	Same
2♣		5	4h	5c with 4M or 6+clubs 10-16	2d relay, 2M fl, 4M spl	After relay 2M natural 3d/H/S shortage	
2♦		0		4414 or 4405m or 43/3415 short diamond 10-16 (may open 1nt with 15/16 and single honour)	2NT inv 3d relay . 3h/3s/4c natural slam try		
2♥		5		5+H 4+S 10-14– longer hearts 14 may open 2h or 1h -can be very light third seat	2nt inv. 3c relay to 3d. 3d inv in M, 3M mixed raise, 4c/d for H/S slam try with shortage other M		
2♠		5		Normally 6 maybe 5 nv. Up to 10	2nt relay		
2NT				19-20 balanced	may have 5m/ rarely 6 minor stayman transfers 3S is a minors slam try 4-any slam try two suits above (4c ST in hearts)		
3♣		6		Can be very weak at fav	3d asks better M. New suit forcing		
3♦		6		Can be very weak at fav	New suit forcing		
3♥		(6)7			New suit forcing		
3♠		(6)7			New suit forcing		
3NT	Yes			1 <sup>st</sup> and 2 <sup>nd</sup> seat Pre in minor 3 <sup>rd</sup> and 4 <sup>th</sup> Gambling	4c p/c, 4d ST		
4♣	Yes	0		Good H 7-8.5 tricks in 1 <sup>st</sup> /2 <sup>nd</sup> /4 <sup>th</sup> 3 <sup>rd</sup> natural pre	4d is a very good hand fro hearts		
4♦	Yes	0		As above for S	4h is a very good hand for spades		
4♥		(6)/7/8		Pre			
4♠		(6)/7/8		Pre			
4NT	Yes			(8.5) 9 tricks in a minor	5c p/c, 5d p/c, 5H KC in openers minor		
5♣		7+		Pre		<b>HIGH LEVEL BIDDING</b>	
5♦		7+		Pre		RKCB – asking for aces, king of trumps and queen of trumps. Kick Back (same) for minors with void showing, Exclusion RKCB, all 1430	
5♥		7+		Inv		In pre/competitive auctions dbl often encouraging to bid on/ last train	
5♠		7+		Inv		Generally cuebid 1 <sup>st</sup> or 2 <sup>nd</sup> round controls at cheapest level/ some sequences can show shortage	