

CARD USED WHEN NOT VULNERABLE – STRONG CLUB, LIGHT OPENINGS

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level esp NV. 4 card suit possible but rare. Overcall up to 17 HCP, generally X first with 18+
2 or 3 level generally sound
New suit F1R. Cue shows SUPP for M, maybe NT ask for M. (1x) 1y (1z) bids/x between 1NT and 2Y-1 are TFR (note 8)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd . 4 th Live same but with a decent suit
Reopening (1m)12-14, (1♥)12-15, (1♠)12-16
Responses after m opening same as our VUL 1NT opening
After 1M 2♣ PUP 2♦ (then cue = STAY, others show ♦)
2♦ TFR other M; 2♥ TFR ♣; 2♠ 5 card STAY; 2NT NAT
JUMP OVERCALLS (Style; Responses; Unusual NT)
WK (but sound V) except Intermediate at 3 level V
Responses as for overcall above
Unusual 2NT lowest 2 unbid ("bid suit" promises 3) CONST
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels major oriented CONST
Jump cue shows 7 SOL (NT ask)
VS. NT (vs. Strong/Weak; Reopening; PH)
X of NT that maybe L/T 14 HCP PEN (16+)
X 14+ NT m+m 11+(♠♥ P/C; 2♦ asks short M; 2♠ asks short m)
2♣ MM; 2♦ 14+ any suit; 2♥♠3♦ 8-14 NAT
2NT mm any strength or any 2 suits FG
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2/3M) 4m = Other M + bid m; 3cue asks stop, showing good minor
(3m) 4 cue = 5/5M, 4 other m = m + either M
X T/O; 2/3NT NAT, after 3NT all bids TFR
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ X strong, 1♦ MM
1NT mM if (x) P NF, XX ask short m, 2♣ P/C, rest same as (1NT) X m/M
2NT mm; others NAT
Over (2♣ FG) X MM 2NT mm
OVER OPPONENTS' TAKEOUT DOUBLE
Varies. See competitive and passed bidding on page 2

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st , 3 rd , lowest from odd	Same but top xxx if we raised	
NT	Attitude (low enc)	1/3/low but top xxx if raised	
Subseq	Attitude		
Other: Suit preference if leading for a ruff or similar situations			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	Asks unblock or rev count	
King	KQ or AKJ	Asks reverse attitude	
Queen	QJ or AKQ	Asks unblock or rev count	
Jack	JT or KJT	Asks reverse attitude	
10	Top or interior	Asks unblock or rev count	
9	Top or interior	May have one card higher	
Hi-X	Doubleton	Little interest in the suit	
Lo-X	3 rd , maybe xxx(x)	Strong interest in the suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse Smith	Reverse attitude
Suit 2	Reverse count	Reverse count	Reverse count
3	Std suit preference	Std suit preference	Std suit preference
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ with appropriate shape. 8+ Reopening. Jump to 2M 9-12 4M. Jump 2 levels to 3M 9-12 5M.			
Cue bid forcing to suit agreement (9+ MM or 13+ any)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
After cue of our suit when we have opened 11+ or when we have responded or at 3 level. Pass asks for lead X suggests other lead or no help.			
X of slam suggests a possible ruff			
Support X in competition			
Double of 14+ 1NT opening is Minor + Major 11+ HCP			

W B F CONVENTION CARD
CATEGORY BLUE
Sticker:
NCBO: New Zealand
PLAYERS: Ian Berrington & Graeme Tuffnell
EVENT: Open
SYSTEM SUMMARY
2/1GF VUL Mini Precision (8 HCP openings) Not VUL
This card is for NOT VUL methods
1♣ 14+ (15+ BAL)
1♦ 8-14 catchall can be ♦ void
1NT ranges very variable (8-11, 8-17, 12-17, 13-17)
Aggressive openings and Preempts
HCP ranges are a guideline we up/downgrade
Weak 5 card suits can be treated as 4 card
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Mini NT 1 st /2 nd position responses are not standard
8-17 NT 3 rd FAV, 12-17 3 rd NIL responses are not standard
2♣ response to above NT openings = FG INQ or 4+♥ INV or 4+♥/5+m
2♦ response to above NT openings = 4+♠ INV or 4♠ + other
2♠ opening 5/4 mm
2NT opening 6+♣
1♦ (4)5♦+4M 11-14 then 1M NAT F1R 2/3/4M P/C
SPECIAL FORCING PASS SEQUENCES
Pass (F) then pull partners X shows S/T with 1 st round control in their suit. Other cues deny 1 st round control.
Pass is F in any FG auction
IMPORTANT NOTES
PSYCHICS: Possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1 st /2 nd	✓	0	4♥	14+ any (15+ BAL)	1♦ 0-9 NEG; others 10+ FG: 1M/2m 5 card suit; 1NT 10-15 BAL 2NT 16+ BAL; 2M/3m 4441 SPL; 3M 7 SOL nothing else	1♦: 1♥ 18+ any; 1♣ 14-17; 1NT 15-17; 2♣ 15-19; 2♥♥ 15-17 2♠ 5♣+5 other 14-17; 2NT 21-22; 3m 5♥+5m 14-17; 1♣ 1♦ 1♥: 1♠ 0-6 NEG others FG (jumps SPL, 2NT 1444) 1♣ 1♦ 1♥ 1♠: 1NT 18-20; 2♣ FG; 2♥♥/3♣ 18-22	Pass 0-5; X/XX 6-9 T/O; 1♦ 6-9 BAL; Bid FG; X of jump O/C 6+ T/O Cue shows support if M else NT probe
1♣ 3 rd /4 th	✓	0	4♥	18+ any	1♦ 0-5 NEG; others 6-7 FG (jumps SPL)	1♣ 1♦: 1M/2m 18-22; 1NT 18-21; 2NT 22-23: 2♥ FG♥ or 24+ NT; 2♣/3m NAT FG	Pass 0-3; X/XX 3-5 T/O; 1♦ 3-5 BAL; Bid FG; X of jump O/C T/O
1♦ 1 st /2 nd	✓	0	4♥	1 st /2 nd 12-14 BAL or 8-14 4M + 5+m or 3 suited	1M F1R; 1NT6-11; 2m 12-15 NF; 2♥/♠ 16+ FG with 4+ ♣/♦ 2NT mm WK or FG; others PRE or to play	See note 6 for continuations after 1M 1x 1y 1z 2♣ PUP 2♦ then bid = INV; 1x 1y 1z 2♦ FGCB	(X) XX ♦ 6-11; 1NT probably ♣ Cue shows support if M else NT probe
1♦ 3 rd /4 th	✓	0	4♥	8-17 3 rd , 13-17 4 th 4M + 5+m or 3 suited If BAL has 4/4MM	NAT NF except 2NT mm	Jump shift SPL	
1♥		5	4♦	8-14 1 st /2 nd , 8-17 3 rd , 12-17 4 th	1♣ 4+ 4+♠; 1NT 5-11 maybe 3♥ 5-7; 2♣/♦ 11+ F1R; 2♥ 8-12 3♥; 2♠ any G/T SPL; 2NT ♥FG; 3♣ 4♥ 7LTC*; 3♦ any min FG SPL L/T 17 3♥ PRE; 3♠/3NT(♦)/4♣ SPL (17+ 15+ void); 4♥ to play	1NT 12-14 then: 2♣ PUP 2♦ then bid = INV, 2♦ FGCB 4SFG; S/S trials; 2NT general trial; Jump shift after 2/1 SPL	Passed 2/1 NAT with tolerance for ♥
1♠			4♥	8-14 1 st /2 nd , 8-17 3 rd , 12-17 4 th	1NT 5-11 maybe 3♠ 5-7; 2♦♥♥ 11+ F1R; 2♠ 8-12 3♠; 2NT any G/T SPL; 3♣♠FG; 3♦ 4♠ 7 LTC*; 3♥ any min FG SPL L/T 17 3♠ PRE; 3NT(♥)/4♣♦ SPL (17+ 15+ void); 4♥♠ to play	4SFG; S/S trials; 2NT general trial; Jump shift after 2/1 SPL	Passed 2/1 NAT with tolerance for ♠
1NT 1 st /2 nd		13	4♥	BAL 8-11	2♣ ART FG or 4+♥ maybe canape m; 2♦ 4+♠ maybe canape; 2♥♠ NF; 2NT INV; 3♣♦ NF; 3♥♠/4♣♦ PRE; others to play	2♣: 2♦=2♥, 2♥=3+♥; 3♥=4♥max 2♦: 2♥=2♠; 2♠=3+♠; 3♠=4♠max	After X: XX 4/4 ♠+other, suit NF (note Rubensohl after O/C (note 9)
1NT 3 rd /4 th		13	4♥	3 rd 8-17 3 rd vs V 12-17 vs NV 13-17 4 th 4 th seat NT can be off shape (13)(54)	2♣ STAY; 2♦ 4♠+ 5+minor; 2NT mm; rest NAT NF	After 2♦ 2♥=2♠	XX 4/4 ♠+other, suit NF
2♣	(✓)	4	- ?	(5/4)mm no 4M 8-14 1 st /2 nd , 8-17 3 rd , 13-17 4 th	2M F1R; 2NT INV; 3♥♠FG; 3♠♦FG; 4NT mm; all others to play	Jump new suit SPL?, M suits by opener NT probe	New suit S-CONST with fit; 2NT NAT; jumps SPL
2♦		6	- ?	6♦ 9-13 1 st /2 nd , 8-16 3 rd , 13-16 4 th	2♥♠3♠ F1R; 2NT INQ	2NT: 3♦ MIN, new suit H MAX, 3NT MAX good suit; 4♣ KCB	Passed; suit S-CONST with ♦ fit; 2NT NAT
2♥♠		5	-	3-7 maybe less with good shape	2NT G/T ASK; New suit F1R; Raise to 3 PRE; Jump shift SPL	2NT: 3M MIN, new suit H MAX, 3NT MAX good suit; 4♠ KCB	4 th seat 2M is 13-17
2NT	✓	6	-	6♣ 10-13 1 st /2 nd , 10-16 3 rd , 13-16 4 th	3♣ to play; new suit F1R; 4M to play 4♦ KCB		
3♣		6	-	PRE 0-9 HCP	New suit F1R; 4♦ KCB		
3♥♥♠		6	-	PRE usually 0-7 HCP	New suit F1R; 4♠ KCB		
4♣♦		7	-	PRE no interest in NT			
3NT	✓	7	-	Gambling, solid minor 0-4 HCP outside	4/5/6/7♣ P/C; 4♦ ASK for SPL (4NT = SPL in other m) 5m 7222	5NT after SPL = bid 7 with void	
4♥♠		7	-	To play, wide ranging	4♠ KCB over 4♥		
4NT			-	PRE mm		HIGH LEVEL BIDDING	
5♣♦		7	-	To play, wide ranging		Cue bid 1 st /2 nd round controls. KCB responses 1430. In competition new suit after agreement may be lead directing or helping partner if OPPT bids.	
						After a SPL next 2 steps below game are INQ/KCB	
						4♠ is RKB ♥ agreed 4NT is ♠ cue	
						Interference over RKB. P 1 st step X 2 nd step. If PRE P = even X = odd	
					*LTC = losing trick count	♣♦♥♠	

Supplementary notes for Ian Berrington and Graeme Tuffnell New Zealand Open

1. VUL 1♠ 2♦ WJS major:

2♥ P/C
 2♠ P/C then:
 2NT(♠) 3♠♦ short suit trials
 3♥ MIN
 2NT G/T then:
 3♦♥ MIN TFR
 3♠ MAX ♥
 3NT MAX ♠

2. VUL 1♠ 1♦♥ 2♦♥ NAT reverses:

Pass is allowed
 Responder rebids M ART GF
 Jump rebid M Slam Try
 4th suit NAT F
 2NT 3♠ NF
 4NT QUANT

3. VUL 1♦ 1M 2NT = 2-way FG

3♠	3♦	♦
	3♥	3 in M
	3♠	Hx in M
	3N	xx in M
3♦	NAT, mild slam try	
3M	6	
3 OM	4	

4. OPPT 1♠ (natural or short club, not precision club)

1♦ = 4♦+4M 11-14 then 1M F1R, 2/3/4M P/C
 2♦ NAT O/C

5. When our NT is X for PEN or we may have L/T 14:

Pass Happy to play OR Any 4333 (not treating this as ♠ + other) OR 4+/4+ without ♠
 Then XX for rescue to lowest of 2 suits or bid a 5-card suit.
 XX 4+/4+ ♠ & another, but 4333 possible. 2♠ by opener suggests P/C.
 Suit Nat NF
 2NT Escape with both minors or GF any 2 suits.

If balancing X is passed back to responder

XX asks for the best minor initially. Maybe the lowest 3 card minor if M doubleton
 Then Subsequent bid touching
 Subsequent XX non-touching

6. NV 1♦ continuations after 1M

1♥	1♠	Mm (can be 4144) then xyz
	1NT	12-14 BAL then xyz
	2♠	4♠ + 6♠
	2♦	4♠ 3♥ unbalanced
	2♥	4♥
	2♠	SPL
	2NT	4♥ MAX (13-14)
	3♠♦	SPL
	3♥	Minimum weak NT type 4 support

1♠	1NT	12-14 BAL then xyz
	2♠	4♥ 4+♠ can be 1444
	2♦	4♥ 5+♦
	2♥	3♠ 4♥
	2♠	4♠
	2NT	4♠ MAX (13-14)
	3♠♦♥	SPL
	3♠	Minimum weak NT type 4 support

7. VUL only Drury 2♠ 3 card M raise 8-11 by a passed hand

2♦	Still interested denies 4♥
	2♥ last train if spades
2M	3M 8-9
2NT	3M 10-11
3suit	SPL 10-11

2M	MIN
2NT	slam try
3new	slam try

8. (1x) 1y (1z) bids of 1NT, our X of their 1NT, and suit bids up to 2y-1 are TFR

TFR to OPPT suit = cue raise
 TFR to Y shows A, K or Q
 Bid Y denies A, K or Q
 TFR then return to Y G/T with values in suit shown

9. Rubensohl (slow shows direct denies)

2NT TFR to 3♠ then new suit NF cue STAY with stop 3NT to play with stop
 3 any TFR INV+
 TFR cue STAY without stop
 Direct 3NT game values no stop no 4M