

CARD USED WHEN VULNERABLE – 2/1 STYLE

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/0; 2/3NT NAT, after 3NT all bids TFR
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ X strong, 1♦ (4)5♦+4M 11-14 then 1M NAT F1R 2/3/4M P/C
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 RED 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 VUL methods 5 card majors <i>and</i> 5 card 1♦ Omnibus 1♣ (can be singleton, if so almost always 4441) 15-17 NT can be off shape (5422, 6322, 4441) Sound 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
2♦ opening 11-16 4+♠ and longer ♥
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 but very rare Vulnerable

[illegible]

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♠ L/T 3 card:

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. 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