

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural, typical range 8-17 HCP. Possible 4-cards at 1-level, mostly 5+ cards.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16-18 direct position with Stayman and Transfers on.
12-15 balancing, with Stayman and Transfers on, stop(s) not guaranteed
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6(7)-card suit, with 7-10 HCP range. Range lifted by 2-points for each of: partner passed, vulnerable and at 3-level, up to 13-16 when all three conditions apply.
Note (1♣) 2♦ we treat as an overcall, not a jump.
Reopen: no change
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct: Michaels highest + other; or 2NT jump two lowest
Always opening values or better
Cue by responder/advancer is 11+ raise
Cue at 3-level generally asks for stop for NT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ = both Majors, min (54), typically 8-14HCP
2♦ = 6(7)-card ♥ or ♠ suit, NF, typically 8-14 HCP
2♥/♠ = 5♥/♠ + 4+ minor, typically 8-14 HCP
If 1NT is ≤ 15 HCP, X = penalty, else 4M + 6+m
3-level 6(7) suit, constructive
2NT = wild 2-suiter
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = t/o; 3NT to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NT bids are 2-suiters, weak
2-level bids over strong 1♣ as over 1NT openings above.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 11+ and no fit, penalty oriented
Raises are the same

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> or 5th	3 <sup>rd</sup> or 5th	
NT	Reverse attitude	3 <sup>rd</sup> or 5th	
Subsequent	Reverse attitude	Reverse attitude	
Other:			
<b>LEADS (SN 6)</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Over lead	Over lead	
King	Over lead	Over lead	
Queen	Over lead	Over lead	
Jack	Over lead	Over lead	
10	Top or 3rd	Top or 3rd	
9	Top or 3rd	Top or 3rd	
Hi-X	doubleton	Discourage from 2+ small	
Lo-X	3 <sup>rd</sup> or 5th	Lowest from 4+ suit	
<b>SIGNALS IN ORDER OF PRIORITY (SN 9)</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att on honour	Rev count (selective)	Rev attitude
Suit 2	Rev count		Rev count
3			
1	Rev att on honour	Rev count (selective)	Rev attitude
NT 2	Rev count		Rev count
3			
Signals (including Trumps):			
1 <sup>st</sup> discard reverse attitude.			
Suit preference when partner to ruff.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening hand, short in openers suit unless strong, 3+ cards in three suits			
Respond min level 0-7 HCP, jump 8-11 HCP, dble jump 5+ suit, cue FTG			
Re-opening X = 12+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS (SN10)</b>			
3-card support doubles			
Over 1♣ (1♦) X shows 4+♥			
1♠ (2♥) 2♠ (3♥): then 3♠ to play and X is a game try, as example			
(1NT) X: if 1NT is ≤ 15 HCP = penalty, else 4M + 6m			
(1#) X (2#) X = responsive, competitive			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: New Zealand</b>
<b>PLAYERS: John Skipper, Jane Skipper</b>
EVENT Senior
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 Game Force, with 14-16 HCP 1NT and 2+ club opening with transfer responses. We play Bergen style raises over 1-Major
Open with 5+Major, 4+♦ (unbalanced unless strong), or 2+♣
2♦/♥/♠ opening strength & suit quality depends on vul.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ opening not forcing, shows a 6-card Major, 6-10 HCP (SN11)
2♥/♠ opening shows 5♥/♠ and 4+ minor, 6-10 HCP (SN 11)
3NT opening shows 8-card minor pre-empt
4♣/♦ opening shows 7/8 ♥/♠ respectively & 11-15 HCP, suit quality max 1-loser in suit.
<b>SPECIAL FORCING PASS SEQUENCES</b>
In forcing sequences below game, with competition, pass is normally the weakest option.
<b>IMPORTANT NOTES</b>
There are supplementary pages of notes attached
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	John Skipper & Jane Skipper, Seniors, New Zealand			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	11-20 HCP, 2+C, Either weak NT incl 3352 or natural club suit hands	1♦=♥; 1♥=♠; 1♠ 6-10 no M; 1NT 11-12 no M; 2♥/♠ 4-6 HCP, 6/7 suit NF, 2NT 16+ bal; 3NT 13-15 no M; 3C 9-12 INV; 3♦ 10-12 INV.	Accept transfer with 3, other natural (SN 1)	Ignore (X) or (1♦) Else revert to natural Cue is raise, X negative.
1♦		4	3♠	11-20 HCP, Usually 5+♦, off-shape if weak	Natural, 2C/♦ GF; 2♥/♠ 4-6 NF; 2NT 16+ no M; 3C/♦ 9-12 INV; 3NT 13-15 no M.	Natural	
1♥		5	3♠	11-20 HCP, 5+ suit	1NT 5-12 NF; 2M 6-10; 2NT GF 4♥ (SN 4); 3C 11+ 3-card raise; 3♦ 10-12 4-card INV raise; 3M 7-9, 3NT to play, 4♥ weak. 2-new suit is natural GF (SN 3)	Gazilli after 1NT (C or strong). (SN 2)	
1♠		5	3♠	11-20 HCP, 5+ suit	As for 1♥		
1NT				14-16, may have 5M; singleton honour occasionally	2C Stayman; 2♦/♥ transfer to ♥/♠; 2♠ range or strong; 2NT/3♣ transfers to ♣/♦ weak or strong, 3♦ GF both minors	Generally new suits forcing (SN 11)	
2♣	✓		3♠	Strong, 21+ with shape, 23+ balanced (SN5)	2♦ 5-8, 2♥ 0-5, no controls, 2♠/NT 5+5+ minors GF/weak	Natural	
2♦	✓	6	3♠	6-10, 6-Major, NF	2♥/♠ pass/correct, NF; 2NT enquiry (INV, expect game if opener on max), new suit nat INV, jump force, 3NT to play (SN 12)	Over 2NT 3♦/3♠ = ♥ min/max. 3♥/NT = ♠ min/max	
2♥		5	3♠	6-10 5♥ + 4+ minor, NF	Raises to play, 2NT enquiry (INV, expect game if opener on max), 3/4/5C pass/correct minor (SN 12)	Over 2NT 3♠/♥ = ♣ min/max; 3♦/♠ = ♦ min/max	
2♠		5	3♠	6-10 5♠ + 4+ minor, NF	Raises to play. 2NT enquiry (INV, expect game if opener on max), 3/4/5C pass/correct minor (SN 12)	Over 2NT 3♠/♥ = ♣ min/max; 3♦/♠ = ♦ min/max	
2NT				21-22, not 5M, bal or single honour 4441	3♣ Stayman, 3♦/♥ transfers, 3♠ minor ask, 4♣/♦ sets suit RKCB	Super accept with fit	
3♣/♦/♥/♠		6		Natural pre-empt	New suit force, 3NT to play, raises strong or pre-emptive	Over new suit, raise, bid 3NT or 4 own suit	
3NT	✓	7		4-level minor single suited pre-empt	4/5♣ pass/correct to ♦. 4♥/♠ to play		
4♣		7		Hearts, 11-15	Step strong, invites cues	<b>HIGH LEVEL BIDDING</b>	
4♦		7		Spades, 11-15	Step strong, invites cues	5NT Grand Slam Force; 4NT RKCB in agreed or last bid suit;	
4♥		7		Natural pre-empt		Exclusion RKCB; 4C/♦ = minorwood ask, leaping Michaels; cues;	
4♠		7		Natural pre-empt		splinters. (SN 6). DOPI/ROPI.	
4NT				Specific Ace ask		5-Major raise asks suit quality or control their suit (if competition)	
5♣/♦		8		Nat pre-empt			

## Supplementary Notes:

1. 1♣ opening Responder with (5)6+ HCP bids over the 1♣ opening as follows:  
1♦ = 4+♥; 1♥ = 4+♠, 1♠ = 6-10 HCP no Major; 1NT = 11-12 HCP no Major  
Opener accepts ♦/♥ transfer by bidding 1♥/♠ with 3 cards or a limit raise with 4-cards, else natural.  
2♣/2♦ = natural and GF  
2♥/2♠ = 4-6 HCP and 6+ of the Major, NF  
2NT = GF, balanced: Opener bids suits up in response.  
3♣/3♦ = (9)10-12 HCP and (5)6+ of the minor, invitational  
3NT = (13)14-15, to play, balanced, no Major
2. 1M 1NT The 1NT response can have up to 12 HCP and denies a direct raise or any GF hand.  
2♣ by opener is ♣ and 11-15 or any hand with 16+ HCP and is forcing  
Responder then bids: 2♦ with 9-12 any;  
Opener then: after 2♦ will rebid 2M (if minimum, passable or convertible to 3C)  
or Opener will bid naturally and game forcing.  
Responder with 6-9 HCP responder bids: 2M = doubleton; 2NT <2 of M (4441 type) or a 5+ suit, all NF.
3. Major raises With 3 cards in Opener's Major: 2-M = 5-10 HCP, 3♣ inv or better with 3 cards  
With 4+ cards in Opener's Major: 3-M = 7-9 HCP, 2NT as below, 3♦ invitational.  
Splinters with 4 cards and typically 11-13 HCP. Jump to 4-Major is weak.
4. 1M 2NT 3♣ any minimum (11-13 HCP, 5332 shape typically), responder can ask again with 3♦ with 3♥/♠/NT responses as below  
3♦ bal and non-min, so 17+ HCP (we open 1NT with 5-Major & 14-16 HCP)  
3♥/♠/NT singleton ♣/♦/other M  
4♣/♦ = 5+5+ natural and 11-15 HCP
5. 2♣ opening 2♦ shows 1+ controls and 5+ HCP and is FTG. Bidding then natural.  
2♥ no control and 0-6 HCP. Bids by opener can be passed, jumps forcing.  
2♠/NT shows positive or weak with both minors  
3♣/♦ show 7+ HCP and positive with ♥/♠ respectively

6. High Level 4NT always key card in agreed or last bid suit (steps: 0 or 3, 1 or 4, 2 without Q, 2 with Q). Ace ask only if no suit bid or agreed.  
 4♣/4♦ is “minorwood” RKCB ask in the minor, usually when suit agreed, not when bid is competitive  
 Exclusion keycard. Jump to 5-suit (new suit or opponents’ suit) shows void and asks for key cards outside that suit.  
 Cue bids: we play 1<sup>st</sup> and 2<sup>nd</sup> cues with last train implications.  
 Splinters: Generally, after a Major opening, typically 4 trumps and around 11-12 HCP, singleton or void.  
 5NT GSF: Jump to 5NT is GSF. Responses are 6♣ = no honour, 6♦ = 1 honour, 6♥ = KQ or AQ, 6♠ = more.  
 Michaels: over opponents pre-empt at three level:  
     (3-minor) cue = both M, 4om = minor + a Major  
     (3-Major) cue = both minors, 4-minor = minor + other Major, 4NT Ace ask
7. Fourth suit In a game forcing situation, the fourth suit bid is still forcing and is often waiting and looking for 3-card support for suit already bid, extra length in a suit already bid, a stop for NT or potentially a fit in the fourth suit.
8. Leads Against suit contracts we lead 3<sup>rd</sup> or 5<sup>th</sup> best, except in partners suit when we have raised and may make attitude lead  
 Against NT contracts we lead higher in a suit we don’t want returned and low in a suit we do want returned  
 We over lead honours (except at 5+ level when K lead asks for count  
 10 and 9 leads are top of a sequence or 3<sup>rd</sup> highest from an internal sequence.  
 We lead top from doubletons
9. Signals First discard is reverse attitude in the suit discarded. Subsequent discards tend to be reverse count, but selective.  
 We show reverse attitude when partner leads an honour  
 We show reverse count when declarer leads an honour, but selectively  
 Suit preference applies when partner is giving us a ruff.
10. Competitive In the sequence 1♣/♦ (♥) 1♠ shows 4+ spades, x denies 4 spades  
 New suits in competition after they overcall show 11+ and force for one round.  
 New suits after we overcall are constructive and will have tolerance for the overcalled suit unless very strong  
 We use responsive doubles to show three-card support.  
 We cue bid after we open and they overcall or we overcall to show a good fit and game invitational or better values

11. Stayman etc

Over 1NT opening or 1NT overcall:

2♣ asks about Major suits. Rebids are:

2♦ no 4+ Major. Responder can bid 2♥/♠ showing both, NF

Jump or bid to 3♥/♠ to show 4-cards in Major bid and 5-cards in the other GF

Retreat to 3♣/♦ as NF

2♥/♠ = 4(5)-suit, bidding upwards

2♦/♥ are transfers to ♥/♠ and can be weak (pass), invitational (2NT or raise) or strong (new suit).

2♣ asks if minimum (bid 2NT); or 3♣ no 5-suit, then bid suits up; or 3♦/♥/♠/NT show 5-♦/♥/♠/♣

2NT/3♣ are transfers to ♣/♦ and are weak (pass) or slam invitational (bid, natural)

3♦ 5+5+ minors and GF, cues follow, 4♣/♦ = RKCB in that minor.

Over 2NT opening or 2NT overcall, responder bids:

3♣ asks about Major suits. Rebids are:

3♦ no 4 Major.

Responder can bid 3♥/♠ to show 4-cards in Major bid and 5-cards in the other Major, GF

3♥/♠ = 4 card suit

3♦/♥ transfer to ♥/♠. We super-accept

3♣ minor suit ask

4♣/♦ is suit setting and RCKB.

## 12. Prepared Defences for Opponents

Multi-2♦ opening shows a 6-card Major and 6-10 HCP. As there is no strong option it can be passed.

2NT = (15)16-18 HCP, with Stayman and transfers on

3NT = 19-21 HCP, with Stayman and transfers on

Bids show 11+ HCP and 5+ cards at 2-level and 6+ cards at 3-level

4♣/♦ = 11+ HCP and 5+5+ shape, with the minor shown and a Major

X tends to be 15+ HCP and none of the above, poorer suits or not balanced

Pass first then double back in generally 13-15 HCP and takeout of suit shown

2♥/♠ opening shows 5 only of the Major and at least 4 of a minor, with 3♣ p/c and 2NT inv+ ask

2NT = (15)16-18 HCP, with Stayman and transfers on

3NT = 19-21 HCP, with Stayman and transfers on

Bids show 11+ HCP and 5+ cards at 2-level and 6+ cards at 3-level (we play penalty doubles when opponents overcall these openings)

End