## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Usually 5+ cards at one level = 6-16 non-vul, 10-16 vul.

Usually 5+ cards (6+ if minor) and constructive at 2 level. 10-16 non-vul, 12-16 vul.

New suit responses = F1

After partner's overcall, a bid of the opps suit = invitational values if RHO passes

After partner's overcall, a bid of the opps suit = a points based raise if RHO bids

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd position = 15-17 with stopper

4th position = 10-14 with stopper

Responses are identical to 1NT opening

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1 level jump in a suit = 5+-5+ in that suit and next higher

1 level jump in NT = GF in unspecified 2 suiter

Reopen: Same as above. Responder bids lowest un-bid suit

### DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct Cue bid by opener/responder = General force

Jump cue bid = stop ask

Direct cue of opening bid = 6-10 with 6 cards in suit above

### VS. NT (vs. Strong/Weak; Reopening;PH)

2♣ = diamonds or both majors

2♦ = 5+ hearts or 4 spades with a longer minor

2♥ = 4 hearts with a longer minor

2♠ = 5+ spades

2NT = Both minors

Double = 15+ or clubs if a passed hand

2-way Jump Overcalls - Intermediate/Strong

### VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl = Take out

At 4-level Cue Bid = 2 suiter with 5+ cards in the un-bid major(s)

Else, if OP show one suit then cue = general force. if two suits then cue = stop show

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Obstructive style over 1♣ /2♣

Dbl = ♦ or Ms; 1♦ /2♦ = ♥ (or ♠ + m) 1♥ /2 = ♠ + m

1♠ /2♠ = ♠, 1NT/2NT=ms

### OVER OPPONENTS' TAKEOUT DOUBLE

Suit bids = F1

Redouble = 9+ and promises and further bid if partner passes

2NT = Limit Raise

## LEADS AND SIGNALS

### OPENING LEADS STYLE

|  | Lead | In Partner's Suit |
|---|---|---|
| Suit | 2nd & 4th | 2nd & 4th |
| NT | 2nd & 4th | 2nd & 4th |
| Subseq | 2nd & 4th/attitude | 2nd & 4th/attitude |
| Other: | | |

### LEADS

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | A, AK; asks for attitude | A, AK; asks for attitude |
| King | AK, KQ; asks for count | AK, KQ; asks for count/unblock |
| Queen | QJ; asks for count | KQ, QJ; asks for attitude |
| Jack | J10(x), KJ10(x), J(x) | AJ10(x), KJ10(x), J10x(x), J(x) |
| 10 | K109(x), Q109(x), 109(x), 10(x) | A109(x), K109(x), Q109(x), 109(x) |
| 9 | 9(x) | A987, K987, Q987, J987, 9x |
| Hi-X | Xx, xXx, xXxx | Xx, xXx, xXxx |
| Lo-X | HxX(X) | HxX(X) |

### SIGNALS IN ORDER OF PRIORITY

|  |  | Partner's Lead | Declarer's Lead | Discarding |
|---|---|---|---|---|
| Suit | 1 | Count (Hi/Lo=even) | Count (Hi/Lo=even) | Count (Hi/Lo=even) |
| | 2 | Attitude/Suit pref. | Attitude/Suit pref. | Attitude/Suit pref. |
| | 3 | | | |
| NT | 1 | Count (Hi/Lo=even) | See below | Count (Hi/Lo=even) |
| | 2 | Attitude/Suit pref. | Attitude/Suit pref. | Attitude/Suit pref. |
| | 3 | | | |

Signals (including Trumps): Standard count, suit preference/attitude when switch needed. High-low in trumps shows 3+ and ruff prospects

Card on first suit played by declarer in NT is either attitude to lead (Hi enc) or count (Hi/Lo=even) depending on dummy

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light (9+) with classic shape

Negative and Responsive to 4♡

T/O when 1NT overcalled with natural suit

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lightner Doubles

Lead-directing doubles

Most low level doubles of suit contracts are take out/game tries

Double of an artificial overcall of opening 1NT = competitive

Responsive doubles tend to deny the un-bid major

When partner doubles 1NT, dbl of RHO = points

## W B F CONVENTION CARD

**CATEGORY: Green**

**NCBO: Ireland**

**PLAYERS: Ranald Milne & B.J. O'Brien**

**EVENT : 2023 Camrose trials**

### SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL 4 card suits ; 12-14 NT

Weak Twos in the Majors

4th leads, standard count and attitude

Hand evaluation subject to personal assessment

2 over 1 responses promise a rebid unless opener shows min.

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = 8+ playing tricks or 23-24 balanced

2♦ = GF, ART

2M = 4-10 pts N.V, 8-10 Vul 5+ suit

3NT = Long solid minor

Non-jump cue-bid overcall = 3-way weak in next suit up

### SPECIAL FORCING PASS SEQUENCES

### IMPORTANT NOTES

**PSYCHICS: Very seldom**

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
|---|---|---|---|---|---|---|---|
| 1♣ | | 4 | 4♥ | 10-20 pts | 1 suit = NAT; 1NT=8-10; Jump Shift = Strong<br>2NT = 16+ BAL | 1NT rebid = 15-18 then 2♣ = ART asking<br>Jump 2NT rebid=19-20 then 3♣=ART ST | **PH:** Jump Shift response = Weak 6+ suit;<br>2NT = 11-12 BAL<br>2NT over dbl = inv. Raise to 2 or 3 = pre-emptive |
| 1♦ | | 4 | 4♥ | 10-20 pts | 1 suit = NAT; 1NT=6-9; Jump Shift = Strong<br>2NT = 16+ BAL | 1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking<br><br>Jump 2NT rebid=19-20 then 3♣=ART ST | **PH:** Jump Shift response = Weak 6+ suit;<br>2NT = 11-12 BAL<br>2NT over dbl = inv. Raise to 2 or 3 = pre-emptive |
| 1♥ | | 4 | 4♥ | 10-20 pts | 1 suit = NAT; 1NT=6-9; Jump Shift = Strong<br>2NT = 16+ BAL | 1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking<br><br>Jump 2NT rebid=19-20 then 3♣=ART ST | **PH:** Jump Shift response = Weak 6+ suit;<br>2NT = 11-12 BAL<br>2NT over dbl = inv. Raise to 2 or 3 = pre-emptive |
| 1♠ | | 4 | 4♥ | 10-20 pts | 1NT=6-9; Jump Shift = Strong; 2NT = 16+ BAL | 2NT rebid = 15-18 then 3♣ = ART asking | Jump Shift = Weak 6+ suit; 2NT = 11-12 BAL |
| 1NT | | | 4♥ | 12-14 BAL | 2♣ = NP Stayman; 2♦/2♥ = Transfer<br>2♠ = Minor suit relay; 2NT = 18+ BAL<br>3♣/3♦/3♥/3♠ = Slam tries<br>4♣/4♥=hearts, 4♦/4♠=spades, 4NT=quantitative | Suit upwards over 2NT response<br><br>Suits up when accepting 4NT | **PH:** 2NT = Weak Take out in a minor<br><br>Dbl=T/O over nat. o/calls,<br>2NT=Puppet, cue=Stayman |
| 2♣ | | | 4♥ | 8+ Playing tricks or Strong BAL | 2♦ =Relay; 2M = 8+ pts NAT; 3 suit = semi-solid suit | 2NT Rebid = 23-24; 3NT Rebid =27-18 | |
| 2♦ | | | 4♥ | GF or Strong BAL | 2♥ =Relay; 2♠ = 8+ pts NAT; 3 suit = semi-solid suit | 2NT Rebid = 25-26; 3NT Rebid = 29+ | |
| 2♥ | | 5+ | | 4-10 pts. N.V., 8-10 pts. Vul | 2NT asks for a feature if MAX; new suit = F1 | | |
| 2♠ | | 5+ | | 4-10 pts. N.V., 8-10 pts. Vul | 2NT asks for a feature if MAX; new suit = F1 | | |
| 2NT | | | 4♥ | 21-22 BAL | 3♣ = Suits up; 3♦/3♥=Transfer; 3♠= 5♠+4♥<br>4 any = slam try, 4NT = Quantitative | Suits up if 4NT Quantitative accepted | |
| 3♣ | | 6+ | | Pre-empt | | | |
| 3♦ | | 6+ | | Pre-empt | | | |
| 3♥ | | 6+ | | Pre-empt | | | |
| 3♠ | | 6+ | | Pre-empt | | | |
| 3NT | | | | Long solid minor | 4♣ for correction; 4♦ void asking | | |
| 4♣ | | 7+ | | Pre-empt | | | |
| 4♦ | | 7+ | | Pre-empt | | | |
| 4♥ | | 7+ | | Pre-empt | | | |
| 4♠ | | 7+ | | Pre-empt | | | |
| 4NT | | | | Asking for specific aces | 5♣ = 0; 5NT=2 | | |
| 5♣ | | 8+ | | Pre-empt | | HIGH LEVEL BIDDING | |
| 5♦ | | 8+ | | Pre-empt | | RKCB = 1430 for Majors; 3041 for minors then 5NT asks for number of kings | |
| 5♥ | | | | Unused | | DOPI/ROPI | |
| 5♠ | | | | Unused | | 1st and 2nd round controls shown below game | |
| 5NT | | | | Unused | | Exclusion Blackwood | |