

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS)</b>
8-18, 5+ suit
<ul style="list-style-type: none"> <li>• response of new suit usually forcing</li> <li>• jump raises pre-emptive</li> <li>• unassuming Q bid (1RF)</li> </ul>
Protective bids may be lighter
Occasional 1-level o/c on a 4-card suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Normally 15-17, with a stopper
11-14 in 4 <sup>th</sup> seat
Over weak 2s: 16-19, with a stopper
“SYSTEM ON” in response to all NT overcalls
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump & pre-emptive overcalls
<ul style="list-style-type: none"> <li>• new suit usually forcing; Q absolutely forcing</li> </ul>
Unusual 2NT = minors (weak or strong)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump Q: requesting a stopper for NT
Direct Q: Michaels, weak(ish), centred around heart suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Suction</b> (see Special Bids) vs all NT
X of 1NT normally penalty (15+), but:
<ul style="list-style-type: none"> <li>• X of strong NT = clubs or the reds</li> <li>• X of 1NT by PH = clubs</li> </ul>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O; Q = force; bids n/f; NT = values & stopper
Over 2H/S, our 4C/D promises that suit & the other major
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e, 1♣/2♣</b>
<b>Suction</b> [see Special Bids], with “Truction” extensions:
<ul style="list-style-type: none"> <li>• X (of 1C = C &amp; H; of 1D response = D &amp; S</li> <li>• INT (over 1C = D &amp; S, over 1D = C &amp; H)</li> </ul>
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
Suit bids normally forcing
XX normally shows values / wish to penalise
XX occasionally SOS

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner’s Suit	
Suit	4ths	small from length	
NT	4ths	small from honour	
Subseq	small from length, or tops	small from length, or tops	
Other: overleading (but maybe Q from KQ)			
Various from 3/4 small; top; 2 <sup>nd</sup> ; low implies length; MUD optional			
<b>LEADS: essentially the same vs NT or suits</b>			
Lead	Vs. Suit	Vs. NT: ditto	
Ace	Attitude / Unblock		
King	Count		
Queen	Attitude/unblock, may show	the K	
Jack	denies a higher honour		
10	top, or 2 higher		
9	top, or 2 higher		
Hi-X	suggests lack of interest		
Lo-X	suggests length	(infrequent)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner’s Lead	Declarer’s Lead	Discarding
1	<b>See below</b>	<b>See below</b>	<b>See below</b>
Suit 2			
3			
NT 2	In all situations we play <b>reverse count, standard attitude</b>	This applies to both NT & suit contracts	We do not prioritise count or attitude but <b>count</b> is the default
3			
Signals (including Trumps): [as above], reverse count, standard attitude			
Normal suit-preference signals when requesting a switch			
Trump echo			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard: centred about the unbid major(s)			
Most doubles negative → 4H			
Negative doubles over NT interference, unless the bid is artificial			
Double with a passed partner may be lighter			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles (X shows 3, values for raise, denies honour)			
Lebensohl / good-bad NT after X of weak 2 (2NT asks for 3C, convertible)			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: New Zealand (Otago Club)</b>
<b>PLAYERS: Arleen Schwartz &amp; Chris Ackerley</b> (15150) (01257)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Precision</b>
Standard Precision (1C = 16+; 1D resp. Neg; transfer positives);
5+ majors; weak 2H/S; natural 2C, pre-empts
1NT = 13-15; 2C resp. can begin a relay
1D: normally (not always) 4+ diamonds
2D: “Mouldy”: either a 21-23 NT with a 5-card suit
Or: 5-10, exactly 5 either major, 4+ either minor
2NT: both minors, weak or strong
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Suction</b> over NT & Strong Club opening (& 1D response)
A suit promises EITHER the next suit up OR the other two suits. No defined game interest, so not 100% forcing.
<ul style="list-style-type: none"> <li>• The point-count is undefined (1NT/2NT = inquiry)..</li> <li>• If single-suited, any other suit may later be shown</li> </ul>
Pre-alerts: 1D, 11-15, usually (but not always) 4+ diamonds
2D, Mouldy [see above]
After opponent’s 3H/S, our 4C/D also promise the other major
<b>SPECIAL FORCING PASS SEQUENCES</b>
n/a
<b>IMPORTANT NOTES</b>
Frequent pre-empts, according to vulnerability and position:
• 1 <sup>st</sup> seat, reasonable (maybe 6); 2 <sup>nd</sup> , disciplined, 3 <sup>rd</sup> , anything
<b>PSYCHICS:</b> rare

OPENING	ARTIFICIAL?	Number of cards	Negative X through				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING / Other notes
1♣	Y	0	4H	16+ any shape  (may be fewer points, if extreme distribution)	<b>1D</b> neg (0-8); responder may make a further move <b>1H/S, 2C/D</b> = 8+, submarine <ul style="list-style-type: none"> <li>• positive sub responses (showing the suit above)</li> <li>• +ive subs after 1-level o/c (natural after 2, 3)</li> </ul> <b>X</b> (or <b>XX</b> ) of interference = 5-8 (any shape); Pass = 0-5; higher levels, <b>X</b> = stronger, more like a negative X <b>1NT</b> = 8-10, bal. (may have 5 of minor), or 16+ <b>2NT</b> = 11-13 <b>3NT</b> = 14-15 (denies major) <b>3H/S</b> = 14-15, 4-cards (S denies 4 hearts) <b>2H/S, 3C/D</b> = 8+, 4441 (singleton bid)	After <b>1D</b> : suit-bid natural, nf, except <ul style="list-style-type: none"> <li>• <b>1H</b> either 5+ h, 16-19 or stronger NT                * R bids 1S, or subs to long weak suit                * O shows <b>1NT</b> (19-21), <b>2NT</b> (22-23) or <b>2C/D/H/S</b> = 16-19, natural, nf</li> <li>• <b>2NT</b> unconditional GF (24+)</li> <li>• <b>3NT</b> to play (no agreed point count)</li> </ul> After <b>1H/S, 2CD</b> O accepts or bids naturally O's <b>2H/S, 3C/D</b> forcing (to rebid of the suit) System on (inc. relay) after <b>1NT</b> by R (no relay after <b>2NT</b> ( <b>3S</b> , minor slam interest) R's <b>2H/S, 3C/D</b> (4441): GF, O sets suit, Qs	Normal +ives (sub) apply  { See 1NT (below) for extended NT options }  Principle of fast arrival by either hand in many sequences
1♦	N	Usually 4+	4H	11-15, usually natural (but [rarely] as short as 1)	<b>1H/S, 2C</b> = natural, 1RF; <b>1NT</b> 6-10, to play <b>2NT</b> invitational (11-13) <b>2D</b> inverted (11+, 4+ Ds) <b>3D</b> : pre-emptive (5+ Ds) <b>2H/S, 3C</b> : constructive, nf (6-10, like a weak 2) <b>3H/S</b> pre-emptive	<b>2C</b> after O's 1NT rebid = checkback After <b>2D</b> (inverted), stops shown / requested (2 suits = show, 1 suit = ask) O's rebid of a major shows 5+ Ds, 4M O's rebid of <b>2C</b> either 5/4 or 4/5 minors	PH: inverted <b>2D</b> stronger than <b>3D</b>
1♥	N	5+		11-15, natural  IH may be opened with 4414	<b>1S, 2C/D</b> natural, 1RF <b>1NT</b> 5-11, 1RF) <b>2H</b> constructive (8-10) <b>2S/NT, 3C/D</b> SWISS <b>3H</b> pre-emptive <b>3S, 4C/D</b> splinters	After <b>1NT</b> : O bids 2C or a better option <ul style="list-style-type: none"> <li>• O's <b>2D/S</b> 4+, natural; <b>2H</b> = 6-card suit</li> <li>• R's rebids to play or invitational</li> <li>• R's return to 2H = 8-10, 2-card support</li> </ul>	Note: SWISS responses: 2S singleton; 2NT, weak; 3C, intermediate; 3D, strong
1♠	N	5+		11-15	As over <b>1H</b> (substitute <b>S</b> for <b>H</b> )	<b>SWISS</b> responses begin with <b>2NT</b>	As above, but one step higher
INT				13-15, balanced, may be 5332 with a minor or [rarely] major <ul style="list-style-type: none"> <li>• occasionally 12 HCP</li> </ul>	<b>2C</b> Stayman / relay [occasionally without a major] <b>2NT</b> minors (weak or strong; 1RF) <b>2D/H</b> transfer <b>2S</b> either rangefinder or invitational in a minor <b>3C/D</b> weak, to play <b>3H/S</b> suit-setting, slam interest <b>3NT, 4H/S, 5C/D</b> to play <b>4C</b> Gerber <b>4NT</b> : quantitative  <ul style="list-style-type: none"> <li>• Negative X &amp; Lebensohl (slow shows) over interference</li> <li>• Penalty X of artificial bids</li> </ul>	After <b>2C</b> , normal responses, but <ul style="list-style-type: none"> <li>• <b>2NT</b> begins a relay [see =&gt;]</li> <li>• after <b>2D, 2H</b> convertible</li> <li>• after <b>2H/S, 3</b> minor [or <b>2S</b>] convertible, 5+ of the minor, 4 of other major, NF</li> </ul> After <b>2H/S</b> (transfer): <ul style="list-style-type: none"> <li>• <b>2NT</b> invitational</li> <li>• new suit 1RF</li> <li>• super-accepts: either <b>3M</b> (not obligatory) or bid a weak doubleton. <b>2NT</b> = super accepts with max, 3-card support.</li> </ul> After <b>2S</b> (rangefinder etc) <ul style="list-style-type: none"> <li>• <b>2NT</b> minimum; R pass or convert (O may then accept)</li> <li>• <b>3NT</b> maximum, to play</li> <li>• <b>3H/S</b> maximum, bidding a good major en route to 3NT</li> <li>• <b>3C/D</b> OK hand, but dubious about 3NT if R is invitational with this suit</li> </ul> After <b>2NT</b> (minors): O gives preference <ul style="list-style-type: none"> <li>• if R bids on, forcing</li> </ul>	<b>INT</b> relay (& after <b>1C - 1NT</b> ) <ul style="list-style-type: none"> <li>• <b>2C - 2D, 2NT - ?</b>  <b>3C/D</b> = 5, natural  <b>3NT</b> = 3343 or 3334  <b>3H</b> = 2344     <b>3S</b> = 3244</li> <li>• <b>2C - 2H, 2NT - ?</b>:  <b>3C</b> = 4-card suit =&gt; <b>3D</b>  <b>3H</b> = 2434     <b>3S</b> = 3424  <b>3D</b> = 4-card suit =&gt; <b>3H</b>  <b>3S</b> = 3442     <b>3N</b> = 2443  <b>3H</b> = 4423  <b>3S</b> = 4432  <b>3NT</b> = 3433</li> <li>• <b>2C - 2S, 2NT - ?</b>  <b>3C</b> = 4-card suit =&gt; <b>3D</b>  <b>3H</b> = 4234     <b>3S</b> = 4324  <b>3D</b> = 4-card suit =&gt; <b>3H</b>  <b>3S</b> = 4342     <b>3N</b> = 4243  <b>3NT</b> = 4333</li> </ul> Relay for controls (base 3 [base 2 over <b>1C/1NT</b> ]), DCBs

2♣	N	5+	4H	11-15, with either: • 6 Cs (rarely 7), or • 5+ Cs & a 4-card major	<b>2D</b> 1RF <b>2H/S</b> non-forcing (O may invite) <b>3H/S</b> invitational <b>2NT</b> invitational <b>3C/4C</b> pre-emptive <b>3NT</b> to play	After <b>2D – 2H/S</b> a raise is invitational • <b>2NT/3C</b> invit. (implies other major) • <b>3H/S</b> forcing After <b>2D</b> , O's <b>2NT</b> = no major, max <b>3C</b> = no major, min	
2♦	Y	0	Co-op doubles	“Mouldy”: Either: 21-23, balanced, with a 5-card suit, Or: 5-11 HCP, precisely 5 of either major, 4+ of either minor	<b>2H/S, 3H/S, 4/5/6H</b> pass or convert ( <i>note: 2S</i> [or even <b>3H</b> ] does not guarantee the other major) <b>3C/D, 4C/D, 5/6C</b> pass or convert in the minor <b>3NT, 4S, 5C</b> to play <b>2NT</b> inquiry (1RF, further bids = invite) • R's own suit bid & rebid = to play Doubles negative until O's suits are defined	After <b>2D</b> • with 21-23, O bids <b>2NT</b> * R uses <b>3C</b> to find the 5-card suit • with weaker hand, R bids: * <b>3C</b> hearts, clubs <b>3D</b> diamonds spades * <b>3H</b> hearts, diamond <b>3S</b> spades, clubs • with v. good weak option, O makes the same responses one level higher.	<i>Note:</i> if R wishes to play in his suit, he must bid and then rebid the suit. If he goes through the <b>2NT</b> relay this is invitational
2♥	N	6	Penalty doubles	5-10, weak 2 • defined according to position & vulnerability: 1 <sup>st</sup> seat, OK; 2 <sup>nd</sup> good; 3 <sup>rd</sup> , anything	<b>3H/4H</b> nuisance raise (good or bad) New suit, 1RF <b>2NT</b> inquiry	After <b>2NT</b> inquiry: • if min, rebid <b>3H</b> • if sound, show a feature • with AKQ (AKJ10?), bid <b>3NT</b>	<i>Note</i> : occasionally bid on a 5-card suit (unsystemic)
2♠	N	6	Penalty	5-10; as 2H (weak)	See <b>2H</b> (identical treatment)		
2NT	Y		Penalty doubles	Minors, weak or strong (5/5 or better); defined according to position & vulnerability [see 2H, above]	<b>3C/3D</b> to play <b>3H/S</b> natural, 1RF <b>4H/S</b> to play	With the strong option O makes a move  Doubles penalty	<i>Note:</i> over the opponent's <b>2NT</b> , x = willingness to X; Q bid of <b>3C/D</b> T/O with better H/S; stronger than 3H/S
3♣	N	6+	Penalty doubles	3-11 HCP, depending on position and vulnerability; • 1 <sup>st</sup> & 3 <sup>rd</sup> seat, can be 6 cards	New suit 1RF Raise of suit, strategic (O should not bid again) <b>3NT</b> to play [but see note (right)]	Principles for all pre-empts as with 3C	<i>Note:</i> <b>3NT</b> to play; R's return to O's suit suggests a sacrifice (an immediate raise does not)
3♦	N	6+	Penalty	ditto	ditto		
3♥	N	6+	Penalty	ditto	ditto		
3♠	N	6+	Penalty	ditto	ditto		
3NT			Penalty	Gambling; solid 7-card suit to AKQ; may contain (esp. 3 <sup>rd</sup> seat) scattered outside values	<b>4C</b> pass or convert to 4D <b>4D</b> pass or convert to 5C		<i>Note:</i> <b>3NT</b> unlikely to have outside A, but maybe K or Q
4♣	N	7		Pre-emptive	<b>4NT</b> keycard; <b>4M</b> to play; <b>4D</b> = Q		
4♦	N	7		Pre-emptive	<b>4NT</b> keycard; <b>4M</b> to play; <b>5C</b> = Q		
4♥		6+		To play; not a 1C opening	<b>4NT</b> keycard; any other bid a Q		
4♠		6+		To play; not a 1C opening	<b>4NT</b> keycard; any other bid a Q		
4NT				“Acol” specific ace ask	Bid any Ace directly, or 5C without one		
5♣				To play		<b>HIGH LEVEL BIDDING</b>	
5♦				To play		<b>Roman Key-card</b> (1430 responses); can be initiated by <b>4C/D</b>	
5♥				11-trick hand in hearts	Invites 6 with A/K of H	<b>Gerber</b> (jump over NT only), simple responses (0, 1, 2, 3)	
5♠				11-trick hand in spades	Invites 6 with A/K of S	<b>Quantitative 4NT</b>	
						<b>5NT</b> = <b>GSF</b> (suit bid, denial; lower suit, hon + extra feature/trump length)	