

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Suit overcalls competitive, new suit F1 unless passed hand,
Suit jump =weak,
Cue raises
2level new suits=constructive
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1NT overcall=15-18 overcall, semi-flat
With system on
1NT reopening = 10-14 doesn't promise a stopper
With Lavings and transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls
2NT=lowest unbid suits
Reopen: intermediate (10-13ish)
Responses = Cue raises
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels=(1m)-2m= ♥ + ♠, (1M)-2M= other M and a minor
= if 1C is 2+ then 2D is the Micheals and 2C is natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X= penalty
2C= both majors
2D= single suit major
2H= 5+♥ and 4+ minor
2S= 5+♠ and 4+ minor
2NT= both minors, 3 level are pre-emptive
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X= takeout, non-leaping Michaels, lebensohl, over NT same system as 1N opening
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
To 1♣ then X= clubs, NT=minors, 2C=majors, 2D=single suit major, 2H=5♥ and 5/4minor, 2S= 5♠ and 5/4minor
To 2♣= natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1x, (DBL)= system on, unless 1D

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Overlead, 4th	Hx, xXx, HxX, Xx, Ssx, 4th	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> from 4 small	Hx, xXx, HxX, Xx, Ssx, 4 <sup>th</sup>	
Subseq	Overlead		
Other: when leading partners unsupported suit then xxX			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A=attitude	A=attitude	
King	K= count	K=count	
Queen	KQ(x+), QJ, QJ(x+), AQJ(x+)	KQ(x+), QJ, QJ(x+), AQJ(x+)	
Jack	JT(x+), KJT(x+), AJT(+x)	JT(x+), KJT(x+), AJT(+x)	
10	T9(x+), KT9(x+), AT9(+x), QT9(x+)	T9(x+), HT9(x+)	
9	98	98	
Hi-X	Sx, HxSx,	xSx, Sx	
Lo-X	HxS, xxxS, hxxxS, xxS	HxxSx, xSxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (unless K)	Reverse count	Suit Preference
Suit 2	Reverse count	Suit preference	Reverse count
3	Suit preference		
1	As above	As above	As above
NT 2	As above	As above	
3	As above		
Signals (including Trumps):			
Attitude=low encourage, Count=reverse (Hi/Lo=odd),			
Discard suit preference = odd=encourage, even =McKenneyish [1]			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Maybe light			
Responsive doubles/redoubles			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles and redoubles for majors only to 2level			
Over our 1C (interference 1D/H) double completes the transfer [2]			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Australia</b>
<b>PLAYERS: Jane Reynolds, Viv Wood</b>
<b>EVENT: 2017 Asia Cup, Women's Teams</b>
<b>SYSTEM SUMMARY</b>
2/1, with transfers over 1C
5-card Majors
With Semi-forcing 1NT over 1H/1S
Mini multi 2's
2D = Weak Major, 6-10HCP 6♥ or 6♠
2H = 6-10HCP, 5♥ and 5minor (4NV vrs VUL)
2S = 6-10HCP, 5♠ and 5minor (4NV vrs VUL)
1NT=(14)15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfers over 1C
1D-2C-2D=just shows ability to open 1D
1Major-2C= 4 options [only one option is invite the rest are GF] 1= limit raise in major, 2= any 3card raise in major (can have 0clubs), 3= 3+club flat GF, 4= natural GF [7]
Bergen raises [3]
Weak jump major response to 1C and 1D
3 way checkback over all 1C,1Y,1Z auctions and 1NT rebid
Drury [10], [11]
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+		2+♣, 11+HCP Only 2+ when 4432	-Transfer responses, 1D=4+♥, 1H=4+♠, 1S= 4+♦ 2C= 5+♣ 10+HCP, 2D=5+♣ 7-9HCP	-Accept transfer with 3 or a (4 transfer suit)333, otherwise support with 4	Passed=no change COMP – cue raises
					- NT= no major, 1NT=6-10HCP, 2NT=11(12)HCP, 3NT=(12)13-15HCP	-Otherwise hand descriptive bids	-Support DBL and RDBL
					-3C=pre-empt with 5+♣, 3D/H/S=♣ and splinter, 4D/H/S=void with 6♣	- BOURKE RELAY[3]	- Transfers on over 1D and 1H competition
					-2H/S= (0) NVULI 3-5 6 card suit, 2JS= splinters,	1C-2C= [4]	
					-4C= pre-empt	1C-transfer to major- jump bids [5]	
1♦		4+		4+♦, 11+HCP	-inverted minor, 3C=7-10HCP 4+♦, 3D=pre-empt	- BOURKE RELAY[3]	Passed=no change
					2H/S= (0)not vul 3-5 6 card suit,	1D-2D= [4]	COMP – cue raises
					3H/S/4C=♦ and splinter, 4D= pre-empt	1D- major- jump bids [6]	-Support DBL and RDBL
1♥		5+		5+♥, 11+HCP	1S=natural, 1NT=wide range 6-11, 2C=[7], 2D= natural GF, 2S=6♠ 0-5,	raise=long suit trial,2NT= [4]	Passed= [10]
					2JS= splinters, Bergen raises[8], 2NT= GF in ♥,	Not raise =natural, 2C =[9]	COMP – cue raises
1♠		5+		5+♠, 11+HCP	1NT=wide range 6-11, 2C=[7], 2D= natural GF, 2JS= splinters,	raise=long suit trial, 2NT= [4]	Passed =[11]
					Bergen raises[8], 2NT= GF in ♠,	Not raise =natural, 2C =[9]	COMP – cue raises
1NT		Bal		(14) 15-17HCP BAL	2C=Lavings, 2D/H/S/NT= transfer, 3C/D=slam try, 3H=31(45),	2C=Lavings[12],transfers major [13]	Leb, over interference
					3S=13(45), 4C= 5+/5+minors, 4D=Texas to ♥, 4H= Texas to ♠	Transfer minor[14], 4C= 5/5minor[15]	
2♣	Y	0		22+BAL or any GF	2D= waiting, 2H= slam interest no suit, 2S= HHxxx+, 2NT=♥ HHxxx+	After 2D= kokish relay to show 24+	
					3C/D = HHxxxxx+, 3H/S= solid we play this suit (2of top 3 Honours)	Over 2NT= puppet	
2♦	Y	0		Weak Major 6-10HCP 6♥ or 6♠	2/3 H/S is pass correct, 4H/S= to play 3C/3D= natural 1F,	After 2NT- 3C=bad, 3D=so/so♥,	
					2NT= inquiry, 3NT= to play, 4C= transfer to suit, 4D=bid suit	3H= so/so♠,	
						3S=good♥,3NT=good♠	
2♥	Y	5		6-10HCP, 5♥ and 5minor (4NV vrs VUL)	2S= natural and forcing, 3C/D is pass correct	After 2NT- 3C= weak points/ with♣	
					2NT=inquiry	3D = weak points, with♦	
2♠	Y	5		6-10HCP, 5♠ and 5minor (4NV vrs VUL)	3H= natural and forcing, 3C/D is pass correct	3H = strong points, with♣	
					2NT=inquiry	3S = strong points/ with♦	
2NT		BAL		20-21BAL	3C= puppet staymen[16], 3D = transfer to hearts, 3H = transfer to spades		
					3S = minors, 3NT= to play, 4C/D=kcard		
3♣		6		Pre-empt			
3♦		6		Pre-empt			
3♥		7		Pre-empt			
3♠		7		Pre-empt			
3NT	Y			Gambling, solid minor			
4♣		8		Pre-empt			
4♦		8		Pre-empt			
4♥		8		Pre-empt			
4♠		8		Pre-empt			
4NT				Extreme minors			
5♦/♣				To play		<b>HIGH LEVEL BIDDING</b>	
5♥/♠				Exclusion blackwood		Cue 1 <sup>st</sup> /2 <sup>nd</sup>	
						KCard in minor	
						KCard 14/30	
						Exclusion KCard, where obvious, answer 0,1,1Q,2,2Q	

## NOTES

[1] McKennyish, will fudge the McKenny to revert to count if not a better option

[2]

Our opening 1C  
1C (1D) X= transfer to H  
1C (1H) X= transfer to S

[3] BOURKE RELAY

1minor- 1y- 2minor, next step is GF  
Except 1C-1S-2C then 2H is GF, 2D is just highly invitational

[4]

Used for 1C-2C, 1D-2D, 1Major(first/second)-2NT  
Step = 11-13  
Step +1= 14-16  
Step+2=17+  
After one of the above,  
Step= ask shortage  
Answer is none, low, middle, high  
However, over 1C-2C- All steps say 4+♣ and 2NT denies 4♣

### Example

1C-2C  
2D= MIN 11-13  
2H= what shortage  
2S/2N/3C/3D/=none, Low, Middle, High  
2NT/3C = to play  
2H=14-16  
2S= 17+  
For 1H -2NT also add  
3S/4C/4D= void, min  
For 1S-2NT change  
3S= void H, min  
4C/4D= void, min

[5] After a transfer to Major

Jump and switch suit  
1C, 1D, 2S= 3♥ and 6♣  
1C, 1H, 3H= 3♠ and 6♣  
All other jumps and suit switch bids are splinters or voids agreeing the transfer  
Jump to 3C= 6♣, 16+, can have 3 card support  
Jump to 4C=  
1C, 1D, 4C= 4♥ and 6♣ (solid)  
1C, 1H, 4C= 4♠ and 6♣ (solid)

Jump to 2NT= GF can be unbal, denies 4 of major transfer suit

Jump to 3NT= GF and 4 of transfer suit

[6]

Jump and switch suit  
Agrees the major, and shows splinter then void  
Jump to 3D= 6♦ (16+ can have 3 card support)  
Jump to 4D=  
1D, 1M, 4D= 4M and 6♦ (solid)  
Jump to 2NT= GF can be unbal  
Jump to 3NT= GF and 4 of transfer suit

[7] Has many options

1= limit raise in major  
2= any 3card raise in major (can have 0clubs)  
3= 3+club flat GF (if partner opens 1S, 2443 GF will bid 2C)  
4= natural GF

[8] Bergen Raises

After 1H opening  
2H = 6-9 HCP, 3♥ card support  
3C = 6-9 HCP, 4+♥ card support  
3D = 10-11(12) HCP, 4+♥ card support  
3H = pre-empt  
Unusual 2S = 6♠ and 0-5

After 1S opening

2S = 6-9HCP, 3♣ card support  
3C = 6-9HCP, 4+♣ card support  
3D = 10-11(12) HCP, 4+♣ card support  
3S = pre-empt  
Unusual 3H = splinter

[9] after 1Major-2C

1H-2C  
2D=would accept invite  
2H=GF 3  
2S= natural GF  
2NT= flat GF extra values (not 3hearts or 4spades)  
3C= 5+♣ natural  
3D= natural 4+♦, 5+♣  
3H=limit raise  
3S= splinter  
3NT=12-14bal  
4D= splinter  
2H=min  
2S=GF 4+♣  
2NT= 18/19  
3C/3D= 5/5 GF  
3H= GF 6+♥

1S-2C

2D=would accept transfer  
2H=GF natural  
2S= GF 3♣  
2NT= flat GF extra values (not 3hearts or 4spades)  
3C= 5+♣ natural  
3D= natural 4+♦, 5+♣  
3H=splinter  
3S= limit raise  
3NT= 12-14bal  
4D= splinter  
4H= void agree spades  
2H=non-forcing 5/4  
2S= to play  
2NT= good 18+ bal  
3H= forcing  
3NT=12-14  
2S=min  
2NT= 18/19  
3C/3D/3H= 5/5 GF  
3S= GF 6+♣

[10] Responses to 1H after passed hand

Drury, (2C=3, 2D=4)  
2C = 3♥, max pass  
2D = 4♥, max pass  
2H = 3+♥, 6-9hcp  
2S = 4+♥, splinter  
2NT = flat max pass, 11hcp, no 3♥ no 4♣  
All continuations are natural  
3C= 4+♥, 6-7HCP  
3D = 4+♥, 8-9HCP  
3H = pre-empt

[11] Responses to 1S after passed hand

Drury, (2C=3, 2D=4)  
2C = 3♠, max pass  
2D = 4♠, max pass  
2H = max pass 5♥  
2S = 3+♠, 6-9hcp  
2NT = flat max pass, 11hcp, no 3♠, may have 4♥  
All continuations are natural  
3C= 4+♠, 6-7HCP  
3D = 4+♠, 8-9HCP  
3H = 4+♠, splinter  
3S = pre-empt

[12] Lavings

2C = lavings

2D = min no 5+ Major

2H = looking for best fit 4+

2S = looking for best fit 4+

2NT= invite

3C= baron

3D= staymen

3H=doesn't deny S

3H= GF, 5♠ and 3♥

3S= GF, 3♠ and 5♥

3NT= to play

2H = min 5♥

2S = min 5♠

2NT=max no 5+ Major

3H= GF, 5♠ and 3♥

3S= GF, 3♠ and 5♥

3H= max 5♥

3S= max 5♠

[13] transfers major

2D = transfer, 5+ ♥

2H = 2-3 ♥

4H=slam try (fit)

4NT= quant

2S= super accept and suit

2NT= 4♥ and max

3D= retransfer

3C/3D= super accept and suit, try to avoid bidding

3D though

3H= 4+♥ and min

2H = transfer, 5+ ♠

2S = 2-3 ♠

4S= slam try (fit)

4NT= quant

2NT= 3♠ and max

3H=retransfer

3S= 4+ ♠ and min

[14] Transfer minor

accept transfer = 3 with 2 honours (HHx) or 4 without, max

step= not accept response

[15] 4C=

4C= 5/5

4D= accept in Diamonds and partner answers with keycard

4H=4/1

4S=3/0

4NT=2 no queen

5C=2 with queen

Other answers are accepting in clubs and answering key card

4H= 4/1

4S=3/0

4NT= 2 no Q clubs

5C=2 with Queen

[16] Puppet staymen

3C = Puppet Stayman

3D = no 5 Major, but has 4 Major

3H= shows 4♠

3S= spades is our fit

3S = shows 4♥

3NT= to play

4C= slam interest both

4D= yes

4H= must bit

4NT= (♥ our suit) answer

kcard)

4S= (♠our suit)

4NT= step and

answer in kcard

4D= no slam interest and both

3H = 5+ hearts

Cues after

3S = 5+ spades

3NT= no 4 or 5 card major