

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8+HCP Usually 5+suit. Overcalls at 2 level = 10+HCP 5+suit
Single and jump raise = non-forcing suit agreement
New suit – forcing for 1 round
Response of cue bid asks quality of overcall-return to bid suit=min -new suit or NT=max
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP – stayman and transfers apply
11-14 HCP in 4 th seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Variable – NV = 5-9 V = 10-15 6 card suit
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = 5/5 same colour 10-15 HCP
2NT = 5/5 same rank 10-15 HCP
3C = 5/5 odd suits 10-15 HCP
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi Landy X = 15+
All other bids = 9 – 14 2C = Majors 2D = single suited major
2H = Hearts (5) and minor (4+) 2S = Spades (5) and minor (4+)
2NT = 5/5 minors
3C/D = 6 card suit
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=Takeout
3m – cue bid = asks partner to bid best major
3M – 4M = shows other major/minor 5/5
Over 4C/D/H -X = Takeout Over 4S -X=balanced with points
4NT = 2 suited takeout
Suction at all levels – X = D’s or majors 2C = more distributional
NT = Major/minor odd suits
All other bids show suit above or 2 below
OVER OPPONENTS’ TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/3/5	1/3/5	
Subseq:	A/Q asks for rev attitude K asks for rev count		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Seeks Rev Att	Seeks Rev Att	
King	Seeks Rev Count	Seeks Rev count	
Queen	Seeks Rev Att	Seeks Rev Att	
Jack	Top or interior	Top or interior	
10	Top or interior	Top or interior	
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev count or rev att	Rev count	Rev att
Suit 2			Current count
3			
1	As above	Rev smith echo	As above
NT 2			
3			
Signals (including Trumps): H/L indicates A or K in next highest suit			
Suit Preference if dummy has 0/1 in suit lead or partner leads obv singleton			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = 11+HCP			
Response to X at 1 level = Single response 0-7HCP Jump response 8-10HCP Cue bid 11+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: NZBA (New Zealand)
PLAYERS: Liz <u>Fisher</u> Blair <u>Fisher</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision with symmetric relay (FG) after a positive over 1C
Game force symmetric relay (1NT) over 1H/S (All other bids NF)
12-15 NT – no 5card major
1D 10-15 unbalanced – may have no diamonds
2C/D 10-15 Natural
2H/S Weak (6-10)
2NT 9-13 5/5 majors
3NT 5-8 6/5+ majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
As above
1C = (15)16+ any shape or 14+ with 5/5 majors
IMPORTANT NOTES
Lebonsohl after interference over our 1NT and also over weak 2 level bids
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	YES	0		16+HCP or 5/5 majors 14+HCP	1D=0-7 HCP 1H/S=8+HCP 4+suit(majors are crisscrossed) 1NT=8+bal 2C=8+HCP 4+suit 2D=8+HCP 6+suit 2H=8+HCP 5+C/4D 2S=8+HCP 5/5minors 2NT=8+HCP 5+D/4C high shtge 3C=same with even shtge 3D=same with low shtge	Over 1D – 1H=19+HCP or new suit 16-18 1NT=16-18(19)-stayman/transfers etc apply Over all positives-next step = relay for suits/shape/shortages/controls	
1♦	YES	0		10-15 HCP Diamonds (0+) Unbalanced – no 5crd major	1H=either natural 6-9 or FG with or without H 2NT bal no 4 card major 3C=4/4 min both minors 5-9HCP 2H/S – 8-11 6 card suit All other bids NF	Relay over 1H	
1♥		5		10-15 HCP Hearts (5+)	1NT=FG 2S=7-10 & shtge 4 card support 3C=8-10&4 card supp 3D=10-12 &3 card support 3H/4H 0-7 3S/4C/4D=splinter All other bids=NF	Relay over 1NT	2C=9-11HCP with 3 card support 2D=9-11HCP with 4 card support
1♠		5		10-15 HCP Spades (5+)	1NT=FG 3C=7-10 & shtge 4 card support 3D=8-10&4 card supp 3H=10-12&3 card support 3S/4S 0-7 4C/D/H=splinter All other bids=NF	As above	As above
INT				12-15 HCP No 5card major	2C=Stayman or GFR(2S) 2D/H=Transfers with super accepts 2S=RF or wk minors 2NT=inv with 4 H 3C/D To play 3H/S=Slam try 4H/S To play 4NT Quant	Lebonsohl responses over suit interference Over X – suit = 4/4 in suit and untouching Pass forces XX to show 4/4 touching XX=forces 2C-pass or correct to 5 card suit	Stayman, transfers 2S=minor suit stayman 2NT=invite 3C/D=to play
2♣		6		10-15 HCP Clubs (6+) – may have 4 diamonds	2D=FG 2H/S/NT and 3D=invite 3C+NF	Relay over 2D	New suit-natural inv
2♦		6		10-15 HCP 6+ Diamonds	2H=FG 2S/2NT/3C/3H=invite 3D=NF	Relay over 2H	New suit-natural inv
2♥		6		6-10 HCP Hearts (6)	2NT=forcing enquiry 2S/3C/3H=NF 3D=inv in Hearts 3S=natural invite	Response 2NT-3C=min/min 3D=min/good suit 3H=max/bad suit 3S=max/max	
2♠		6		6-10 HCP Spades (6)	2NT=forcing enquiry 3C/3S=NF 3D=inv in spades 3H=nat invite	As above	
2NT	YES			9-13 HCP 5/5 Majors	3C=FG 3D=Trans to H(P/C) 3H/S=invite	Relay over 3C	
3♣		6		pre-emptive	New suit 1RF 4D=Attitude keycard	Over 4D - 1.0 2.1 w/out Q 3.1 with Q 4.2 w/out Q	
3♦		6		pre-emptive	New suit 1RF 4C=Attitude keycard	As above	
3♥		7		pre-emptive	As above	As above	
3♠		7		pre-emptive	As above	As above	
3NT	YES			5-8 HCP 6/5+ Majors	4C=Enquiry 4D=RKCB in Hearts 4H/S=To play 4NT=RKCB in Spades	Over 4C – 4D=Longer Hearts 4H=Longer Spades 4S=6/6	
4suit		7		pre-emptive			
5 level		8		pre-emptive		HIGH LEVEL BIDDING	
		8		pre-emptive		RKCB = 1430 Queen ask with specific kings	
		8		pre-emptive		Cue style =1 st and 2 nd round controls up the line – NT showing 1 of 3 trump honors	
						DCBs after relay responses	