

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level, rarely 4 cards, Sound at two level
Ghestem, weak/strong, 7-10 or 16 plus
Change of Suit after one level overcall= NF
Change of suit after two level overcall = Forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17,
10-13 protective, then, 2♣-2 any = minimum
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, usually 6 cards; 2NT asks
2N = Lowest two suits; 3♣ = Two highest suits, weak or strong
1X-P-P-2NT=18-20, system on
DIRECT JUMP CUE BIDS ; (STYLE, Response; Reopen)
Jump Cue = Solid suit, asks for stop
1x-2x = two non-touching suits
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = 4♥ + 5 of another suit OR 6 hearts
2♦ = 4♠ + 5 of another suit OR 6 spades
2♥/♠ = 5 card suit with 4 card minor
2NT=Two suited, MM or mm
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = Takeout. Leaping Michaels, Non-Leaping Michaels
Lebensohl
(3 Any)-3NT-(P) 4♣ asks,4♦/♥ transfers
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1D = ♦♥; 1H = ♥♠; 1S = ♠♣; 2C = ♣♦, X = ♣♥, 1N = ♦♠
OVER OPPONENTS' TAKEOUT DOUBLE
1 level F1; 2level NF,
XX 9+, interested in Penalties
Fit Jumps if Passed Hand; Splinters; 2NT = Good Raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4th	Lowest from xxx	
NT	2 nd and 4th	Lowest from Hxx or Hxxx	
Subseq	2 nd and 4th		
Other: vs suits, Ace for Attitude, King for count			
Vs No Trumps, A/Q for attitude, King for Rev Attitude or possible unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, A+	AK+	
King	KQ+, AK	HHH +	
Queen	QJ+	KQ+,QJ+	
Jack	J 10 +	J 10 (+), shortage	
10	Interior sequence, shortage	Interior sequence, shortage	
9	10 9 x, 9x	10 9 x, shortage	
Hi-X	Top of 2, 2 nd of 3 without J		
Lo-X	H to 3/4/5/6 cards		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Dodds
Suit 2	Count	Suit Preference	Existing count
3	Suit Preference		
1	Rev Count on K,10s	Count	Dodds
NT 2	Suit Preference	Suit Preference	Existing Count
3	Los Angeles		
Signals (including Trumps):			
Peter in Trumps= Ruff or wake up call			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most low level doubles are for take-out; Cue=Forcing to suit agreement			
1m-X-1M-X=4 cards in that suit			
Protective doubles may be light with shortage in overcalled suit.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Double of artificial bid = suit			
Lightner, for unusual lead			
Support X and XX, at one level only; 3 card support for overcall or if 4 th seat doubles			

W B F CONVENTION CARD
WELSH BRIDGE UNION
GEOFF EVANS & DAVID BIRT
20-09-2011
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol, Multi, Lucas Twos,
Variable No-Trump, 15-17, 15-17, 15-17, 12-14
2 over 1 responses = 9+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣* may be 2
2♥/♠ = 5+ card Major plus any other suit 4+
SPECIAL FORCING PASS SEQUENCES
After Double of 1NT for penalties
(1NT)-Double-(Any)-Pass: F through 2♥
IMPORTANT NOTES
Change of suit by opener after a 2 level response is F.
After 1♦-2♣, 2♥ and 2♠ do not show reverse values
1♣-1any-2NT = 18-19. 1♣-1 any-3NT = 18/19 with clubs
1♣-(1 NT)-2♣ = take out of Clubs; 2♦ = both majors
1x-2y-2NT = 15-19, 3♣ = checkback
1NT-2♠-2NT = ♣ fit, then 3x = suit. 3♣ denies fit, 3x = suit
1NT-2NT-3♣ = ♦ fit, then 3x = suit. 3♦ denies fit, 3x = suit
1any, 4 Cue=Good 4M bid

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	2	4♦	Could be 2 cards	1NT=6-10; 2NT=16+ balanced. 3♦♥♠ splinters 2♣, 3♣ = Inverted	4♣ is RKCB after 1♣-2♣ 1NT rebid = 12-14 (15-17); 2♣ checkback	2♣ inv; 2M = Jump fit, nf 3♣ = 5-8, 5/6 ♣'s
1♦		4	4♦	11-19 HCP	1NT=6-10; 2NT = 16+ balanced; 3♣♥♠ splinters 2♦, 3♦ = Inverted	4♦ is RKCB after 1♦-2♦ 1NT rebid = 12-14 (15-17);	2♦ = inv; 2M = Jump fit, nf 3♦ =5-8, 5 card ♦, unbalanced
1♥		5	4♦	11-19 HCP	1NT=6-8, 2NT = GF ♥; splinters; Bergen raises 3♥ weak	1NT rebid = 12-14 Short suit trial bids	2NT =good 4 card raise, ;splinters
1♠		5	4♥	11-19 HCP	1NT=6-8, 2NT = GF ♠; splinters; Bergen raises. 3♠weak	Short suit trial bids	2NT =good 4 card raise, splinters
INT			4♥	15-17, (12-14)	2♣ Stayman (np), 2♦/♥/♠/NT =transfers		
2♣	√	0		Game force or 22-23 bal	2♦ =relay		
2♦	√	0		Weak 5-9, 10-12 in 4th 20-21 bal; 9 tricks in ♣ or ♦	2♥, 2♠ =weak relays. 2NT=F;3♥/4♥ =P/C		
2♥		5		5+♥, 4+ any	2NT=F		
2♠		5		5+ ♠, 4+ any	2NT=F		
2NT	√			At least 5-5 ♣+♦, 6-10, 8-12	3♥/♠=F; 4♥/♠ = RKCB for ♣/♦. 5♣/♦ to play		
3♣		6		Pre-emptive	New suit= F	Cos= NF after intervention	
3♦		6		Pre-emptive	New suit= F	Cos= NF after intervention	
3♥		6		Pre-emptive	New suit= F	Cos = NF after intervention	
3♠		6		Pre-emptive	New suit =F	Cos =NF after intervention	
3NT	√			Solid Minor , little else	4♣=P/C, 4♦ asks shape; 4♥=0/1♥,4♠=0/1♠,4NT=7222, 5♣=1/0♣ 4M =To play		
4♣	√	7		Solid ♥ or 1 loser + Ace	4♦ asks. 5♥ asks for 8 th heart		
4♦	√	7		Solid ♠ or 1 loser + Ace	4♥ asks. 5♠ asks for 8 th spade		
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	√			Specific Ace Asking	5♣=0, 5♦=A♦; 5♥=A♥,5♠=A♠, 5N=2A, 6♣=A♣		
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		RKCB Majors 1430; Minors 3041. Next suit asks Q, sign-off=no,	
5♥		7		Asks for Ace or King		5NT= Q but no K, Other suit = Q plus bid K ; 5NT now promises all top controls and asks for number of kings	
5♠						DOPI & ROPI at 5&6 level	
						GERBER directly after 1NT or 2NTrebid (20-21); 4♦=0/4, 4♥=1; 4♠=2,4NT =3	
						Then, 5♣ asks Kings, 5♦=0/4, 5♥=1, 5♠=2, 5NT=3	
						Cue-(X)-XX =1 ST round; Cue-(X)-P=no control	