DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive at 1 level, sound at 2 level

Change of suit forcing

Jump shift is fit jump [26]

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

15-18 HCP in 2nd

11-14 HCP in 4th

Responses as for open

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak in principle

Reopen: Intermediate; 2NT is 18-20 HCP

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

(1m)-2m shows 2xM & either weak or strong

(1M)-(2M) show OM + m & either weak or strong

Jump cue requests stop

Other (later) cue bids at 2 level are natural e.g. (1♦) P(1♥)2♥

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

2♣ shows ♦ or 2xM; 2♦ shows 1xM or 2xm;

2M shows M + a better m; 2NT is sound in ♣; 3x weak

2NT relay to 2♣: 3♣ is 2xM, 3♦ is ♦ + min, 3 higher is stop

2NT relay to 2♦: 3♣ is ♥, 3♦ is ♠, 3M is shortage

[Note 8]

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

X for take out; cue bid is probably two suited

vs UNT/Michaels: lower cue=GRT3, higher cue=F in unbid suit [16]

A jump to 4m over 2x is m + M

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

X = ♦ or 2xM, 1x = (x+1)+sound or (x-1)+(x-2)+weak,

xNT = 2 odd, 2x = weak

OVER OPPONENTS' TAKEOUT DOUBLE

XX is 9+ HCP, no primary support, prob bal; JS is fit jump

1NT and above are trfrs e.g. 1♥ X 1NT = ♣, 2♣ = ♦, 2♦ = 3x♥

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd & 4th, Strong 10s	
NT	2nd & 4th, Strong 10s	**As lead**
Subseq	2nd & 4th, Strong 10s	

Other: Lead top from xxx after support X/XX

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Req rev att	
King	Req rev cnt	
Queen	QJ , req rev att	
Jack	J10	**As vs. Suit**
10	10, 10x, AJ10, KJ10, Q109	
9	9, 9x, 109x	
Hi-X	2nd or dbltn	
Lo-X	4th or sngtn	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1			
Suit	2	Reverse count or reverse attitude or null depending on trick context. Original count. Subsequent discards likely have no meaning.		
	3			
	1			
NT	2			
	3			

Signals (including Trumps):

Possible suit pref when partner will retain lead. SP in trumps if poss.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

At 1 or 2 level after partner has opened or overcalled; when oppos have bid and raised below game; after (1NT)-X-(2x) and 1x-(X)-XX; over oppo's UNT/Michaels

Lebensohl-style responses vs 2♠ and above

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X/XX at 1/2 level to show 3 card support

Game try X

W B F CONVENTION CARD

CATEGORY: Camrose 2011

NCBO: Wales

PLAYERS: Alex Maddocks & Alex Hogg

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SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Four card majors

Wide range 1NT response

14-16 NT + poss. sing K

2/1 GF (F to 2NT if passed hand)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ – Hearts-only Multi (5+ hearts, 5-9 HCP)

2♥ – Both majors, 4+/4+, 5-10 HCP

2NT – Both minors, 5+/5+, weak open (rule of 19)

SPECIAL FORCING PASS SEQUENCES

(1NT) X; 1x (X) XX; after sac. over our making game

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	7♥	Natural. May be better minor in 4333 containing weak 4 card M	JNS is weak & denies support, raise is inverted [24] 2NT is 16+ HCP & balanced 1NT could be poor 12 HCP, 1♦ – 3♣ is NF	1NT is 12-13 HCP then 2♣ is check-back [19], 3NS is 5/5 & invitational 1♦-1NT, trfr responses [Note 2]	
1♦							
1♥		4	7♦	Natural. Balanced 14-16 HCP with poor 5 card suit is opened 1NT	JNS at 2 level is weak, JNS at 3 level is NF 1NT could be poor 12 HCP, 2/1 is GF Single-step DJS is unspecified void, others show a singleton. 2NT is raise to 3+.	After 1NT, bids are transfers, rebids are weak with clubs, 2NT strong with clubs, 3NS is invitational & 5/5 [Note 2, 6, 7, 12]	
1♠		4	7♥				
1NT		2 (1)		14-16 HCP, may have singleton K	Stayman, four suit transfers, 4♣ is majors 4♦/♥ are trfrs, 4♠/4NT are ♣/♦ + quant.	Transfer breaks + retransfers [Note 1]	X is values for raise, 2NT forces 3♣, 3x is GF [Note 3, 4]
2♣	✔	0		GF or 9PT in M or 19-21 HCP	2♦ relay, 2M weak	5 card puppet Stayman after NT rebid [Note 9]	
2♦	✔	0		Weak in ♥, 22-24 HCP, 4441 & 19+ HCP	2♥ is P/C, 2NT is a relay	[Note 5]	X is penalty
2♥	✔	4		4+/4+ in majors & 5-10 HCP	2NT is a relay	[Note 13]	X is penalty
2♠		5		Weak two, 5-9 HCP	2NT is a feature ask, 4m is splinter, 4♥ is natural	[Note 14]	X is penalty
2NT	✔	5/5		5+/5+ in minors & rule of 19 HCP strength	3♥ is a shape relay, 3♠ is a value relay	[Note 15]	
3♣		5		Potentially v weak in 1st seat Sound in 2nd seat Any strength in 3rd seat	NS is F		Direct raise invites sacrifice
3♦		5					
3♥		5					
3♠		5					
3NT	✔	7		Strong pre-empt in a major	4♣ is slam try, 4♦ is sign off	[Note 10]	
4♣		7		Pre-emptive			
4♦		7					
4♥		7			Negative cue bids over 4♥ and 4♠	Opener bids 6 with singleton or K.	
4♠		7					
4NT	✔	7		Strong pre-empt in a minor			

HIGH LEVEL BIDDING
5♣ ... RKCB 4130 (then 5NT asks for specific K, or missing K if two held) Exclusion Blackwood (standard responses) D0P1 R0P1 GSF: 6♣ = one + extra length; 6♦ = one + J [Note 6]

(High level bidding section openings column: 5♣, 5♦, 5♥, 5♠)

Notes

1. After 1NT – 2♣ – 2♦: 2M = to play, 2N = nat, 3x = suit below singleton in 4441 (sing asks for H), 3N = to play. After 1NT – 2♣ – 2M : 3OM = strong raise in M, jumps are splinters, 4NT = quantitative. 1NT – 2♣ – 2NT = Min with 5M (3♣ then asks: 3♦ = poor H, 3NT = poor S). 1NT – 2♣ – 3M = Max with 5M. After red suit transfer, retransfer followed by cue is shortage.

2. After 1NT response to one of a suit, non-jumps and non-reverse are transfer type. E.g. after 1♥-1NT: 2♣ = 4+ diamonds or 17-18 HCP, 2♦ = heart single-suiter, 2♥ = 4 + clubs minimum, 2♠ = natural/reverse, 2N = 4+ clubs F1 (3x to play, 4x max spade raise) , 3♣=55inv
3. Lebensohl: 2NT is route for playing/inviting in a new suit or denying a stop (FASS)
4. They double Stayman/transfer: **XX** shows a club stop and 3 card support respectively, pass suggests standing double, bidding on is a denial.

5. Multi sequences:

   2♦ – 2♥ – 2♠ = 19-21 HCP, any 4441 (2N relay to suit below singleton)
   2♦ – 2♥ – 3x = 22+ HCP, any 4441 (suit below singleton)

   2♦ – 2♠ – 2NT = 22-24 HCP or 19+ HCP, 4441 with four spades
   2♦ – 2♠ – 3NT = 19+ HCP, 1444
   2♦ – 2♠ – 3any/4any = weak two in hearts without/with support

   2♦ – 2NT – 3♣ = any weak two in hearts (3♦ = game try on points, 3♥ = game try on suit: 2/3 to accept)
   2♦ – 2NT – 3♦/♥/♠/4♣ = 19-21 HCP, suit below singleton
   2♦ – 2NT – 3NT = 22-24 HCP
   2♦ – 3NT = natural
   (singleton relay asks for ctrls: 0-5, 6, 7 etc)

6. Splinters show limited strength and probably 5 card support. Cue bids show first round control on first round of cue bidding, unless a hand is known to be weak. 4NT is rolling not RKCB by a hand that has made a high card cue bid.

7. Jump shift to 2-level is weak (4-8 HCP). Jump shift to 3-level is invitational (non-forcing). Single-step double-jump shift is splinter with unspecified void. Other double jump shifts are splinters with a singleton. 2NT is a weak puppet after opener's reverse. After a 2NT jump rebid, 3♣ by responder is shape ask. After 2NT response to 1M: 3♣ = any minimum (then 3♦ continues relay); 3♦/OM/NT(♣) = shortage; 3M = non-minimum; 4M = minimum, 6 card one-loser suit, no outside ace; 4X = strong two-suiter, no outside 1st rnd ctrl.

8. After (1NT) – 2♣ – (P) – 2NT: 3♣ = 2xM; 3♦ = ♦ + min; 3♥/♠/NT = ♦ + non-minimum
   After (1NT) – 2♦ – (P) – 2NT: 3♣ = ♥, 3♦ = ♠, 3M = 2xm, short in M
   By passed hand: 2♣ = ♣ + another, 2♦ = ♦ + M, 2M = natural, **X** = max pass

9. Over 2NT (19-21 or stronger type):
   3♣ = 5 card puppet Stayman (3♦ = 3+ spades; 3NT = 2 spades); over 3♦ use puppet; over 3M, OM is RKCB
   3♦ = hearts (after 2♣-2♦-2NT-3♦, 3NT denies support)
   3♥ = spades (see above)
   3♠ = puppet to 3NT (may have one or both minors). Opener bids 4m=suit or 4M=both + sing
   3NT = to play
   Higher as over 1NT

10. After 3NT – 4♣, 4♦ = semisolid suit plus an ace, 4♥/♠ = solid suit with no outside ace, 4NT = solid suit with ace in other major, 5m = solid suit + ace. 3NT – 4♦ asks opener to bid his major. 3NT – 4M/5m is negative cue bid (then 5NT asks for M A, K, or Q)
11. After they double 1NT: XX = single-suiter or 2xM, 2♣ = 2xm or m+M, 2♦+ = trfr + values

12. 2/1 GF: no FSF at 2 level - false pref and 2NT are waiting bids; 2NT rebid by opener can be 11-13 or strong; over 2m, 3N = 17-18 HCP with 4 of own suit (x) and 4 card support (y) (4y then asks for singleton; 4z(x) is singleton, 4NT is no singleton and unbid suits stopped); 1♠-2♥-3NT = 17-18 HCP + 3 card support; jump rebid by opener shows min open, one-loser suit, no support, no outside ace; jump rebid at 3 level is splinter; jump rebid at 4 level is void; raise to 4m is concentrated two-suiter with no outside first round control.

13. Over 2N relay: 3♣ = min (3♦ relay to 45, 54, 44, 55, 55)   3♦ to 4♦ = max 4432, 45, 54, 4441, 55, 55
14. Over 2N relay: 3x = A or K, 3N = 6322 max, 4x = sing
15. Over 3♥: 3♠/3N = sing ♠/♥, 4m = 6511, 4M = void   Over 3♠: 3N = poor, 4m=two top hons, 4M=two top hons in both suits + singleton
16. After two suited intervention and two cue bids are available, the lower cue bid shows a sound raise, the higher is game forcing with the unbid suit.
17. Against short 1♣/1♦ : X = 13+ HCP, prob. bal, 1NT= 15-18, 2♣/♦ = Majors, 2NT = UNT
18. Against Multi: immediate X = 13-17 HCP opt.; delayed X = penalty; delayed 2NT = 2xm; delayed 3m = 5m + 4M
19. 2♣/3♣ check-back (asking for suits) after 1NT/2NT rebid (jump to 3m = 5/5 inv, check-back then 3m = GF, direct 2NT forces 3♣)
20. Change of suit is forcing (sub-strength responder can pass simple non-jump change)
21. After our conventional open or overcall, a redouble by partner requests bid of next suit followed by silence
22. Jump in 4th suit is shortage in opener's first bid suit
23. After 1x 1y, opener's splinter shows 6 losers or better and is GF; opener's double jump shows void
24. After an inverted minor suit raise, auction is forcing to 2NT; after change of suit by both players, auction is GF
25. 2NT is Lebensohl or raise in ALL competitive sequences
26. In a competitive sequence, where a lower jump was available for fit (jump) showing, a jump to game in a new suit is NF, denies support, denies outside 1st rnd ctrl.