

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Aggressive 1 level (4+ cards); sound at 2 level. New suit F1R. Transfer advances by 4 <sup>th</sup> /6 <sup>th</sup> from 1N..2suit. Jumps@3L=fit, @4L=splinter. 2N/jump-cue over 1M=4cd in good/mixed raise
<b>1NT OVERCALL</b>
2 <sup>nd</sup> / sandwich / 4 <sup>th</sup> over m / 4 <sup>th</sup> over M 15-19 / 16-19 / 11-14 / 11-16 hcp System on, unless 2 suits bid (3+ promised)
<b>JUMP OVERCALLS</b>
Preempt except strong over weak; 2N asks 2N = lowest two suits (weak or strong) 2N is ♦+other after 1M-P-2M 1X-P-P-2N : balanced 18-19 with system on
<b>DIRECT and JUMP CUE BIDS</b>
Shows 55+ in ♥+♠ or OM+m Response : over major, 2NT asks range+suit Cue natural in some 4 <sup>th</sup> seat positions Jump cue : asks for stop; DJC = 10 tricks in a M
<b>vs. NT (1N or strong 2♣/2N or gambling 3N)</b>
2♣ : both majors (2♦ asks) 2♦ : one major (2♥/2♠ pass/correct; 2N asks) 2♥/2♠ : shows ♥/♠+ minor; (3♣/♦ pass/correct) Jump in 2 <sup>nd</sup> /4 <sup>th</sup> = long & obstructive / constructive DBL : penalties; 2NT = minors or GF 2 suiter <1N>-P-<transfer>-4m shows m+OM
<b>vs. PREEMPTS</b>
DBL = takeout. 3A-4A cue is ♥+♠ or m+OM 3♣-4♦ shows ♦+M <3any>-3N-<P>-4♣/♦ = asking / transfer-signoff
<b>vs. ARTIFICIAL STRONG OPENINGS</b>
Aggressive. X/1♦/1N = two suits (CRO). 2N=♣♦ After 1♣-P-1♦ : X=♦+others, 1N=2 others
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX penalty; jump over 1M-X is fit jump Transfers starting 1N over M, XX over 1♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partner's suit	
Suit	mostly 2 <sup>nd</sup> without J 4 <sup>th</sup> /6 <sup>th</sup> otherwise	3 <sup>rd</sup> /5 <sup>th</sup> top from xxx(x) if length known	
NT			
Subs			
Other : strong K at NT, K above 3N for rev count strong 10, 2 <sup>nd</sup> from sequ in my suit or above 4N			
LEADS			
Lead	vs. suit	vs. NT	
Ace	AK+, A+	AK+, AQT+	
King	KQ+, AK(+)	AKQ+, KQJ+, KQT9	
Queen	QJ(+)	AQJ, KQ+, QJ(+)	
Jack	J10(+), shortage (+falsecard)		
10	Interior sequence, shortage (+falsecard)		
9	109+, H98+, shortage		
Hi-x	Top of 2, 2 <sup>nd</sup> of 3+ without J		
Lo-x	H to 3/4/5/6 cards		
SIGNALS IN ORDER OF PRIORITY			
Lead :	Partner's	Declarer's	Discarding
Against Suits and NT	High DISC Low ENC	High ODD Suit pref	High ODD
	High ODD (on K, 3N+)		Low EVEN
	Suit pref	Suit pref	
<b>Signals:</b> If high cards known, primarily attitude wrt obvious shift, else rev count; many suit pref. Smith Peters (HiLo = surprise) v NT			
TAKEOUT DOUBLES			
Lots and lots; responsive to 4♥ (over ♥ denies ♠)			
ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
For unusual lead : of slam, or by preemptor or of high cue in my suit, or of splinter			
Support X/XX (3cds) of overcall/X in 4th Of artificial=suit, but Stayman of weak NT=values			

WBF CONVENTION CARD	
<b>Category:</b>	<b>OPEN</b>
Event:	CAMROSE (Sep 2011)
NCBO:	WELSH BRIDGE UNION
Players :	<b>PAUL DENNING &amp; PATRICK SHIELDS</b>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<b>STRONG 1♣ CATCH-ALL 1♦</b>	
5 card majors and 1M-2m is GF	
2♣ clubs, 2♦/2♥/2♠ are weak twos	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♦ may have 0 diamonds	
1♦-1♥-X=spades, 1♦-1♥-1♠=minor(s)	
1A-1B may be very weak (1♦-1M 3cds sometimes)	
Transfer advances after 1A-1B-P/X and 1D-X, 1M-X	
3N in 1 <sup>st</sup> /2 <sup>nd</sup> : Running suit little else; 4♣ is p/c; 4♦ asks	
SPECIAL FORCING PASS SEQUENCES	
1♥/♠ (DBL) RDBL = F1R; <1N>-X-<2m>-P is forcing; We bid game on power and they bid on.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1any- 4cue = good 4M bid Psychics: very rare but light bids often Defence to multi 2♦ : X balanced 12-16 or strong, <2♦>-P then 2N is minors, <2♦>-4m=m+♥ 2N in competition after RHO bid is puppet to 3C for limited hand competing. After 1N-X-suit : X shows general values. Second double by second hand shows extra values & happy to defend. Leaping Michaels in many situations 1♦-<1M>-2M : shows 55+ in OM+m	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DOUBLE THRU	Paul Denning & Patrick Shields		Welsh Bridge Union		September 2011	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IN COMPETITION		
1♣	√	0	4♥	Most strong hands (16+)	1♦ negative, 1M natural GF; 1N/2♣ are transfers to ♣/♦; 2♦ balanced 8-11; 2♥,2♠,2N artificial GF positives	1♣-suit-jump=two suiter 1♣-2♥/2♠/2N-onwards = asking		X is 5-7 or 8+ and no suitable bid	
1♦	√	0	4♥	♣ suit or ♦ suit or weak NT <16 hcp	2m GF, 3m invitational 1M could be 3cnds if stuck	After 1♦-1♥-1♠, 1R-1M-1N 2♣ relay for weak ♦ or invitational 2♦ relay for GF hands 2N for clubs		1♦-<1♥>-X shows ♠	
1♥		5	4♦	Natural, <16 hcp	1N is F1R; 2m is GF; 1H-2S/1S-2N shows support; 1M-3m invitational; 1M-3M light 1H-3S/1S-3N shortage; other dj voids	2♦ relay for GF hands 2N for clubs 1♦-1M-2OM = good raise to 2M+		fit jumps at 3 level	
1♠		5	4♥						
1NT				15-17 could have singleton or 5M or 6m.	2♣ asks for M, 2(4)♦/♥ transfer; 2♠/2N show minor(s) artificial responses; 3X shortage; 4♣ asks for aces; 4♠ asks range	2♣-2♦-3M/4♥=♥+♠ (diff ranges) 2♣-2M-3OM+ = support & asking; 2♠-2N/3m artificial 2♠-any-3♥/♠ shows good ♣/♦ 2N-3♣-3M = shortage with ♣+♦		X at 2/3L=takeout 2N is transfer to 3♣ If X, XX is bid 2♣ and suit is lower of two; opener XX is 5cd suit	
2♣		6	4♥	Clubs, <16 hcp	2♦/♥/♠ transfers showing 4♥/4♠/5♦ 2N transfer for weak or strong with ♣ 3♣ constructive; jump is stopper + fit	Over 2♦/♥/♠ : accept = 3cnds, else 2N/newsuit=max, 3♣=min. After 2♣-2N-3♣ can ask about ♥♠			
2♦		5+	NO	Single suited, quality suit in 2 <sup>nd</sup> seat, obstructive in 1 <sup>st</sup> /3 <sup>rd</sup>	2M = F1 with artificial responses 2N...3X-1: transfers (weak strong artificial) Raise : invitational	2R-2M-step1=min-M min-hand, etc 2X-2N-3♣-3♦ : strong invite in X 2♠-2N-3♣-3♥ : invitation in ♥			
2♥									
2♠									
2NT	√			Preempt in ♣ or (good)♦	3♣/4♣/4♦ pass/correct, 3♦ asks	2N-3♦-3M=bad/good with ♣, 3N=♦			
3♣♦♥♠		6		constructive in 2 <sup>nd</sup> seat non-constructive if ♦	If non-vul : 3M invitational, NF				
3NT	√			Long running minor 1 <sup>st</sup> /2 <sup>nd</sup> Less controlled in 3 <sup>rd</sup> /4 <sup>th</sup>	4♣ is pass/correct 4♦ asks singleton				
4♣♦♥♠		7			Over major, new suit is asking about losers there	HIGH LEVEL BIDDING (4♦,4♠) 4N ace asking with 5♣=1/4 and 5♦=0/3 and 5♥=2/5 no Q, 5♠=2/5+Q with 5N follow up for count of kings If void : 5N = even number, suit=odd number			
4NT	√	0		Asks specific aces	5♣=none, 5N=two, 6♣=club ace				
5♣/♦		7						Unusual jump asks with void; 5N is for count of kings	
								Over 4N-5m-ask : lowest response is no Q	
								Pass=lowest step if interference (but count on 4N-<suit>)	
								3M+1 over agreed M shows serious slam try (cues deny)	

## SUPPLEMENTARY DETAILS

### Continuations after 1C opener

1C-1D-jump : F1: lowest=2nd neg, new suits F1  
1C-1D-djmp : sets suit : cue/raise/NT with A/H/neither  
1C-1D-1M : usually 5 cds: 1N=any 3-5 and 2m=6-7, artificial  
1C-1D-suit : jump=splinter, dj=void, J2N = GF support  
1C-1D-1N/2N : 18-20/21-22 flat, system responses  
1C-1D-2m-lowest=artificial semi-positive  
1C-1D-2H = Acol2 hearts or GF flat : 2S/2N relay (0-3,4-7) & all  
but lowest NT shows hearts  
1C-suit-jumpsuit : shows 2-suiter, suit+suit-above

1C-1N-2C : done unless decne 6cd suit or 55+  
1C-2C-2D : ditto

1C-2D-2N-3m : shows 5332 hand  
1C-2H : balanced 12+  
1C-2H-2S : puppet to 2N, then system responses  
1C-2H-2N/3C : transfers to C/D respectively

1C-<4441 positive>-step1 : asks range (8-9,...) then asks controls  
(0-2,3,...)

1C-<2any>-2N-P-3C : asks (their suit shows clubs)  
1C-1M-2N : balanced min, 3cd support

After suit agreement, in GF situations, some asking bids to  
discover shape and number of controls.

### Continuations after 1D opener

1D-1H-2C : at least 5-4 minors either way  
1D-1M-2N = six diamonds and not 3 of M  
1D-1M-3D = long diamonds and 3 of M  
1D-1H-1S / 1D-1H-1N / 1D-1S-1N  
2C : forces 2D; for invitational hand or weak D  
2D : game force (2H/S/N show range if free)  
2N : transfer to clubs (weak or GF)

1D-1M-2M-next : artificial, game try+  
1D-2M-X-P, 2N=natural  
1D-2M-2N : lebensohl style transfer to 3C  
1D-1S-2C-2D = artificial game try+  
1D-1N-2M : shows fragment and short in other major  
1D-2C-3H/3S/3N : shortage with club support  
1D-2C-2D : flat or diamonds, 1D-2C-2M M+5diamonds (or 1444)  
1D-2C-2N : flat with 4cd club support  
1D-2m-2N-3om : initially checkback  
1D-2N-3C = both minors (NF)  
1D-2N-3M = short and both minors or long diamonds (GF)

### Continuations after 1M opener

1H-1S-1N : 12-15 flat and 2C/2D/2N relays as after 1D-1M-1N  
1H-1S-1N-jmp: NF in M, GF with 55 if m  
1M-1N : forcing (show 4H/6M/better minor)  
1M-2M : constructive 3cd raise  
1M-2M-next : artificial, game try+  
1M-2M-3X : short suit trial bid (with 1H-2H-2N for S)  
1S-2N-3C and 1H-2S-2N = maximum or min short club  
1S-2N-3D and 1H-2S-3C = medium or min short diamond  
1S-2N-3H and 1H-2S-3D = min short other major  
1M-2N-4new = showing void in suit bid  
1H-3S-3N and 1S-3N-4C : ask to show singleton  
1H-3N/4C/4D and 1S-4C/4D/4H : shows voids in suits bid  
1H-1S-2N = six hearts and not 3 of S