DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive at one level (4+ cards), sounder at two level. Change of suit after an overcall is highly encouraging but not

Fit jump responses

Unassuming cue-bids - support or stronger hand

Jump to 2NT is 4-card fit; see note [1] for further auction

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

2nd 15-18 hcp. Responses as for 1NT opener 4th 11/14 hcp (9-11 by passed hand). Responses as for 1NT opener

JUMP OVERCALLS (Style; Responses; Unusual NT)

Most suit jumps: weak not vulnerable; intermediate vulnerable. 2NT shows 5-5 in lowest unbid suits. See note [4]

3♣ overcall shows 5-5 in extreme unbid suits. See note [4]

Reopen: Reopening 2NT balanced 19-21.

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

Cue shows 5-5 in highest unbid suits. See note [4] Jump cue has a solid suit, inviting 3NT if partner can stop the opener's suit

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

- 2♣ shows both majors; 2♦ 3♣ & 3♦ responses all asking.
- 2♦ shows a 6+ major; responses like over multi opener.
- 2♥♠ are 5+ with 4+ card minor; responses as for Lucas opener. 2NT is a minor 2-suiter, at least 5-5.

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

Double for take-out.

Over weak 2s: Jumps in a minor over a major are leaping Michaels - this minor and the other major. Cue bids below 3NT are like the jump cues over one bids. Lebensohl 2NT after takeout x when <2 natural bids are available at 2 level. Over weak 3s, cue bids and 4 . are two suited.

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

Over strong 14: double majors, 1NT minors, weak jumps

OVER OPPONENTS' TAKEOUT DOUBLE

Most bids retain same meanings.

Redouble 9+ hcp, penalty interest.

Fit jumps in new suits below game level.

Raises weaker than normal.

LEADS AND SIGNALS

OPENING LEADS STYLE Lead In Partner's Suit Suit Ace (K for count), 2nd/4th Same NT Same Same Subsequent Same Same

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), A(+); A	same
King	AKx(+); KQ(+); Kx; K	same
Queen	QJ(+); Qx; Q	same
Jack	KJ10(+); J10(+); Jx; J	J10(+); Jx; J
10	K109(+); Q109(+), 10x; 10	same, also A109(+), AJ10(+), KJ10(+)
9	9x; 109x(+); 9	same
Hi-X	Sx; xSx(+); S	same
Lo-X	HxS; HxxS(+); S	same

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding	
Attitude (count when K led)	Count	Attitude	
Count	Suit preference	Count	
Suit preference		Suit preference	
All as above			
	Attitude (count when K led) Count Suit preference All as above	Attitude (count when K led) Count Suit preference Suit preference All as above	

Signals (including Trumps):

Standard signals - high/low even count or encouraging (when count, refers to original holding). Peter in trumps = 3+, and ruff ambition

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Very normal - most low level doubles are take-out Natural responses

Re-opening doubles may be lighter

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative doubles to 4♦, implying 4+ cards in at least one major.

Responsive, competitive and game-try doubles to 4.

SOS redoubles in clear situations where opponents have doubled for penalties

After our 1NT is doubled, redouble shows 2 suits including ♣s

W B F CONVENTION CARD

Category: Natural - GREEN

Country: WALES

Players: John SALISBURY

and Mike TEDD



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL style

4 card majors

Weak NT, 111/2-14 (in principle) balanced

Multi 2♦ opening

2♣ (Strong), 2♥ and 2♠ Lucas style

2 over 1 response 9+ hcp

SPECIAL BIDS THAT MAY REOUIRE DEFENCE

Multi $2 \bullet = \text{Weak 2 in } \bullet \text{ or } \bullet$,

or 22-23 2NT type

Gambling 3NT = Solid Minor

Two suited overcalls - see jump overcalls and cue bids

2♥ & 2♠ weak with 5+ minor

Jump responses are splinters, but 2♦ response to 1♣ is multi

1♣-1NT club support, forcing

1nverted raises over 1 ◆

SPECIAL FORCING PASS SEQUENCES

After double of opponents 1NT and suit take-out at 2 level, e.g. 1NT X 2, pass is forcing

IMPORTANT NOTES

2NT used as Lebensohl in take-out situations

Fit bids in competitive auctions

Short suit trial bids

PSYCHICS: Extremely rare

OPENING BID ARTIFICIAL ?	DS	THRU						
	ARTIFICIA	MIN. CARDS	NEG. X TH	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		
1.		4	4 •	Natural	1NT forcing with 4+♣s; 2 ♠ Multi; jump shift splinter 4+ support 9-18 points; double jumps void splinters; 2NT 14-15, 3NT 12-13 each 3334	1NT rebid 15-17 with 2* enquiry; 2NT rebid 18-19; reverses and 4SF force to 2NT or game. After splinter response 2NT asks.		
1 •		4	4 •	Natural	1NT 6-9, 2/3 ♦ inverted, otherwise like 1♣	As for 1. Also 2NT rebid after 2 level response is 15-19 with 3. enquiry. After splinter response 2NT (3H over 3C) asks.		
1♥		4	4 •	Natural	2NT 4-card support - note [1]; raises to 3 are limited inv.; jump shift splinter 4+ support 7-18 points; double jumps void splinters; 3NT is 13-15, 4-card support, very balanced.	As for 1 ◆. Short suit trial bids. After splinter response of 2S/3C/3D opener's 2NT/3D/3NT respectively asks.		
1 🖍		4	4 •	Natural	As for 1♥	As for 1♥. Also 1♠-1NT-3♣ asks for major suit holdings; 1♠-1N-3♥ is 55 NF		
1NT				NV: 11½-13½ (in principle), balanced. Vul: 12-14 (in principle), balanced.	2♣ Stayman or start of forcing sequences; 2♠/♥ transfers; 2♠ range enquiry or Baron; 2NT initially to play in 3 of a minor; 3-level bids encouraging but non-forcing; Lebensohl after intervention	After 1N-2N-3♣, 3♥/3♠ are singletons & 55 minors, 3N is 44 or more & slam interest		
2.	✓		4 •	Near game force	2♦ negative, then cheaper minor is second negative	2NT rebid shows 24-25 balanced, NF 2♣ 2♠ 2M 2NT 3M is NF		
2•	√			MULTI: Weak 2 in ♥ or ♠ (6+ cards, 6-10 hcp) or 22-23 2NT type	2 ♥/♠ to play if this is opener's suit; 2NT asking; 3♣/♦ natural forcing; 3 ♥ to play in 3M; 4♣/♦ show major 2-suiters. See note [3] for actions after 2D is doubled or overcalled.	NOTES [1] 2NT response to opening one of a suit. This shows 4+ card support, and at least valuation opener's second bid: a singleton at the 3-level; 3NT when the opening suit is a majuration 19, but with an agreed minor just suggests After opener shows a singleton, responder's is a general slam try when the opening suit features to bid, but with an agreed minor just suggests 12. Auctions after 2NT response to Multi 2 ◆ Opener bids 3NT with NT type. After 3NT, 4 ◆ /▼ transfers, 4 ♣ both minors.		
2♥	✓			5♥ & 5+♣ or ♦, 5-9ish points	2♠ nat NF, 3♠ nat GF, 3♣ & 4♣ pass/correct, 3♦ game try in ♥, raises preemptive, 3NT nat, 2NT asks [5]			
2.	✓			5♠ & 5+♣ or ♦, 5-9ish points	3♥ nat game try, 3♣ & 4♣ pass/correct, 3♦ game try in ♠, raises preemptive, 3NT nat, 2NT asks [5]			
2NT				Balanced 20-21	3♣ five card Stayman, 3♦/♥ transfers, 3♠ minors			
3♣♦♥♠		(6)7		Pre-emptive				
3NT	✓			Solid minor suit	4♣ pass or correct. 4♦ asks for singletons			
4♣/♦	✓			Solid ♥/♠, or lacking ♥/♠ A or K with a side Ace	4♦/♥ asks for singletons; 4NT asks for any side Ace	With weak 2 ♥, opener bids 3♣ with good st ask, when opener bids 3♥ (poor suit), 3♠/		
4♥/♠		6		Natural		3NT (good suit, extra values, no singleton singleton). Weak 2♠ bids analogously.		
4NT	✓			Specific Ace asking	5♣ none; 5♦♥ ♦/6♣ show this Ace; 5NT 2 Aces			
5♣/♦		7		Natural, pre-emptive	Asks for Ace/King of trumps	[3] Actions after Multi 2♦ is doubled or overcalle		
5♥/♠				Natural, pre-emptive	Asks for Ace/King of trumps	When 2 is doubled or overcalled, most res		

HIGH LEVEL BIDDING

Key card Blackwood, 1430 (doubles & redoubles also on 1430 basis)

4♣ Gerber directly over 1NT only

5NT GSF when suit agreed.

(System card as at 23/9/13)

NOTES

PASSED HAND BIDDING

No change

As for 1♣.

As for $1 \clubsuit$.

As for 1♣.

pport, and at least values for a good invitation.

singleton at the 3-level; a source of tricks at the 4opening suit is a major shows a pretty balanced 16ed minor just suggests the contract.

singleton, responder's cheapest second bid asks; 3NT when the opening suit is a major, with no specific with an agreed minor just suggests the contract.

NT type. After 3NT, 4♣ is Baron for suits upward, ooth minors.

bids 3♣ with good suit or extra values; 3♦ is second ds $3 \checkmark$ (poor suit), $3 \spadesuit / 4 \clubsuit / 4 \diamondsuit$ (singletons, good suit), a values, no singleton) or 4 \(\nsigma\) (good suit, no bids analogously.

or overcalled, most responses retain their meanings, in particular 2NT still asks. Double of major overcall is pass/correct. If 2. is doubled, a pass shows 5+ ... shows 6+ ... shows <math>6+ ... shows 6+ ... shows 6+

[4] Two-suited overcalls

Over opponents one-of-a-suit bids, 2NT, 3* and direct cue bid are two suiters (respectively the lowest, extreme and highest unbid suits). The hands are at least 5-5 and should be limited, better when vulnerable.

[5] Bids after 2M-2NT

 $3 \clubsuit = \min \text{ with } \clubsuit; 3 \spadesuit = \min \text{ with } \spadesuit; 3 \heartsuit = \max \text{ with } \clubsuit; 3 \spadesuit = \max \text{ with } \spadesuit$