

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide ranging contingent on position, level, vul and suit quality
Change of suit F by non-passed hand
Cue shows primary support and value raise to next level+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ - 18 in 2 nd ; 10-15 in 4 th ; 16-19 in 'sandwich' position
Treated like 1NT opening
2♣ range/major enquiry after protective 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except strong when vul vs non
2NT natural in 4th
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels either competitive or GF
Response pass/convert 2NT natural
Leaping Michaels when 4♣/4♦ cannot show good 4♥/♠
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ shows both majors; 2♦ response asks better M; may be invite.
2♦ one suited major; 2M response pass/convert (game try OM)
2♥/♠ show 5 that suit 4+ either minor; pass convert 2NT natural
X of strong NT = good opening with good suit
X by passed hand is majors or minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3♣ - 3♦ t/o; 3♦ - X t/o; 3M - 4♣ t/o in 2 nd . X t/o in 4 th position
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♣s + ♥s; 1♦ = ♦s + ♠s; 1NT = Majors; 2NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX 10+ penalty seeking. Transfers at one level after 1♣(system on)
1♣ - X - 2♣ good raset
1♥ - X - 1♠ and 1♠ - X - 2♥ show good raise to 2♥/♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th /2 nd From Poor Suits	3 & 5th	
NT	4 th /2 nd From Poor Suits	3 & 5th	
Subseq	Attitude	Attitude	
Other: Poor Suit may be 10xxx+			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks attitude	Asks attitude	
King	Asks Count	Asks unblock/count	
Queen	QJx+	KQ9x/ QJ10/QJ9	
Jack	J10x+	J10x	
10	109x/shortage	H109x	
9	shortage	109x	
Hi-X	xXxx+	xXxx+	
Lo-X	xXx	xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = discouraging	Hi = Odd	Hi = discouraging
Suit 2	Hi = Odd	Suit Preference	Suit Preference
3	Suit Preference		Hi = odd
1	Reverse Count	Reverse Count	Hi = discouraging
NT 2	Reverse Attitude	Suit Preference	Hi = odd
3	Suit Preference		Suit Preference
Signals (including Trumps): Infrequent Count			
Smith Peters at NT			
Trump Peter implies ruff/odd number			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or too strong for other actions.			
Cue response forcing to suit agreement.			
May be weaker in protective position.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive doubles to 4♦ 1♣ - 1♦ - X =4+♥s, 1♣ - 1♥ - X =4+♠s			
Most other doubles up to 3♠ are take-out/strong NT showing if we opened			
Doubles are penalty after a redouble or in 'dead' auctions.			
Double after intervention to 1NT opening shows 2 places to play			
Competitive double shows some tolerance + the unbid suit(s)			
Free bids non-forcing at the 2-level.			

W B F CONVENTION CARD
Camrose 2007
CATEGORY: GREEN
NCBO: IRELAND
PLAYERS: REX ANDERSON - DAVID GREENWOOD
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS; PREPARED 1♣ OPENING (2+ cards)
2/1 GF EXCEPT 1m - 2m
TRANSFER RESPONSES TO 1♣ OPENING (May be canapé)
14-16 1NT OPENING MAY BE OFF-SHAPE
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = FINT TYPE
ACOL 2♥/2♠ OPENINGS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♥ - 1NT = 4+ SPADES; 1♥ - 1♠ = FINT RESPONSE
2♦ MULTI - WEAK 2M; STRONG 2m; 20-22 BALANCED
2NT - NON-CONSTRUCTIVE PRE-EMPT EITHER MINOR
TRANSFER RESPONSES TO 1♣ OPENING (1♠ = ♦s)
4♣/4♦ OPENINGS = GOOD 4♥/4♠ OPENING
4♣/4♦ OVERCALLS = GOOD 4♥/4♠ OPENING
JUMP FITS
TRANSFERS AFTER 1♣ - 1♦/1♥ OVERCALL (8)
DEFENCE TO 1NT OVERCALL (9)
SPECIAL FORCING PASS SEQUENCES
Where we have shown the balance of strength. EG through an unassuming cue bid. When 'obvious' save situations.
In forcing situations at game level we reverse the meaning of X and pass.
IMPORTANT NOTES
In GF auctions; either side's third suit is usually shortage even if supporting. (Not in response to 4 th suit or preference.)
In competitive auctions 2NT is usually a competitive manoeuvre
And a direct free bid invitational. (7)
Defence to a 1NT overcall (8)
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Natural or balanced	1♦=4+♥s; 1♥=4+♠s; 1♠=4+♦s; 1NT 6-10	Trf accept=3cards; jumps 4 cards/shortage (1)	
				Open 1♣ with 4-4m usually	2♣ F to 2NT 3♣; 2 any GF Nat;	Over 2♣, 2♦ relay any minimum (2)	
1♦					2NT 16+ balanced < 4♣s; 3 any pre-empt		
1♥		5(4)	3♠	Occasionally 4 good in 3 rd	1♠ = FNT style (3); 1NT 4+♠s, 2♥ 8-10HCP	1NT-2m may be 3; 2any-2♥ waiting;	2♣ = 8-10HCP 3 card support
					2NT 16+ Balanced may have support	2any-2NT 17-19 Bal; Short suit tries;	2♦ = 8-10 HCP 4 card support
					2 any GF; 3♣/♦ 6 cards Inv to 3NT; 3/4♥ weak	2any 3any non-jump is 5-5 any strength	2NT 4 card support + single
1♠		5(4)		Occasionally 4 good in 3 rd	1NT Forcing; others analogous to above		As above
INT			2♠	(13)14-16 May be off-shape	2♣ asks M/raise 2NT(4); 2♦/♥ trf; 2♠ 15+ Bal (5)	Break into xx with 4 cards; 2NT HHX or	
				Occasional singleton	Or 4-4-4-1; 2NT asks 3♣ may be weak or strng (6)	4 cards with no xx non-min; 3M min 4 cards	
				Occasional good 13 HCP	3 any invitational; 4♣/♦ SATexas, mild try	1NT-2♥♦/♥; 3♥/♠ slam try	
2♣	X	0	3♠	Game Forcing	2♦ +ve; 2♥ 5-8; 2♠ 0-4; 3any trf into fair 6 cards	2NT rebid may be 'off-shape'	
				May be weaker than std	2NT Bal +ve	Trf accept =Hx+	
2♦	X	0	2♠	Weak 2M-4-10 on pos and vul	2♥ - 3♠ =Pass or Convert;	Over 2NT 3m shows cypher M; then 3♦ asks	
				Acol 2 in a Minor	2NT enquiry (occasionally psychic)	3M = Acol 2 cypher minor	
				20-22 Balanced	3m = cypher M game try	Puppet after 2NT rebid	
2♥		5		8 playing tricks; 15+HCP	2♠ Neg; 2NT +ve in ♠s. 3♥ - 4♥ support +ve	2♥ - 2♠; 2NT balanced	
2♠		5		8 playing tricks; 15+HCP	2NT ♣+ve; 3♣ negative. 3♠ - 4♠ support +ve		
2NT	X			Non constructive m pre-empt	3/4♣ pass/convert; 3♦ asks minor; 3M F1	2NT - 3♦; 3♥ = ♣s; 3♠ = ♦s	
				Less than 3m as below	4♦ asks single	3NT shows 2 top honours either m	
3♣		6		Good suit 8-11HCP	4♦ - 4♠ control asking that suit	Next suit no control etc	
3♦		6		Good suit 8-11HCP	4♣ - 4♠ control asking that suit		
3♥		6		Sound in 2 nd position	4♣ - 4♠ control ask		
3♠		6		Sound in 2 nd position	4♣/4♦ control ask		
3NT	X			Solid minor <K outside	4♣ pass/convert; 4♦ singleton ask		
4♣	X	0		Good 4♥ opening	Typically a solid suit or semi solid + outside A	4♦ slam try	
4♦	X	0		Good 4♠ opening	Typically a solid suit or semi solid + outside A	4♥ slam try	
4♥		6		Less strength than 4♣	New suit is control ask		
4♠		6		Less strength than 4♦	New suit is control ask		
4NT				Specific Ace ask			
5♣						HIGH LEVEL BIDDING	
5♦						KCB 30/41; Double KCB where two suits are supported	
5♥						We reverse the meaning of X and pass in forcing high level auctions	
5♠							

Supplementary Notes – Anderson Greenwood Ireland

1. Transfer Responses to 1♣ Opening

- 1♦ 4+HCP, 4+ Hearts
- 1♥ 3 cards specifically, any strength
Then
2♦ by responder artificial game try+
2♥ 6-8 5 cards
3♥ 9-11 5 cards
- 1♠ 4+ cards, 4+ clubs, not 3 hearts any strength
- 1NT 11-13(14) less than 3 hearts
Then
2♦ by responder artificial relay; invitational plus
- 2♣ Natural 6(5)+ cards less than 3 hearts
- 2♦ Reverse 15+ less than 3 hearts
- 2♥ Four cards, 11-13HCP
- 2♠ single, four hearts, raise to 3♥
- 2NT 17-19; denies 3 hearts in principle
- 3♣ Natural invitational
- 3♦ single, limit raise in hearts
- 3♥ 16 –18 balanced limit raise
- 3♠/4♦ Splinters; game values
- 4♥ 19 balanced

- 1♥ 4+HCP; 4+ Spades
Responses analogous to above

- 1♠ 6+HCP; 4+ Diamonds
- 1NT 11-13 balanced <4 diamonds
Then
2♣ artificial relay; invitational+
2M Natural reverse GF
- 2♣ 6(5) cards
- 2♦ 4 cards or 3 cards with singleton
Then 2M may be 3 cards
- 2M Reverse 15+HCP
Then 2♠/2NT Lebensohl
- 3♦ Limit Raise
- 3M Singleton; 4 card support

After Intervention

- | | | | | |
|----|---|----|------|--|
| 1♣ | P | 1♦ | X | |
| XX | | | | 4 cards in diamonds to 2 top honours Otherwise ignored |
| | | | | |
| 1♣ | P | 1♦ | 1♥ | |
| X | | | | Three card support |
| | | | | |
| 1♣ | P | 1♦ | suit | |
| X | | | | 17+ Balanced |

2. Inverted Minor Raises

1♣ 2♣ 4+(5) clubs; 11(10) HCP Forcing to 2NT
2♦ Relay 11-13(14)HCP Then
2♥ Artificial GF Relay; Opener describes their distribution
2♠/NT/3♣ Non forcing

1♦ 2♦ 4+ card support; 10+HCP Forcing to 2NT
2♥ Relay 11-13(14)HCP. Then
2♠ Artificial GF Relay; Opener describes their distribution
2NT/3♦ Non forcing

1♦ 2♣ 4+ clubs; 11+HCP
2♦ Relay 11-13(14)HCP Then
2♥ Artificial GF Relay; Opener describes their distribution
2♠/NT/3♣ Non forcing

3. 1♠ Response to a 1♥ Opening

Shows either: -

5-12 Balanced or quasi-balanced; may have 3 card support if 5-7HCP

Balanced limit raise to 3/4♥

Mini-splinter

Opener may rebid a three-card minor with 4-5-(3-1)

1NT Response to 1♠

Shows similar hand types to the above

4. 2♣ Response to 1NT

Can show raise to 2NT without major.

Generally constructive although may be weak with both majors.

When followed with 3♣/♦ is game forcing and may not have major.

5. 2♠ Response to 1NT

15+ balanced or 4-4-4-1

Opener shows a five-card suit, bids 2NT with any 4-4, 3NT with 4-3-3-3 non-maximum and 4suit with 4-3-3-3 maximum.

6. 2NT Response to 1NT

Demands 3♣ from opener and then shows either: -

Weak minor to play 3m

3♥/3♠ show 5+ - 4+ minors singleton bid major

3NT 2-2-(5-4) mild slam try

4♣/♦ is a one-suited slam try in that minor.

4♥/♠ voids, both minors

4NT 2-2-(5-4) slam try

7. 2NT in Competitive Situations

Will generally show a hand that wishes to compete rather than invite game.

Eg 1♦ - 1♠ - 2♥(nf) - 2♠; 2NT demands 3♣ from responder and opener then bids 3♦ or 3♥ to play. (An immediate 3♦ or 3♥ would be invitational.)

After we open 1NT and they intervene, 2NT may also show various strong hand types.

8. 1♣ Opening is Overcalled by 1♦/1♥

1♦ X = 4+ hearts
 1♥ = 4+ spades
 1♠ = balanced, no ♦ stop

1♥ X = 4+ spades
 1♠ = 4+ diamonds

Opener's rebids analogous to '1' above.

9. Defence to 1NT Overcall

1any - 1NT

2♣ One-suited; may be constructive raise.

1m - 1NT

2♦ Both majors

2M 5M - 4+ either m

1M - 1NT

2♦ 5other M, 4+ diamonds

2OtherM 5other M; 4+ clubs