

oDEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Aggressive 1 level (4+ cards); sound 2 L. New suit F1R. Jumps = fit. 2N after 1M = try + 4 card support Transfer advances by 4 th from 1N..2suit
1NT OVERCALL
2 nd or sandwich : 15-18 hcp: 4 th is 11-14 System on, unless 2 suits bid
JUMP OVERCALLS
Weak 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.
DIRECT and JUMP CUE BIDS
Shows 55+ in ♥+♠ or M+♣ or M+♦ Response : 2NT asks, cue = M try Cue natural in various 4 th seat positions Jump cue : asks for stop; DJC = 10 tricks in M
vs. NT
2♣ : both majors (2♦ asks) 2♦ : one major (2♥/2♠ pass/correct; 2N asks) 2♥/2♠ : shows ♥/♠+ minor; (3♣/♦ pass/correct) Jump in 2 nd /4 th = long obstructive / constructive DBL : penalties; 2NT = strong 2 suiter 1N-P-transfer=4m shows m+OM
vs. PREEMPTS
DBL = takeout. Cue over 3L is M+M or m+OM 3♣-4♦ shows ♦+M 3any-3N-4♣ asks, 3any-3N-4♦initiates signoff
vs. ARTIFICIAL STRONG OPENINGS
Aggressive. X/1♦/1N = two suits (CRO). 2N=minors. Lowest NT acts as cue bid Over strong 2♣ : X/2♦ : ♥/♠ + other
OVER OPPONENTS' TAKEOUT DOUBLE
XX seeks penalty; jump over 1D is weak;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partner's suit	
Suit	2 nd /4 th /6 th	3 rd /5 th	
NT	2 nd /4 th /6 th	3 rd /5 th	
Subs	2 nd /4 th /6 th	3 rd /5 th	
Other : strong K at NT, K above 3N for rev count strong 10, 2 nd from sequ in my suit or above 4N			
LEADS			
Lead	vs. suit	vs. NT	
Ace	AK+, A+	AK+	
King	KQ+, AK(+)	AKQ+,KQJ+,KQT9	
Queen	QJ(+)	AQJ, KQ+, QJ(+)	
Jack	J10(+)	same	
10	Interior sequ, short		
9	109+ , short		
Hi-x	Top of 2, 2 nd of 3+		
Lo-x	H 3/4/5 cards		
SIGNALS IN ORDER OF PRIORITY			
Lead :	Partner's	Declarer's	Discarding
Against Suits and NT	High to discourage Low to encourage	High odd	Low even
	High odd	Suit pref	Suit pref
	Suit pref		
Signals: Reverse count if high cards known; but may be attitude wrt obvious shift; many suit pref. Smith peters (HiLo = surprise) v NT			
TAKEOUT DOUBLES			
DOUBLES			
Lots and lots; responsive to 4♥ shows OM			
ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
For unusual lead : of slam or by preemptor or high cue in my suit of splinter			
Support X/XX (3cnds) of overcall/X in 4th Of transfer=suit, of Stayman=values			

WBF CONVENTION CARD	
Category:	OPEN
Event:	CAMROSE (Nov 07)
NCBO:	WELSH BRIDGE UNION
Players :	PAUL DENNING & PATRICK SHIELDS
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
STRONG 1♣ CATCH-ALL 1♦	
5 card majors and 1M-2m is GF	
2♣ clubs, other 2-openers usually weak, often 2-suiters	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♦ may have 0 diamonds	
1♦-1♥-X=spades, 1♦-1♥-1♠=negative without spades	
1X-1Y may be very weak (1♦-1M 3cnds sometimes)	
Multi 2♦ : Weak 2M or 21+ 4441 or 23-24 Balanced	
Responses : 2M pass/correct; 2N asks; 4♦ for M	
2♥ : 5/5 ♥+m 3-9/5-10. 2♠&2N asks; ♣/♦ = p/c in comp	
2♠ : 5/5 ♠+m 3-9/5-10. 2N asks; ♣/♦ = pass/correct	
2N : 5/5 ♣/♦ 3-9/5-10. 3♥for M; 3♠ asks range;♣♦ to play	
3N in 1 st /2 nd : Running suit little else; 4♣ is p/c; 4♦ asks	
SPECIAL FORCING PASS SEQUENCES	
1♦/♥/♠ (DBL) RDBL = F1R We bid game on power and they bid on	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1any- 4cue = good 4M bid	
Psychics: Very Rare	
Defence to multi 2♦ : X balanced 12-16 or strong, P then 2N minors, 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.	

else jump is fit jump

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DOUBLE THRU	Paul Denning & Patrick Shields			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IN COMPETITON
1♣	√	0	4♥	Most strong hands (16+)	1♦ negative, 1M/1N/2m natural GF; 2♥ minors or solid suit (no outside AK); 2♠...3♦ GF with 4441 shape	1♣-suit-jump=two suiter 1♣-2♥-2♠/2N = asking 1♣-2♠...3♦-next bid = asking	
1♦	√	0	4♥	♣ suit or ♦ suit or weak NT Max of 15 points	2m GF, 3m invitational 1M could be 3cnds if stuck		
1♥		5	4♦	Natural	1N is F1R; 2m is GF; 2N shows support; 3m invitational; djump+ shows shortage		
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) and force 2N/3♣; 3X shortage; 4♣ asks for aces; 4♠ asks range	2♣-2♦-3M/4♥=♥+♠ 2♣-2M-3OM+ = asking; 2♠-2N-3m shows 55 ♣+♦ 2♠-2N-3♥/♠ shows good ♣/♦ 2N-3♣-3M = shortage with ♣+♦	X @2/3L penalty/takeout 2N is transfer to 3♣ If X, XX is bid 2♣ and suit is lower of two XX by opener => 5cnds
2♣		6	4♥	Clubs, max 15 points	2♦/♥/♠ transfers showing 4♥/4♠/5♦ 2N transfer for weak or strong with ♣ 3♣ constructive; jump is fit jump	Over 2♦/♥/♠ : accept = 3cnds, else 2N=max, 3♣=min, else 4cd support. After 2N-3♣ suit shows stoppers	
2♦	√	0		Weak M or strong 4441 (21-27) or flat (23-24)	2(3)M pass/correct; 2N asks; 3m forcing, 4♦ asks M	2♦-2♥-3X = suit below, then asking 2♦-2♠-3X=♥ and 3N+ = suit below 2♦-2N-3♣/♦=♥/♠ nonmin, then asking	
2♥	√	5		55+ ♥+m, less than opener	2♠/2N enquiry F1/GF, 3m to play	2♥-2♠ -2N lower range	Any ♣/♦ is pass/correct
2♠	√	5		55+ ♠+m, less than opener	2N enquiry, 3♣/♦ pass/correct	2♠-2N-3M upper range with ♣/♦	
2NT	√			55+ ♣+♦, less than opener	3(4) ♣/♦ to play 3♥ asks majors, 3♠ game try some minor	3♥-3♠/N=2+♥/♠ 3♠-3N accepts	
3♣♦♥♠		6			If non-vul : 3M invitational, NF		
3NT	√			Long running minor 1 st /2 nd Less controlled in 3 rd /4 th	4♣ is pass/correct 4♦ asks singleton		
4♣♦♥♠		7			Over major, new suit is asking about losers there	HIGH LEVEL BIDDING	
4NT	√	0		Asks specific aces	5♣=none, 5N=two, 6♣=club ace	4N ace asking with 5♣=1/4 and 5♦=0/3 and 5♥=2 no Q, 5♠=2+Q	
5♣/♦		7				If void : 5N = even number, suit=odd number	
						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	

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 : might be 4 cds: 1N=any 3-5 and 2m=6-7
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 relay & all but 2N shows hearts (and lowest bid now 2nd negative)
1C-suit-jumpsuit : shows 2-suiter, suit+suit-above

1C-1N : flat 8+, 2C=Stayman and 2C-2D=12+ (or 10+)
1C-1N-2D/H/S : 2N=doubleton, suit=3cds, raise=4cds, 3N=4cds min, 4M=3cds min
1C-1N-2N=C and over 2N 3C=support, 3X=4cds, no C

1C-2H-2S : 2N shows minors, else bid suit below solid
1C-2H-2N : 3C shows minors, else bid suit below solid
1C-2S-step1 : asks range (8-9,...) then controls (0-2,3,...)

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

Continuations after 1D opener

1D-1H-2C : at least 5-4 minors either way
1D-1M-2N = six diamonds and 3 of M (R)
1D-1M-1N-2C : asks (2D=min,2N=med,3N=max)
1D-1M-1N-2N : transfers to 3C
1D-1M-X-P, 1N : no asking and 2N natural
1D-2M-X-P, 2N=natural
1D-1S-2C-2D = artificial game try+

1D-2C-3H+ : shortage with club support
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 asks (and 2N->3C)
1H-1S-1N-2C-any : all except 2N/raise are GF
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 : says 1 step for long suit trial
1M-2M-3X : lowest=game try no shortage, else short suit trial bid (with 1H-2H-2N for S)

1M-2N-3C/D/M = maximum, medium, minimum
1M-2N-4new = showing 5-5 in suit bid
1H-3S-3N and 1S-3N-4C : ask to show singleton
1H-1S-2N = six hearts and 3 of S