

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural 6-17
2m is constructive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
21-26 natural
Reopening 16-23 with Crowhurst (variation)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Always weak
Micheals for 2 suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2nt = 29-32
Jumps natural intermediate plus
Jump cue looks for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl of 1nt for penalty/ 4 th seat dbl light
2c = majors
2d = 1 major
2M = 5M with 4+minor
Dbl of 1nt (promising 15+) in 4 th seat is M 4cards +5 minor or some strong hands
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = take out
Cue = 2 suits
3nt natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1d = hearts . dbl = spades
1h/s/nt = 2 suits same colour/rank/other at least 4/4
Bidding tends to be disruptive not constructive
OVER OPPONENTS' TAKEOUT DOUBLE
Rdb = good hand

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	2 nd and 4 th	Low from odd (only not supported) / same	
Subseq	Same	As above	
Other:	Same	As above	
Other: lead 2 nd highest from poor suits/ low promises honour			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks attitude / AKx	Same	
King	Asks count AKx KQx	Same	
Queen	Asks unblock QJx KQ10	Same	
Jack	HJ10 J10X	Same	
10	H109	Same	
9	109x J98 9x	Same	
Hi-X	2 or 4 cards	Same	
Lo-X	Honour	Same (except in P suit not supported)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H = E	H = E	H = E
Suit 2	H = Enc	Random	Random
3	H = suit pref	H = suit pref	H = Enc
1	H = E	H = smith	H = E
NT 2	H = Enc	H = E	Random
3	H = suit pref	H = Enc	H = Enc
Signals (including Trumps): high/ low std count / reverse in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take out dbls – aggressive with right shape			
Responsive			
Reopening may be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dbl often says – I want to bid on			

W B F CONVENTION CARD
CATEGORY: Open
NCBO: Ireland
PLAYERS: Adam Mesbur Nick FitzGibbon
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1c strong 17+
5M
Aggressive opening bids
Balanced hands we use 54321 points
All reference to bal hands use 54321 points
1nt 20-23 (54321 points)
A=5/K=4/Q=3/J=2/10=1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2d 10-16 6+diamonds
2h 4414 4405 short D 10-16
2nt AKQ/AKJ/AQJ to 7 in a minor / pre
1nt 20-23 (54321 points)
SPECIAL FORCING PASS SEQUENCES
If opponents sacrifice
After positive response to 1c
IMPORTANT NOTES
PSYCHICS: very rare by opener / rare by responder / occasional false cuebids

OPENING	ARTIFICIAL	Min No of card	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	4h	17+ any shape	1d <7 , 1H positive any shape, 1s 3 controls 1nt 16-19 bal , 2c 4 controls, 2d 5+controls, 2h weak, 2s 20+bal , 2nt 4441 7+, 3 suit good suit	After 1d – 2h is 22+ bal After positive jump in no-trump is 4441	1d neg, 1h = spades, 1s = 11-15 bal 2c = dia 2d = 5+H 2h = 5c (must be 5431) , 2s = 6+c, 2nt 4441 7-10
1♦		2	4h	Bal 16-19 with 2+d 10-16 4441 includes 4d 10-16 5d usually unbalanced	Natural 3c at least 5/4 minors (9) 10-12 3d 6+ inv	Natural most suit bids promise diamonds except 1S over 1h	Natural
1♥		5	4d	5+ 10-16 open all 5/5 9pts and 5/4 10 pts and 6+ 10 pts	1nt semi forcing 6-12 2d = 3-card H raise 10+ 2nt = 4+H raise GF 3C = 4+H raise 10-12 3d = 4+H raise (7) 8-9 3H pre normally 5+h or 4 with shortage/ random if non-vul v vul	Opener passes 1nt with 16-19 bal 2h is minimum 3c asks	2c asks strength 3H 9-11 Then 2M is min 2nt = 8-10 4card support Jumps are fit jumps 5+cards with 4+support
1♠		5	4h	5+ 10-16 open all 5/5 9pts and 5/4 10 pts and 6+ 10 pts	As after 1h except 2d = 5+hearts invitational or better 2h = 3 card spade raise 10+	As after 1h	As after 1h
INT				20-23 Balanced (54321)	2c stayman – does not promise a major 2d/h/s/nt all transfers	2nt both majors min (nf)/ 3c both majors max After 2d/h/s various shape showing bids Various fit showing bids	Same except 2c is nf stayman
2♣		5	4h	5c with 4M or 6+clubs 10-16			
2♦		6	4h	6+d 10-16	2h = relay inv or better , 2s 5+ f, 2nt =5+h inv or +		Same
2♥	YES	4			4414 or 4405 short diamond 10-16 (may open 1nt with 15/16)	All natural except 3d is a relay	
2♠		5		Occasionally 5 / usually 6 cards	2nt relay		
2NT	Yes			AKQ/AKJ/AQJ to 7 in a minor	3C sign-off in partner's Minor 3d and 4c asking		
3♣		6					
3♦		6					
3♥		(6)7					
3♠		(6)7					
3NT	Yes			Pre in minor 7/8 cards			
4♣	Yes			Good hearts + trick			

4♦	Yes		Good spades + trick		
4♥		7/8	Pre		
4♠		7/8	Pre		
4NT	Yes		9 playing tricks in a minor	5c p/c, 5d p/c, 5h KC in openers minor	
5♣		7+	Pre		HIGH LEVEL BIDDING
5♦		7+	Pre		KC / many sequences use 6-ace
5♥		7+	Inv		In pre-emptive/competitive auctions dbl often encouraging
5♠		7+	Inv		

Note...1:

Responses to 1C opening -

1D = < 7 HCP

1H = 7+ HCP < 3 controls

1S = 7+ HCP, 3 controls

1NT 11-13 bal

2C = 4 controls

2D 5+ controls

2H 6-cards 3-6 pts

2S 14+ bal

2nt 4441 7+ plus

3c-3h/ 3nt 6+cards in next suit at most 1-loser / single suited hand (3nt shows clubs)

Opener accepts transfer to set suit or bids new suit natural forcing/ 3nt is s/o

3S any 7 solid suit with no side Ace or king and maximum of 3 points outside suit

3nt asks suit / responder bids suit below then accept transfer sign-off, cuebids, 4nt s/o

4m if responder holds that suit asks for cuebids/ holds another suit then it's a cuebid

4M if responder holds minor non-forcing/ to play

4c-4s 7-card 1-loser suit above – outside values as after 3S

passed hand:

1d 0-6

1h spades 5-cards GF

1s 3-card fit bid naturally except 2s shows a bal hand

2s 4-card fit Slam try/ bids nat at 3-level/ 4-level is shortage

4s sign-off

1nt/new suit bid naturally (except bid 2s with bal hand after suit bid)

1s 7-10 (11) balanced may have 5m balanced

1nt/new suit natural responder bids naturally / over 1nt system on

1nt never bid

2c diamonds 5+cards GF

2d hearts 5-cards GF all unbalanced hands

2h 3-card fit bids naturally

3h 4-card fit slam try 4h minimum/ 3s/3nt/4c show LMH shortage

2h hearts 5-cards GF all balanced hands (5332/ 5422)

2nt asks for 2nd suit

3h is a slam try 3nt shows good trumps/ 3s,4c,4d cuebids /4h sign-off

2s clubs 5+cards

2nt 4441 7-10(11)

Note...2:

Responses to 1 H / 1S opening.

2c art fg. 2d rebid art. Relays to enquire shape and strength

2d{1H} 2H{1S} 10+, 3card support. Next above M fg then nat bid; 3 level bid game try short

2NT = 4 card support fg. Then 3c min, 3d 14-16 bal, 3h-3NT short c,d,other M.

3c 7-9 4card support. 3d 10-12 4 card support

3M preemptive

3H over 1S any void, 10-13

3S over 1H any void 10+

3NT over 1H spade splinter. 3NT over 1S any void 14+

4 level splinter

After intervention:

1H:

Transfers apply after 1S overcall or dbl

After 1S Overcall:

1NT transfer to clubs (6 cards 8-10 or 5+ cards 11 +) responder bids again F1

2c transfer to diamonds (6 cards 8-10 or 5+ cards 11 +) same

2d 3-card support with 10-12 or 13+ bal GF

2h 3-card support 5-9,

2S 3-card support GF not balanced

3H pre-empt

2NT limit raise (8-10) or better (13-16) 4 support.

Responses natural, new suits game try or better, jumps shortage.

4H typically 4-card support 11-12 but may be weaker or stronger for tactical reasons

after 1M-bid/pass-4M-4S/5-any dbl by opener says I want to bid on.

Single jumps are fit 4-cards

Double jumps are splinters

After 2 level or higher overcalls (and 1nt)

Double negative/ (after 1nt values)

Cue = 3 card support (if 2nt not available 3+) limit or better

2NT = 4 card support 8-10 or 13+

Single jumps are fit

Double jumps are splinters

Direct 4M pre or 11-12 balanced

After 4th hand bids at 5-level opener dbls – suggests willingness to bid on

Suits natural and forcing

After Double:

1S = 5+ cards natural F1

1 NT/2S are transfers (show 8-10, 6 card suit or 5+ suit with 11+)

2d = 10-12 or 13+, 3 card raise

2NT = 8-10 4 card support or better (13+)

Responses as above

4H typically 4 support 11-12 but may be weaker or stronger for tactical reasons

Single jumps are fit except 2^a, which remain weak in spades 4-8 HCP

Double jumps are splinters, 3^aany voids 10-13 and 14+ respectively and 3nt is spade splinter

1S:

After opponents Overcall

Double negative

Cue = limit raise or better, 3 card support (unless 2nt not available then 3+ support)

2NT is limit raise (8-10) or better (13+) with 4-card support. Raise to game with 4 card support and 11-12

2S = 5-9

3S pre-empt

New suit NAT F1 10+

Jump in new suit are FIT with 4+trumps

Double Jump is splinter

After opponents Double

Redouble = 10+ F to penalty or 2NT, subsequent doubles are T/O

1NT/2c/2d are transfers to c/d/H. (Transfers show 8-10 6 card suit or 11+ 5 + cards)

2H = 3 card raise 10-12 or 13+

2S = 5-9, 3 card support OR 4-card support if bal or vul (see 3s)

3S = Pre, 4 card support normal with shape but random if not-vul v vul

2NT= 4 card support limit (8-10) or better (13+)

Jump in new suit = FIT with 4+trumps

Double Jump in new suit = splinter

3H/NT showing unknown void as above

After 1nt overcall

1M 1NT 2C = good raise or one suiter all not forcing/ dbl and then bid is forcing

2D = diamonds and other major

2M = weak raise

2 other major = that major plus clubs

Note...3:

Responses to 1NT

1nt 2c Stayman with or without 4-card major

from passed hand non-forcing stayman

2d,H transfer. Can accept at 3 level with 4cd support

2S transfer to clubs wk inv or strong if 14+ may have 2nd suit. Min rebid shows fit

2NT transfer to diamonds wk inv or strong if 14+ may have 2nd suit. Min rebid shows fit

3c 1/3 or 3/1 plus 5/4 minors, 5+/5+ minors or 5/4 minors 22 strong. Then 3d relay.

3d short minor 4144 14+ or 4045/54 12+ (5 minor). Then 3H relay.

3H short spade 1444 14+ or 0445/54 12+ (5 minor). Then 3S is H fit.

3S short heart 1444 14+ or 0445/54 12+ (5 minor)

4c hearts – at least slam try

4d spades – at least slam try

4H 5c332 or 4c333 at least values for 4nt or 4m4m32 (19+)

4S 5d332 or 4d333 at least values for 4nt
4NT 4m4m32 not forcing (17-18 bal)

Note...4:

Responses to 2C opening

2c 2d relay 11+ if 9-10 must have both majors

2M natural forcing R1 9+/ 5+cards

2nt natural 11/12 no major

3c value raise with 4 trumps. 8-10 may hold 4-major

3d natural 6+ or 5+ with club support FG /3M no stop

3M natural 6+ forcing rebids natural except at 3 level denies stop, 4d good raise

3NT natural 13-16 no major/ less than slam try

4c/5c 5+card support pre-emptive

4d/4H/4S splinter (with 1-suiter bid 3 suit and then 4 suit)

2C - 2D

3C - 3 suit = lowest stop

Note...5:

2D 6+D 10-16

Opener shows max with 14-16 or 13 and good suit(s)

2h relay any invitational or better hand without 5+M

2s 6d/4other (except 6d/4c max) then 2nt asks

3c/d h/s with min

3h/s nat with max see below * 3nt clubs with min

* then 4c asks and

4d/h is L/H shortage

4s KC for D/ 4nt KC for other (directly or after 4c)

If opener has spades then 4nt KC for spades and lowest suit (4h or 5c) KC for diamond.

4d natural forcing

2nt any min 11-13 except 6d/4 other

3c asks then 3d/h/s LMH shortage 3nt bal

then cuebids/KC for D

3d sign-off

3c 6d/4c 14-16

3d 6+d 14-16 with club shortage

3h 6+d 14-16 with heart shortage

3s 6+d 14-16 with spade shortage

3nt 6+d 14-16 bal

4c/h/s natural 5-cards

2s 5+ natural F1

2nt any min /not 4M

3c asks

3d no fit

3s 3-card fit

3d non-forcing

3s 3-card fit

3h natural GF

3c 6d/4h minimum then 3d/3h non forcing

3d 14-16 no spade fit / not 4h / not bal

3h 4h (14) 15-16 GF

3s 4 card fit forcing then 3nt is a relay for shortage

4c/d low/high single

4h/s low high void

3nt to play

4c/h natural 5 cards

4s to play weak

2nt 5+h - inv or better

3c 6d/4s 11-13 (14)

3d no fit min

3h forcing 6+
3s/4c cue agrees diamonds
3h 3 card fit up to 13 (14)
3s natural 4 cards 14+
3nt bal 14+ no fit
4c 4 card fit 14-16
4d 3 card fit 14-16
4h 4 card fit 11-13
4s/5c natural 5 cards
3c 5+ natural game forcing
Then 3d natural/ maybe waiting
3M no stop
Other natural
3d pre
3h 6h inv
3s 6s inv
3nt natural
4c spl 10-13
4d pre
4h spl 10-13
4s spl 10-13
4nt directly over 2d KC / otherwise 4s KC

If opener shows 6/5 then:
4s KC for diamonds
4nt KC for 2nd suit
If opener bids 4s natural 5 cards
4nt KC for spades
Cue agrees diamonds

Note...6:

2H 4414 or 4405 short D 11-16
Pass/2S/3C not forcing
3H/S/4C invitational
4H/S/5C sign-off
2nt invitational then 3c is not forcing with 4405/ 3d is strong 4405
3nt sign-off

3D asking then 4d asking controls/1st step 0-3
then 5d asking queens/1st step = 0
4D Immediate natural invitational
5D Immediate sign-off
2D 3D
3h 4414 11-13
3S 4414 14-16
3nt 4414 14-16 with DAKor Q
4c 4405 11-13
4d 4405 14-16 4nt asks controls / 1st step 0-3 then 5nt for queens

Note...7:

2S weak 4-9 (10)
Normally open 1M with 6-cards and 10
1st and 3rd maybe 5 non-vul otherwise rarely 5
4th 6 cards 10-13pts
suits natural forcing
jumps splinter
2nt relay

2s 2nt relay
3C 4-7 (8/10) includes all 5-card suits (up to 10 with 5-cards)
3d/h/s 8-9 (10) LMH shortage
3nt 8-9(10) balanced

2S 2nt
3C 4-7 (8-10) includes all 5-suits
3D relay
3H less than 6 points with 5-cards/ less than 5 with 6-cards
3S 6-7 with 5-cards
3nt 8-10 with 5-cards
4c/d/h shortage with 5/7
4s balanced 5/7

Note...8:

2nt Strong minor pre-empt
AKQ/AKJ/AQJ to seven cards / at most a J or Q outside

3c signoff in opener's minor
3d asks
3h/s show c/d then 4m is not forcing/ others cuebid/4s KC
3h/s natural forcing. 6+cards or very good 5-suit
3nt signoff
4c asks shortage (assume responder knows the suit)
4d/h/s LMH shortage
4nt no shortage

2nt dbl pass bid your suit
rdb good hand then dbl for penalty

Note...9:

Doubles

Negative Doubles

Suit bids forcing

1d-1H-1S is forcing with 5 or more. Dbl is negative but does not promise 4S

After cue-bid of our suit by opponent a dbl is negative or shows limited support

Generally we try to support immediately so raises may be light.

After an opening bid, an overcall and a simple raise of the opening bid dbl is negative and promises un-bid major

Responsive double tends to deny holding 4M (we usually bid major if partner has doubled)

Support Doubles/ Rdb

After 1st opening and a major response or 1st opening and 1^a response

Double of 4th seat overcall = exactly 3 card support, applies over any 4th seat bid

Double at the three' level is the same but with extra values.

Opener is not obliged to double with a bad hand including three trumps.

Game try double

They open and we overcall 1M, next hand bids at 3 level leaving us no room for game try

Dbl is game try in M

Value/Action Double

When the opponents have shown a big fit and bid quickly to the four or five level, double shows good general values.

When we open and they pre-empt to 4 or 5-level our dbl is general values/ opener may pull with playing values

If we open 1M and partner raises to 4M (11-12 bal or pre) and they bid opener's dbl suggests bidding on.

Lead Directing Double v NT's

We have not bid a suit Dummy has not bid a suit Lead spades – then hearts

Dummy has bid a suit Lead dummy's suit

We have opened a suit. Lead the suit

Opener has bid 2 suits Lead 2nd suit

Opener and responder each bid a suit Lead my suit

We bid and support in one suit only Lead clubs

If we had the opportunity to double a cuebid and did not then our double asks for another lead.

If we had the opportunity to support cheaply at the 2-level and did not then double asks for another lead.

2nd Doubles

1. There are two unbid suits

1§ dbl 2§ 2any

3§ dbl - t/o does not promise support for responder's suit

2. There is one unbid suit
1H dbl 2c 2S
3c/H dbl - good hand with 3 card support for responder's suit

Cuebid following negative dbl
1H 3c (weak) dbl p
4c - normally 4 cards unbid major or ability to cope with bid

We open 2H/2S they overcall and we dbl Game try
they overcall 2nt and we dbl Penalty

Note...10:

Interference over our INT

2NT to 3H are transfers.

Transfers to minor are to play or GF.

Transfer to the Major is Inv +

(Exception after 2 spade overcall 2NT shows clubs to play /GF or hearts NF. 3S shows 5+clubs with 4 hearts)

Transfer to opponents suit is stayman

Double of 2 level overcall

1) Of their bid and known suit is take out 8+ HCP take. Double and a bid of a new suit is non-forcing showing that suit and a higher suit.

2NT by opener is 2 places to play after this double

2) When overcall is artificial with 2 known suits double is 9+ balanced and subsequent doubles by both are penalty with NT natural. 2 of known suit is 6-8 take out.

3) When they have shown 2 suits and 1 is known but not bid then double is 8+ take out of known suit.. Subsequent doubles by responder of known suit are take out but of other suit is co-operative penalty.

Doubles of 3 level bids are negative

Examples:

If they overcall 2 hearts then 3d is stayman .

Then 3H not 4S – no stop

3S natural

3nt not 4S - stop

If they overcall 2 spades then 3 diamonds is inv+ with hearts.

Then Opener can bid 3h (non-forcing) /4h or cue bid a minor ,

3S denies stop

3NT stop

Transfer to a suit followed by a new suit is natural GF except after 2s overcall, (2nt) transfer to 3c followed by 3h is natural and to play. Therefore use 3s in this setting to show clubs with 4 hearts (GF).

To ask for a stop we double and then cue bid.

Double always for take-out at the 2-level except

We have converted a t/o dbl. Then dbl penalty and pass forcing to 2nt.

We have rdb showing strength. Then dbl penalty and pass forcing to 2nt.

Partner opens, they overcall 1nt and we double and they run. Dbl is penalty and pass is 1 rd force.

see 2) above.

After 1st dbl (in t/o dbl situations) if opener passes it is nothing to say, if responder passes it is forcing

Double at the 3-level is for penalties unless they have fit then it is t/o except 1nt-3x-dbl is t/o

Double by opener opposite passed partner always takeout.

Note...11:

Cue bids of opponents suit etc

Two suiters

Variable strength 2nd seat only

2nt 2 lowest ranking suits

cuebid of major Major plus minor

1c or 1d 2d majors

If our 2-suiter is dbld then immediate bid = good preference/ delayed bid poor preference.

after 1c natural/semi-natural

2c = natural 3c = cuebid / diamonds + spades

v's weak 2d/(3d) cue-bid of 3d (4d) is both majors

bid of 4c is clubs + major (over 2d)

v's weak 2M cue-bid of 3M is asking stop
bid 4m is minor plus other major

v's weak 3s cue-bid of 4H is spades plus minor
cue-bid of 4S or higher/ huge 2-suiter

Jump to 4nt is Blackwood

v's multi 4c blacks

4d reds

after 1 any - p - 1nt cuebid of minor is 5/5 majors
cuebid of major is 5M/5m
double is t/o

Jump in their suit looking for stop

After 1c p 1d overcall:

Jump in minor over other minor 2 suiter – not extremes
over a major minor plus other major

Jump cuebid over minor 2 suiter – extremes
over 1 major asking stopper for 3nt

Simple cuebid over minor majors