


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> can be good 4 card suits.
<b>Responses:</b> New suit NF, Jump raise PRE, many fit bids
<b>Reopening:</b>
<b>INT OVERCALL (2<sup>nd</sup> /4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15-18
<b>Responses:</b> nsystem on
<b>4<sup>th</sup> position:</b> 11=14
<b>Responses:</b> system on
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> Weak
<b>Responses:</b>
<b>Unusual notrump:</b> yes
<b>Reopening:</b> 19-21 2NT
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels cue bid
3c is weak after short club opening
<b>Responses:</b>
<b>Reopening:</b>
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> Dbl =Pen, 2C=H+another, 2D=S+another
<b>Reopening:</b>
<b>Passed Hand:</b> Dbl = Maj's, Minors or D's. 2C = Hs & minor, 2D = Ss and minor
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
Dbl= t/o
4 level cue=michaels
4m = 5-5 in minor + other major
4n = 2-suiter with diamonds
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong 1♣:</b> Dbl=H ,1D=S, H/S/NT = CRO. after 1C P 1D X = 1 major H/S/N = CRO

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	4th and 2nd	4th & 2nd	
NT	4th & 2nd	4th & 2nd	
Subseq	same	same	
Other:			
L E A D S			
	Lead	vs. Suit	vs. NT
Ace	AKx		AKx, AKx x
King	KQx, or AK		KQ10, AKQ, AKJ
Queen	QJ		QJ9, KQ9, QJ10
Jack	J10, KJ10		J10, HJ10, QJx
10	109		109, H109
9	9x, or xx		9x, or 109xx
8	8x, 108x(x)		8x,(108x(x))
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit:1 <sup>ST</sup>	Lo Even	Lo Even	Lo Even
2 <sup>ND</sup>	Lo Enc		Lo Enc
3 <sup>RD</sup>			
NT: 1 <sup>ST</sup>	Lo Even	Lo Even	Lo Even
2 <sup>ND</sup>	Lo Enc	Smith peter	Lo Enc
3 <sup>RD</sup>			
vNT att on AQJ Count on K10, Signals are given on a "need to know" basis:			
Smith Peters Apply v NT's low enc.			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
<b>Style:</b> can be sub-min with v.good shape			
<b>Responses:</b>			
<b>Reopening:</b>			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
supp dbls, rdbls			
most low levels t/o			
6 level non-penalty			

WBF Convention Card	
	
<b>Category:</b> Green	
<b>NBO (Country):</b> WALES	
<b>Event:</b> Camrose 2008	
<b>Players:</b> Adrian Thomas, Peter Goodman	
SYSTEM SUMMARY	
<b>Natural 5 card majors!</b>	
GENERAL APPROACH AND STYLE:	
2/1 Game Forcing	
Weak Jump Shifts	
Modified Bergen	
<b>INT opening:</b> 15-17 (or 14 with 5 cards)	
<b>2 over 1 Response:</b> FG by non passed hand	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>Openings:</b>	
2C Big hand or Weak 2 in D's	
2D - 3 level pre-empt in Clubs, maybe passed	
2H/S Weak (may only be 5 cards)	
3C Both Minors Weak (5-5)	
Weak jump shifts	
SPECIAL FORCING PASS SEQUENCES	
when we have bid or committed to game constructively.	
Some when we dbl a weak NT	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Artificial defences to artificial opening bids.	
We attempt to treat a 'Polish clubs' like a weak NT and pass some strong balanced hands	
Weak jump shifts	

<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	non-penalty after overcalls or suit agreement	<b>Psychics:</b> v.rare
Fit bids and some transfers		

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		2+	y	Natural or Bal Hand	2C inverted. 2NT 11-12, 3c weak, 2H/S weak. 2C is enq after 1NT (6-11) WJS	Transfers after 1S interference checkback	fit bids
1♦		4+	y	Natural,	2D=7-10, 2NT 16+, 3d weak, 3c Inv, 1NT (6-11)	some transfers in comp, 2NT g/bad.	fit bids, 2NT game try
1♥		5+	y		1NT = 5-11, 2NT game Forc, splinters, single raise constr (may even be Hx for single raise). See also 1S	Transfers after 1NT, 2NT resp, transfers after 1H dbl	fit bids, 2NT game try
1♠		5+	y		1NT = 5-11, 2C maybe 3 card suit, splinters. 2NT game force, 3c/d bergen or FG fit bid, 3H Weak.	Transfers after 1NT and 2NT transfers after 1S dbl.	fit bids, 2NT game try
1NT		15-17	3S	may contain singleton	4 suit trans, 4c maj's 4d/h trans, 3 level = shortage	Dbl - raise to 2N or more, lebinsohl,	
2♣	y			game force or bal23-24 or weak 5+Diamonds	2d NF relay, 3C a shapely game force 2H/S constr, 3D Pre, 2N enq F1.	can show 25-27 bal via relay 2d 2h 2s 2N.	
2♦	y			pr-empt in clubs big4441 in 4th	2NT - enq, 3d/h/s forcing, else n/f		
2♥		5+			2N relay for feature if non min.	4 level = splinters	
2♠		5+			2N relay for feature if non min.	new suits constructive	
2NT				20-22	Puppet + Transfers, 4c = majors		
3♣		5-5		5-9 both minors			
3♦		6+					
3♥		6+					
3♠		6+					
3NT				4 level minor pre	4D asks for singleton's		
4♣				7+ good Hearts	4D enquiry		
4♦				7+ good Spades	4H enquiry		
4♥							
4♠							

4NT						<b>HIGH LEVEL BIDDING</b>	
5♣							<p>RKCB 4130</p> <p>5N ask for specific kings, or pick a slam</p> <p>Cue's 1st or 2nd, Rdb usually 1st round.</p> <p>Dopi , Exclusion, some Asking bids</p>
5♦							
5♥							
5♠							
5NT							

1. Good bad 2NT occurs often in comp.
  - a. Showing your suits usually weak
  - b. Raising partners suit usually good
2. 1c P 1H/S may have a longer minor, usually when < 12 HCP
3. Non lead directing doubles when u have bid or raised the suit they cue bid.
4. In general forcing auction through check back or Stayman.
5. Weak jump shifts throughout even 1S 3H and 1D 3C
6. Modified Bergen
  - a. 1M 3C either good raise to 2 or min delayed game raise with 5C +3 cards in Major
  - b. 1M 3D either good raise to 3 or min delayed game raise with 4D +3 cards in Major
7. Bidding after 4<sup>th</sup> in hand 2D big 4441 opener:
  - a. 2H/S pass or correct, 2N forcing to game relay
  - b. 3 level good 6 card suit and 9-11 range typically.
8. Defence to polish or Swedish club methods.
  - a. 2<sup>nd</sup> seat dbl = weak nt or 18+ variety
  - b. 1D single suited major 8-13 initially
  - c. 1H/S = 2 suiter with a lower ranking suit 8-13 initially
  - d. 1N both majors 5+H 4+S obstructive
  - e. 2C natural often 5 cards
  - f. 2h/2s/3c weak
  - g. 4<sup>th</sup> seat after 1c P 1d, similar accept
  - h. 2D = single suited and dbl = t/o or 15-18 initially.
  - i. ack in 6<sup>th</sup> posn DBL – pen suggest, 1N = 15-18, 2C – t/o of bid major, others nat constructive.
9. Lebinsohnl Slow shows, except after a t/o dbl when reversed.
10. We may raise 1M to 2M with some Hx support when 5422 8-10 range.

a.