

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

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In partner's suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subs	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Other : strong K at NT, K above 3N for rev count strong 10, 2 <sup>nd</sup> from sequ in my suit or above 4N			
<b>LEADS</b>			
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+,Q/J98+,short		
Hi-x	Top of 2, 2 <sup>nd</sup> of 3+		
Lo-x	H 3/4/5 cards		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
Lead :	Partner's	Declarer's	Discarding
Against Suits and NT	High- DISC Low- ENC	High odd	Low even
	High odd	Suit pref	Suit pref
	Suit pref		
<b>Signals:</b> Reverse count if high cards known; but may be attitude wrt obvious shift; many suit pref. Smith peters (HiLo = surprise) v NT			
<b>TAKEOUT DOUBLES</b>			
<b>DOUBLES</b>			
Lots and lots; responsive to 4♥ (over ♠ shows ♥)			
<b>ARTIFICIAL &amp; COMPETITIVE (RE)DOUBLES</b>			
For unusual lead : of slam, or by preemptor or of high cue in my suit, or of splinter			
Support X/XX (3cnds) of overcall/X in 4th Of transfer=suit, of Stayman=values			

WBF CONVENTION CARD	
<b>Category:</b>	<b>OPEN</b>
Event:	CAMROSE (Dec 08)
NCBO:	WELSH BRIDGE UNION
Players :	<b>PAUL DENNING &amp; PATRICK SHIELDS</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
<b>STRONG 1♣ CATCH-ALL 1♦</b>	
5 card majors and 1M-2m is GF	
2♣ clubs, other 2-openers usually weak, often 2-suiters	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1♦ may have 0 diamonds	
1♦-1♥-X=spades, 1♦-1♥-1♠=takeout 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	
Transfer advances after 1X-1Y-P/X and 1M-X	
3N in 1 <sup>st</sup> /2nd : Running suit little else; 4♣ is p/c; 4♦ asks	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1♦/♥/♠ (DBL) RDBL = F1R We bid game on power and they bid on	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
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.	
Leaping Michaels in many situations	

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 <16 hcp	2m GF, 3m invitational 1M could be 3cnds if stuck		
1♥		5	4♦	Natural, <16 hcp	1N is F1R; 2m is GF; 1H-2S/1S-2N shows support; 3m invitational; 1H-3S/1S-3N shows shortage; other djumps voids		
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 at 2/3L=pen/takeo 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, <16 hcp	2♦/♥/♠ transfers showing 4♥/4♠/5♦ 2N transfer for weak or strong with ♣ 3♣ constructive; jump is stopper + fit	Over 2♦/♥/♠ : accept = 3cnds, else 2N/suit=max, 3♣=min. After 2N-3♣ can ask about ♥♠	
2♦	√	0		MULTI Weak M or strong 4441 (21-27) or flat (23-24)	2(3)M pass/correct; 2N asks; 3m forcing, 4♦ asks M, 4M to play	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/weak}, 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(4,5) ♣/♦ to play 3♥ asks majors, 3♠ game try some minor	3♥-3♠/N=2+♥/2+♠ 3♠-3N accepts, creates GF	
3♣♦♥♠		6			If non-vul : 3M invitational, NF		
3NT	√			Long running minor 1 <sup>st</sup> /2 <sup>nd</sup> Less controlled in 3 <sup>rd</sup> /4 <sup>th</sup>	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♥=2/5 no Q, 5♠=2/5+Q with 5N follow up for count of kings If void : 5N = even number, suit=odd number	
5♣/♦		7				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/2N relay (0-3,4-7) & all but lowest NT shows hearts  
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 not 3 of M (R)  
1D-1M-3D = long diamonds and 3 of M  
1D-1M-1N-2C : forces 2D for pass or invitational hand  
1D-1M-1N-2D : game force  
1D-1M-1N-2N : transfer to clubs (usually wto)  
1D-1H-1S-2C/2D/2N : as over the 1N rebid  
1D-1M-2M-next : no singleton, asks for one, game try+

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-1N-2M : shows fragment and short in other major  
1D-2C-3H+ : shortage with club support  
1D-2m-2N-3om : initially checkback  
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/2D/2N relays as after 1D-1M-1N  
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 : no singleton, asks for one, game try+  
1M-2M-3X : short suit trial bid (with 1H-2H-2N for S)

1S-2N-3C and 1H-2S-2N = maximum or min short club  
1S-2N-3D and 1H-2S-3C = medium or min short diamond  
1S-2N-3H and 1H-2S-3D = min short major  
1M-2N-4new = showing void in suit bid  
1H-3S-3N and 1S-3N-4C : ask to show singleton  
1H-3N/4C/4D and 1S-4C/4D/4H : shows voids in suits bid

1H-1S-2N = six hearts and not 3 of S