


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK.
2 level: constructive
New suit: F1
UCB usually promises 3 card support
After 1M overcalls: 2NT = 4+ support, mixed raises, jump fits
Jump raises pre - emptive
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 - 18 HCP in 2nd: Responses as for 1NT opening
10 - 14 in 4th. Stop in opened suit not necessary 2♣ range ask, other as opening
Negative doubles and transfer lebensohl in competition
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask
2-Suit: Ghestem 5+ \ 5+ [note 10]
<b>Reopen:</b> Intermediate, 2NT = 20 - 22
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem [note 10]
Jump cue asks stop
Cue in 4th is any 2 suits intermediate+
1M - P - 2M then cue is stop ask and 4m = 5m/SOM
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = ♥+ any, 2♦ = ♠+ any (anchor to the shorter (weaker) M if both M)
Then 2♥/♠ = (3) 4+ and 2NT = ask invitational +
2M Natural.
2NT = Distributional 2 suit (minor orientated)
X = Penalty vs weak. Vs 15+ or passed hand = 1m or both M's (5/5)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M): 4♣/♦ = 5OM + 5♠/♠. Cue Bid asks stop. After 3 minor: cue = 5/5M 4om = 6(5)om + 4M. After 3M: 4m = 6(5) m + 4OM and 4NT = minor 2suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against 1♣(2♣) X=♥, 1♦=♠, 1♥=♣&♠ OR ♦&♥, 1♠=♣&♦ OR ♥&♠,
1NT = ♣&♥ OR ♠&♠. All 4+/3+ 0 - 12 hcp. Jumps are weak in suit bid or suit above or 3 suiter. Responses are random until doubled. NT is game try
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. After 1♦/M opening: RDBL
After 1♥/M opening: RDBL = 10+, then subsequent DBLS takeout forcing to penalty or 2 Opps suit, 1NT to 2 under =transfers ( NF or F1), TRFS to opening suit=3card supp inv+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suits	Low from odd	
NT	4th, 2nd from bad suits	Low from odd	
Subseq	Attitude V NT, Count V suit		
Other: RUSINOW. Ace asks attitude, King count (unblock v NT)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Akx(+) Ax(+)	Akx(+) Ax(+)	
King	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+) KQ	
Queen	KQx(+)	KQx(+)	
Jack	QJx(+) QJ	QJx(+) QJ	
10	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)	
9	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)	
Hi-X	xSxx xSx Sx	xSxx xSx	
Lo-X	HxxS HxS	HxxS HxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
Suit 2	Hi/Lo = E	S/P	E = ENCRG
3	S/P		
NT 1	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
2	Hi/Lo = E	S/P	E = ENCRG
3			
<b>Signals (including Trumps):</b> Smith Signal vs NT (low enc or neutral)			
Remainder Count = Standard			
S/P in Trump suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with perfect shape, May have 2 cards in unbid minor			
Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9			
Jumps to 3M weak. Raise in comp auction shows slightly better than minimum			
Jumps to 3M weak. Raise in comp auction shows slightly better than minimum			
Double in re-opening position may be weak			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL. Higher X = cards, co-op T/O			
Responsive DBL through 4♥. Often game try when no UCB available			
Higher doubles card showing (Transferable values)			
1♣ - 1M - 3♣ then double shows OM and 3♦ game try			
Support DBL and RDBL though 2♣			
Most low level DBLS = Take Out. When we have agreed a suit double of unsupported suit is penalty unless no space when it is game try			

W B F CONVENTION CARD	
<b>CATEGORY:</b> Open	
<b>NCBO:</b> Ireland	
<b>PLAYERS:</b> Hugh Mc Gann Tom Hanlon	
<b>Event:</b> World Mind Sports Olympiad 2008	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
1♣ = 11 - 13 Balanced or 17+ any	
1♦ Opening may have longer clubs and is usually unbalanced	
5 card Majors, 1NT response semi-F. Light initial action	
Canape responses after 1♣ opening	
1NT Openings: 14 - 16	
2 OVER 1 Responses: Artificial after 1M opening	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♦ Opening = Weak with ♥ or ♠	
2♥ Opening = (4=4=1=4) or (4=4=0=5). 11 - 16	
2♣ Opening = Weak with 5+♠ + Another suit	
3NT = Pre-empt in ♣ or ♦	
Transfers when opps double or overcall our one level suit openings (except 1♣)	
Transfers after 1NT opening and 2x overcall and 1♣ opening and 2M overcall	
2NT usually not natural in competitive auctions	
Artificial responses at 2 level after 1M opening [note 5, 6, 8]	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣	
<b>IMPORTANT NOTES</b>	
Tend to pass COMP DBL at 3+ level when Bal especially when we open 1♣	
<b>PSYCHICS:</b> Seldom	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♣	11 - 13 BAL or any 17+	1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=14-18 1♥/♠=8+ hcp(may have minor suit canape)2♣/♦=8-13NF 2♥ = GF both minors [note 1] 2♠ = 19 - 21 bal or 1 minor GF [note 2] 3♣/♦ INV opp 11 - 13 opener, 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17-19, 2♥-3♦ = Game Forcing, 2NT = 23/24 3♥ - 4♦ = Natural and Control Ask, 3NT = 25+ After 1M:1NT = 11 - 13, 2♣ = Artificial GF [note 3]	2♥/♠ Weak (< 2♦ opening)  3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2NT = 11 - 12, 3NT to play , Inverted Raises, 2M = wk Splinters, 3♣ any void splinter	1♦ - 1M[note4 ]1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4 After1♦-1NT2NT:3♥=GFask,then3♣/3NT=short♥/♠	2♥/♠/3♣ = Jump Fit
1♥	No	5	4♦	10 - 16	1NT 6-12 semi-F, 2♣ = art GF[note 5],2♦=3card supp Inv+,2M =5-9 2♠ =weak, 2NT/3♣/♦ = 4 card support 3♣ = void spl, 3NT = ♣ spl(N7)	After 1NT rebid 2♣ is ask, inv+ with spades or any GF After 1♥ - 2♦ and 1♠ - 2♥: [note 6]	2♣ = 3 card Drury Jump fits, 2♦ Natural NF
1♠	No	5	4♦	10 - 16	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥/NT = void splinters 10 - 14/14+, 4♣/♦/♥ = Splinters	After 1♠ - 2♦: [note 8] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
INT	No	2	4♦	14 - 16  5M, 6m or 5/4 minors possible	2♣ = stayman, 2♦/♥/♠/NT = Transfers  3♣ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♦/4♣ GF, 3M slam try 4♣ = Gerber 4♦/♥ = Transfers (texas), 4♠ = 4 - 4 minors inv+	After 2♣ - 2♦: 2M weak 5/4, After 2♦/♥:2NT /3M = max/min with 4 trumps After 2♠/NT: 2 steps = Accept, After 3♣/♦ Next = ask After Texas, then 4NT = RKCB, New = ERKB	
2♣	No		4♦	10 - 16, 6 or 5+♣ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 9]	
2♦	Yes		2♠	Multi, Weak in ♥ or ♠ Weak 2 NV may be 5 and very weak	2♥/♠ = Relay, 2NT = ask, 3♣/♦ NF, 3M/4♥ for correction 4♣/♦ = TRFs to resp Major	After 2NT: 3♥/♠ = Max. Then new suit is cue 3♣/♦ = Min, Then 3♦/♥ = Ask and new = Natural F	
2♥	Yes			(4 - 4 - 1 - 4) or (4 - 4 - 0 - 5) short ♦	Raises invitational. 2NT = ask GF	After 2NT: 3♣ = Min, 3♦ = Medium, 3♥ = Max, 3♠/NT med with 5♣/♦H	
2♠	No			Spades + other, 5/5(4) 3 - 9 HCP	2NT=Ask 2nd suit, 3♣ correction, inv if ♥, 3♦ = inv in ♠, 3♥ NF constructive		
2NT	No		4♦	20 - 22	Puppet Stayman, 3♦/♥:TRF, 3♠ =m's, 4♣:1 minor, 4♦/♥:Texas, 4♠:4-4 m's	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦, 4NT to play	
3♣		6		Pre - empt, Good suit in 1/2nd	New suit nat F1, 4♣ = Trump ask, CABS		
3♦		6		As 3♣	As above		
3♥		6		Pre - empt (fairly classic in 2nd)	As above		
3♠		6		As 3♥	As above		
3NT		6		Pre - empt in ♣ or ♦	4+♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening	4♦ = Ask	AfterAsk 4M=Minimum, 4NT = 3 key cards, 5M = Extras	
4♦		7		Strong 4♠ opening	4♥ = Ask	After 4M response, next step is shortage ask	
4♥		6		Pre - empt	CABS	<b>High Level Bidding</b>	
4♠		6		Pre - empt	CABS	CUE: 1st + 2nd round equally. Positive and Negative cue bids 3NT after 1NT 3M and when we have a 5 - 4 M fit is serious slam try (stronger than cue) RKCB: 1430, Exclusion RKCB, then 5NT asks specific kings and 5/6 above trumps may be 3rd round control ask. Control asks after PRE Openings: 1 step = 0, 2 step = 2nd, 3 step = 1 <sup>st</sup> Response to RKCB after 1♣ 1♦: 5♣ = 0, 5♦ = 0 + TQ, 5♥ = 1, 5♠ = 1 + TQ. In forcing pass auctions pass then pull is slam try. JOSEPHINE	
4NT				Specific ace Ask			

**Bids that may Require Defense**

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support 4 if diamonds, 3 cards if 1M invitational strength

After 1♦ and 1♥ opening and opponents overcall at the 1 level:

1NT to 2 under are transfers. Transfer to a new suit shows 5+ cards 10+ HCP and transfer to opened suit is support invitational strength

In response to new suit transfer 2NT by opener is fit with 14-16. In response to transfer showing support 2NT is 14-16 and new suits are natural game tries

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After double by LHO: Redouble is one suiter, puppet to 2♣. 2X shows X and higher suit

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opponents suit is staymanic.

Transfer to a minor is NF or GF. Transfer to a Major is Inv+

### Two suited actions

Ghestem.[note 10] 5+/5+. Non vul usually weak or strong. Vul intermediate + but may be weaker with both Majors

2NT = lowest suits

Cue = Extreme suits

After 1♦: 3♣ shows Majors, after 1♥: 3♣ shows diamonds and spades, after 1♠:3♣ shows diamonds and hearts. After 1♣:2♦ shows both M

1m -P- 1NT-2m shows 5/4 + in Majors

### Leads and Signals

We lead 4th best Vs NT and suit contracts with second highest from poor suits.

Subsequent leads are Attitude Vs NT and count Vs suit. (low from odd, 2nd (or 3rd) from 4)

The exception against suits is when QXX is in dummy we use attitude.

Rusinow on opening lead and subsequent leads. An honour thru decaler suggests a higher honour (though not necessary a touching honour) or shortage.

On opening leads our primary method is attitude (low= enc)

Otherwise our primary signal is Count- High = Even.

On the first discard we use Even/Odd, Even = Enc and Odd = Disc with SP if it is clear that attitude is the priority otherwise the first discard is count.

Subsequent discards are random or SP. SP: high = high suit, low = low suit.

Middle suit encourages suit lead.

2nd highest if applicable is SP for trumps.

We use smith Vs NT. A high card from both sides suggests a switch whilst a low card is enc or neutral.

## Others

**[Note 1]**

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors 2NT:  
 No 4+minor 11-13, 3♣/♦:4/5m 11-13, 2♠: 17+, artificial ask After 2♠:  
 2NT:5+/5+ minors, 3♣/♦ :6 /4. 3♥/♠: shortage, 3NT; 2=2-5-4

**[Note 2]**

1♣-2♠ - 6+ minor GF or 19-21 balanced (not 4-4 minors) Forces 2NT, unless  
 1 suiter semi solid+ 3♣/♦ GF, 3♥/♠ semisolid+ in respective minor

**[Note 3]**

1♣ - 1M

2♣: artificial GF: usually clubs or balanced

Then

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

## Others (continued)

**[Note 4]**

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣ =diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

**[Note 5]**

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural  
 invitational (slam try type)

**Others (continued)****[Note 6]**

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X <14 hcp

4X Jump to 3X: void in X <14 hcp

**[Note 7]**

Responding to 1 Major with 4 card support

1M – 2NT: 4 card support GF

1M - 3♣: 4 card support 10-12 hcp

1M- 3♦: 4 card support 7-9 hcp

1♥-3NT/4♣/♦ is a splinter in ♠/♣/♦ with 10-14 HCP. 1♥ - 3♠ = any void

1♠-4♣/♦/♥ are splinters 10-14 HCP. 1♠ -3♥ = any void 10-14 HCP. 1♠-3NT = any void 14+ HCP

1M-4M: very wide ranging, may be 3 card support

**Others (continued)****[Note 8]**

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

**[Note 9]**

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.