

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| Natural 6-17 tend to overcall 1M with 5+ even when very strong |
| 2m is constructive |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2 ND 15-18 RESPONSES AS AFTER INT OPENING |
| 4 TH (10)11-16 2C – ASKING 2d/h/s/nt as after 1nt opening |
| After 2c 2d/h/s as after 1nt in range (10)11-13 |
| 2nt 14-16 and then 3c is stayman |
| After 1nt overcall trsf into their suit shows weak 3-suiter |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Always weak |
| Ghestem 2 nd and 4 th 1c-2d majors 1c-3c S+D |
| Reopen: |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| Cue is Ghestem – extremes |
| Jump cue looks for stop except 1c-3c is Ghestem |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| Dbl of 1nt for penalty / in 4 th seat dbl light (then scramble) |
| From passed hand 5m + 4M |
| 2c = majors |
| 2d/2h/2s natural |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Dbl = take out |
| Cue = 2 suits v 3m – 4d asks doubler to pick a major |
| 3nt natural |
| VS. ARTIFICIAL STRONG OPENINGS 1♣ |
| NON-VUL we try to disrupt opponents DBL = hearts . 1D = spades |
| 1h/s/nt = 2 suits same colour/rank/other at least 4/4 |
| 2-any = 6-cards natural or 6-cards suit above (responders bid shows his suits/ pass says nothing) |
| IF WE ARE VUL/ BIDS ARE NATURAL |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| Rdb = good hand |

| LEADS AND SIGNALS | | | |
|--|---|---|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | High from an even number of cards / low from odd number | Same | |
| NT | 4 th best / 2 nd from poor suits | Same | |
| Subseq | Same/ | As above | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | Asks attitude / AKx | Same | |
| King | Asks count AKx KQx | Same | |
| Queen | Asks unblock QJx KQ10 | Same | |
| Jack | J10 | Same | |
| 10 | H109 HJ10 | Same | |
| 9 | 109x J98 9x | Same | |
| Hi-X | Even number of cards | 4 th best or 2ns from bad suit | |
| Lo-X | Odd number of cards | 4 th best | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | H = even | H = even | H = even |
| Suit 2 | | | |
| 3 | | | |
| 1 | Same | SMITH | Same |
| NT 2 | | H = even | |
| 3 | | | |
| Signals (including Trumps): high/ low even | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| Take out dbls – aggressive with right shape | | | |
| Responsive | | | |
| Reopening may be light | | | |
| Support dbls | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| Most doubles are t/o upto 3s then penalty | | | |

| W B F CONVENTION CARD |
|--|
| Camrose 2009 |
| CATEGORY: Natural |
| NCBO: Ireland |
| PLAYERS: Adam Mesbur Pat Walshe |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| 4-card suits 4m/4M open 1M 4h/4s open 1H |
| Aggressive opening bids |
| 1nt 15-17 may be off shape / 5M Possible |
| 2 over 1 is GF |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 2d = multi weak in either major |
| Lebenshol note 1 (sans) |
| In competitive auctions 2nt is never natural/ must be either Leb or 2 places to play |
| SPECIAL FORCING PASS SEQUENCES |
| If opponents sacrifice |
| IMPORTANT NOTES |
| PSYCHICS: rare |

Lebensohl applies if game is possible:
In balancing situations 2nt shows 2 places to play
1h p 2h p
p dbl p 2nt now looks for minor fit

Sequences where you may use Lebensohl

| | |
|--|-------------------------|
| 1. Our dbl of their 1nt and their pull | 2nt transfer to 3♣ |
| 2. Resp dbl situation below 2nt | dbl take out at 2-level |
| 3. t/o dbl situation @ 2-level | bl still Resp |
| 4. Over multi-2♦ opening and our dbl / 2♥ / 2♠ | 1♥ p 2♥ dbl |
| 5. Over 2♥/♠ weak opening and our t/o dbl | |
| 6. Following 2 level jump | |
| 7. In second t/o dbl situation | 1♥ dbl 2♥ p |

p dbl p 2nt Leb
3any encouraging NF

If partner has passed and then dbls, LEB does not apply – 2nt is 2 places to play
If you have passed twice then 2nt is 2 places to play

Neg dbles Where a dble is neg Suit bids NF (5+) incl jumps (6+ normally - but these are stronger)
eg 1C 2S 3D could be 11-13
eg 1C Dbl 2S could be 11-13

4th SF not game forcing
Where 4sforcer bids a suit (NOT Game) it is F promises 1 other bid except when last was NT limit
eg 1c 1d 1h 1s 1Nt (may not get another bid)

2nt – 3c
3d no 5-major
3h/s 5
3nt no 4 or 5M with exactly 3S

2nt - 3c
3d - 3h asks about spades (does not promise)
- 3s promises hearts
- 3nt BOTH majors