

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Rarely 4 at 1 level; normally 6 at 2 level
New suit F 1R
UCB = normally values usually 3 cd supp; 2NT can be good/bad
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd / sandwich / protective
15-18 / 16 – 19 / 10 – 14
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weakish, good suit vul. Then 2NT Enq. Sign off = min, bid= values
2NT in protective = 18 -20 + System on
Leaping Michaels over weak 2 openings; Non-leaping Michaels over 3 level openings
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cue bids, 2NT=lower 2 suits
Jump cue = ask for stop
VS. NT
X=penalties over weak NT BUT X= M/m or D over strong or passed
Over weak NT;
2♣ = both majors, 2♦ = one major
2♥/♠ = Major + min. Will be up to strength
2NT – both minors OR ♦
Over Strong NT or by passed hand x= M/m or ♦; 2♣/♦ =5cd m + 4cd M, 2H/S nat.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO + Lebensohl (slow shows stop); Over 4♠ - x = values
V Multi – X = 13- 15 bal or strong.; 2NT-16-18; bids nat.
V Michaels/Ghesthem X= pen; higher suit=good raise, lowersuit – F in 4 th suit
4 th suit weak. Leaping and non-leaping Michaels
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers over 1C. xx = 10+. Transfer advance raises in a major 3 cd supp at 2 level 3 cd support at 3 level 2N= 4cd game invite

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2nd	4 th & 2 nd	
NT	4 th & 2nd	4 th & 2 nd	
Subseq	SP	SP	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A ask for rev att	A ask for rev att	
King	K asks for count	K asks for count	
Queen	Sequence or interior sequ	A ask for rev att	
Jack	Sequence or interior sequ	Sequence	
10	Sequence or interior sequ	Sequence or interior sequ	
9	Usually 2 nd highest	Usually 2 nd highest	
Hi-X	doubleton	doubleton	
Lo-X	3+ to honour	3+ to honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att on A or Q	Count	Rev Att
Suit 2	Count	Suit pref	Count
3	Suit pref		Suit pref
1	Count	Count	Rev Att
NT 2	Suit pref		Count
3			Suit pref
Signals (including Trumps): hi-lo = suit preference and middle neutral Smith Peters v NT – high from either side encourages			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles nearly always TO; -ve through 4♦			
Responsive to 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner against slam. Support X after 4 th hand bids. Lead directing; Rozenkrantz; Asks for S lead v NT if 1N-3N; Says don't lead my suit v NT			

W B F CONVENTION CARD
CATEGORY:
NCBO: WALES
PLAYERS: CERI PIERCE & MIA DESCHEPPER
♣♦♥♠ 1 OCT 2020
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS
1♣ - could be 2. Transfers over 1C.
14-16 NT (15-17 3 rd /4 th NV)
Trash Multi 2♦ or 4-4-4-1 GF
2♥/♠ - Intermediate 8-11 with 6 card suit
2C = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Over 1NT – 2♠/2NT are minor suit oriented
Bergen major suit raises
1NT response is wide ranging
2C response to 1NT is Five-card Stayman, non-promissory and forcing to 2NT.
INT rebid is 17-19
Transfers after 1NT response
SPECIAL FORCING PASS SEQUENCES
Over an overcall containing value opener re-opens with shortage and/or extra values
After penalty X of opponent's 1NT or 1NT overcall, P=F
IMPORTANT NOTES
Transfer Lebensohl over 1C or 1NT opening, or 1NT overcall Leb 2NT in response to TO X reopening X; slow shows

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣ 1♦	√	2 4	4♦ 4♣	If 2, normally weak NT hand. May have 5 poor D Nat	Transfers – 1D=H, 1H=S, 1S=3+D Weak jumps in 2H/S. 2D=9-11&5C. 4C/D = Texas 2minor = GF	Complete transfer with 2/3 and 11-14. 2M with 4 card supp. 1N = 17-19. 2N= 4 card supp over M. Raise 2M to 2M = GF with exactly 4 card M
1♥ 1♠		5 5	4♦ 4♦	Nat	2NT – game raise; 3NT pudding raise Bergen raises 1NT is wide ranging	Over 2NT – 3 level shortage, 4 level nat. 1N=17+ Over 1NT, transfers apply. 1N rebid=17+
INT				Balanced 14 – 16, can contain 5 M/6 m Balanced 15-17 3 rd /4 th NV	5 card stayman; transfers; 2♠=C, 2N=D. Both can be both minors. 3C= s/ton M then 3D enq, 3D=s/ton C, 3H/S s/ton D without 4H/with 4H, 4♣-5/5 majors; 4♦/♥ transfers weak or strong. 3S/NT = s/v	Transfer breaks over 2D/H to next suit up if max, then bid shortage/retransfers/suit=transfer suit, 3M if min. Over 2S/2N break with <Hxx in minor suit
2♣	√	0	4♦	Any strong hand (2NT rebid = 25-26)	2♦ - neg or relay. 2HS = <7 plus 5 5 card suit	2NT by responder 2 nd negative
2♦	√	0		Multi 2♦ weak M,4-7, or GF 4441	2♥ - to play, 2♠-game try in ♥, 2NT Enq then 3C=H, 3D=S. Now 3H/S inv. 4♣slam interest asks for transfer to be set up; 4♦ no slam interest asks for suit; 4H/♠to play. 3C/D NF. After 2H/S/NT, 2N/4 level = GF and suit below ston.	After 2NT Enq, 3♣ max with ♥, 3♦ max with ♠, 3NT= bal 23/24, 4♣/♦ strong minor 9+ PT
2♥		5		6♥ - 8-11	2N Enq – New suit = F1	After 2NT Enq, Bid shortage. 4 level=void, or 3M/3N if min / max no shortage.
2♠		5		6♠ - 8-11		
2NT				20-22	5 cd spuppet stay; Trf; 4♣=5/5 Ms; 3♠ - Trf to 3NT minor interest; 4♦/♥ transfers weak or strong,	After 3♦/♥ transfer, complete with 2M, 3N with 3M. 4M or cue at 4 level with 4 M min/max
3♣♦♥♠		6		Pre-empt	New suit F	
3NT	√			Pre-empt in a minor	4♣/5♣=pass/correct; 4D=ask ston; 4NT=bid your min	
4♣		7		Long H	4D slam try	
4♦		7		Long S	4H slam try	
4♥		7		Pre-empt		HIGH LEVEL BIDDING
4♠		7		Pre-empt		RKCB – 14/30; Minorwood 14/30 after 1m=2m
4NT	√			Asks specific aces	5♣=none; 5N=2,6♣=club ace, 5♦=A♦ etc	XX of doubled cue = 1 st round control, pass=2 nd , bid = no control. ROP1 DOP1
5♣/5♦		7		Pre-empt		1/2NT – 4♠ = 4 Ace Blackwood (0/4,1,2,3) Exclusion KCB 14/30

Notes

XYZ checkback over 1C 1x 1y/NT. Blackout over reverse bidding. After 1NT and they X for penalties – halmic. Fit jumps in response to overcalls and by passed hands. Support Doubles; (2♦) x (2♥/♠) - x = TO.

1N rebid after 1C opening = 17-19; 2NT rebid=4 card support and 17+. After 1D/H/S opening = 17+ any shape – now 2C is GF. Now retransfers or suit is shortage.