

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Generally 5+cards, but 4 possible at the one level. Wide-range (up to 17hcp). Thereafter: fit jumps; direct raises are pre; UCB to show constructive raise.
1NT OVERCALL
Immediate: 15-17 with responses as 1NT opening
Protective: 11-14 with responses as 1NT opening
If opponents open and change suit, 1NT is 18-20 balanced, with responses as to 1NT opening.
JUMP OVERCALLS
Weak (good suit vul). Generally 6 cards, but 5 is possible. 2NT shows lower 2 suits (Ghestem, wide range) 3C: at least 5/5 in the upper two suits (Ghestem, wide range), except over a short club, when 3C is natural. Leaping Michaels over weak 2♥/2♠ openings.
DIRECT & JUMP CUE BIDS
Direct cue: 5/5 in the extreme 2 suits (Ghestem, wide range)
Jump cue: asks for NT stopper [except (1C) - 3C: see above].
VS. NT (Weak and Strong)
2♣ majors (2D equal length; 2N enquiry) 2♦ single-suited major (2NT enquiry) 2♥/♠ that suit (4+) and a minor (5+) (2NT enquiry) 2NT: 2-suited hand
V PRE-EMPTS
Weak 2 t/o X, Lebensohl responses; 2NT-16-18; Leaping Michaels Weak 3 t/o X, 3NT to play (followed by Baron 4C, 4D/H – transfers) 4 bids t/o X of ♣, ♦, ♥; X of ♠ shows values; 4NT: 2-suited t/o Multi 2♦ - t/o X in 2 nd ; 2N: 16-18. In 4th, X is t/o OR pen.; suits - natural; 2NT:16-18, but Lebensohl when partner has doubled in 2nd.
VS. ARTIFICIAL OR STRONG OPENINGS
Against Strong ♣, X=hearts: 1D=spades; CRO; weak jumps Against short club, 1-level bids natural; 2-level bids: Multi-Landy, as in defence to 1NT (above)
OVER OPPONENTS' TAKE OUT DOUBLE
XX shows 9+ and shortage in partner's suit; direct raise of partner's suit is pre-emptive; 2NT constructive raise in partner's suit; simple change of suit: natural 4+; jump change of suit – natural/fit.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th	Top of doubleton; otherwise low	
NT	2 nd & 4 th Strong 10s	Top of doubleton; otherwise low	
LEADS			
Lead	v Suit	v NT	
Ace	For attitude	For attitude	
King	For standard count	For standard count/unblock	
Queen	For attitude/top of sequence	For attitude /top of sequence	
Jack	Standard	Denies higher honour	
10	Top of doubleton or top of interior sequence	Promising touching card and non-touching higher honour	
9	Top of doubleton or MUD	Top of doubleton or MUD	
High	2nd highest from poor suit	2nd highest from poor suit	
Low	4th highest from Hxxx(x)	4th highest from Hxxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Standard count	Standard count	1 st discard is reverse attitude. Thereafter, standard (present) count.
Suit 2	Natural attitude		
3			
1	Standard count	Smith Peters (both peter for like)	
NT 2	Natural attitude	Standard count	
3			
Other signals: McKenney suit preference – when any obvious need to switch. Also, McKenney signals in trumps.			
DOUBLES			
Sputnik X promises 4 cards in unbid major (up to 3S)			
X of weak 2 openings: take-out with Lebensohl responses.			
Following oppo 3 level overcall of our 1N/2N openings, X is t/o.			
Re-opening doubles after overcall by LHO and pass by partner – any hand with shortage in the enemy suit.			
Most doubles in competition are for take-out in principle.			

W B F CONVENTION CARD
NCBO: Welsh Bridge Union
PLAYERS: SUE INGHAM / GWYNN DAVIS (WBU 908010/903335)
SYSTEM SUMMARY
5-CARD MAJORS/ BETTER MINOR
WEAK NT
MULTI 2D / EKREN 2H / 2S: SPADES + MINOR
STANDARD COUNT
1ST DISCARD: REVERSE ATTITUDE
1NT: 12-14 vul; 10-13 favourable; otherwise 11-14
2♣ GF OR weak hand with 5+ diamonds
2♦ Multi: weak in a major (4-9hcp 5/6 card suit) or bal 23-24
2♥ Weak both majors 4-9 hcp
2♠ 5+ spades and 4+ minor 4-9hcp
4 suit transfers over both 1NT and 2NT
Texas transfers at the 4 level
Inverted minor raises
Bergen 3C/D following 1H/S opening
Ghestem (3C – upper two suits)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2C opening is EITHER a game force OR a weak hand with long diamonds
MULTI 2D (4-9 hcp; weak with either major OR 23/24; in weak hands the major suit is commonly 5 cards non-vul)
EKREN 2H (4-9 hcp; both majors; usually 5/4, but 4/4 possible, especially non-vul)
SPECIAL FORCING PASS SEQUENCES
After our X of oppo 1NT and their escape, pass of 2C/D is F1.
Whenever the opponents bid on over our constructively bid game, pass is forcing.
IMPORTANT NOTES
4 th suit forcing for one round only.
Halmic defence to X of our 1NT (XX shows 5+ card suit; suit is lower of 2 places to play).
After their 2 level overcall of our 1H/S, 2NT is 'good/bad', GF if followed by a bid of opener's major.

Opening	Artificial	Min length	Negative double through	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	No	3	3S	Better minor. With 4/4 in the minors, open 1D. With 3/3 in minors, open 1C.	Raises inverted; 2NT fit-showing and slam try; 3NT is fit-showing - moderate game values - no singleton or void - non-forcing. Jump to 2 of a major is weak and to play, including over interference or a double.		
1♦	No	5	3S	Natural	Raise to 2 is natural with 3 cards. Raise to 3 is pre-emptive with 4 cards. 3C: Bergen 4+ cards approx 7-9 hcp 3D: Bergen 4+ cards approx 9-11 hcp Limited splinter bids. 2NT: fit-showing and slam try - too strong to splinter or bid 3NT. 3NT: fit-showing with moderate game values and no singleton or void (GF).	Long suit trial bids over raise to 2 (usually at least 3 cards). Following 2NT by responder, a jump to 4 of the agreed major shows absolute minimum; bids at the 3 level are natural; 3NT shows 15-17; a jump to 4 in another suit is a splinter.	
1♥							
1♠							
INT	No	-	-	12-14 vul 11-14 non-vul 10-13 at favourable	2♣: non-promissory Stayman 2♦/♥/♠/2NT: transfers (complete transfer to minor with Ax or Kx or Qx or any 4/5 card support). Break major suit transfer by jumping in suit (min), or by bidding 2N (max, to be followed by re-transfer). 3C/3D: Baron (slam interest); 3H/S: singleton; 4C: Majors (5+/5+); 4D/H: transfers; 4S: 4/4 C/D with slam invitational values; 4NT: quantitative raise.		
2♣	Yes	0	-	Game Force (25+ if balanced) OR weak hand with 5+ diamonds	2♦ weak or waiting; 2NT – inviting 3NT opposite presumed Weak hand	2NT = 25+. For responses see opening 2NT below.	
2♦	Yes	0		Multi: 4-9 hcp with a 5/6 card major or balanced 23/24.	2H/2S/3H/3S: pass or correct. 2NT enquiry.	After 2NT enquiry: 3C/3D upper range with H/S; 3H/S lower range with that major; 3NT balanced 23/24 .	
2♥	Yes	4		4-9 hcp. At least 4/4 in majors	Raises of either major below game are pre-emptive and to play. 2NT enquiry. 4C/D artificial, setting the suit (H/S respectively) for subsequent RKCB.	After 2NT enquiry: 3C/D show lower range and longer/better H/S; 3H/S shows upper range and longer/better H/S; 3NT shows 5/5 and lower range; 4C/D shows 5/5, upper range and shortage. After responder's initial jump to 4C/D, intervening bid shows upper range. Other than following responder's 4C/D, 4NT is 6 Ace Blackwood.	
2♠	Yes	5		4-9 hcp. At least 5 spades and 4 of a minor	2NT enquiry. Immediate minor suit bid at any level is pass or correct.	After 2NT enquiry: 3C/D shows lower range with that minor; 3H/S shows upper range with C/D respectively.	
2NT	No	-	-	Balanced 20-22 (may contain singleton honour)	3♣: 5-card puppet Stayman. 4-suit transfers as for 1NT. 4C: 5+/5+ majors; 4D/H: transfers; 4S/4NT: as response to 1NT.	Over 3C, 3D shows either a 4 card major OR 2 spades. After this, 3NT shows BOTH majors. Over 3C, 3NT shows exactly 3 spades and no 4 or 5 card major. After this, 4H is a transfer to spades (responder will have 5 spades and 4 hearts).	
3♣/♦ ♥/♠	No	6		Pre-emptive	Change of suit forcing for 1 round.	HIGH LEVEL BIDDING Redoubles of high-level cue bids show 1st round control.	
3NT	Yes	-		Solid minor - no more than an outside queen	4C: pass or correct. 4D asks for singleton (4NT: no singleton; singleton minor – bid your actual suit).	RKCB : 5♣=1/4; 5♦=0/3; 5♥=2/5 no queen; 5♠=2/5 with Q; 5NT 2 and void. After 5-level response, next non-trump suit asks for QT and any other Kings. After 5-level response, 5NT asks for specific Kings. Intervention in slam sequences: DOPI/ROPI	
4♣/♦ ♥/♠	No	7		Pre-emptive		Quantitative 4NT : as direct raise of any preceding NT bid; likewise following any transfer and then immediate 4NT; and following a 4th suit bid.	
4NT	Yes			Asks for specific aces	5♣ No ace 5♦/♥/♠/6♣ = that ace 5NT = 2 aces	Exclusion Blackwood : jump to the 5 level asks for number of Aces outside the bid suit (responses: 0,1,2 up the line) 5NT Grand Slam Force : respond up the line (6C, 6D) to show 1, 2 etc	