

| DEFENSIVE AND COMPETITIVE BIDDING   |
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| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>   |
| Aggressive style 6-17 points. New suit response to overcall is non-forcing, unless no anchor suit available for cue. Cue response =11+ F1. 1NT Response=NF 9-12. Jump responses to overcalls are fit jumps, except not 1♥/1♠ overcalls [SPINE – see notes 13 & 13a]. 1-level overcalls can occasionally be 4-card suits. Responsive DBL to an overcall shows interest in the unbid suits. |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>  |
| 2 <sup>nd</sup> position direct 1NT= 15-18 points; responses as per 1NT opening   |
| Re-opening 1NT= 12-15 points; responses as per 1NT opening  |
|   |
| Escaping from 1NT doubled [see Note 1]  |
|   |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>  |
| Weak when not vulnerable = typically 5-10 with 6+ suit  |
| /Intermediate when VUL = typically 12-15 with 6+ suit   |
| Jump NT overcall=unusual 5-5 in 2 lowest unbid suits 5-11/16+ pts   |
| Reopening jump overcall: Intermediate at any vulnerability  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>   |
| Michaels cue bids 1m 2m=♥+♠ 5-5 or longer, 5-11 or 16+ points.  |
| Always shows 2 highest unbid suits.   |
| Jump cue shows highest + lowest unbid suits 5-6 or longer   |
|   |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>   |
| MultiLandy:- 2♣= both Majors; 2♦response= no pref, 2NT= inquiry/  |
| - 2♦= single suited 1 Major (8-14 pts) – multi-style responses/   |
| - 2♥ /2♠= bid suit + another with 5+ cards in the Major and 4+ of the minor / 2NT= minors 5-5 or longer [see Note 2]  |
| Jump 3 of a suit = weak NV or intermediate VUL  |
| (1NT) DBL (P) 2♣= any 0-4 balanced or 4+ ♣s   |
| <b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>  |
| 2NT overcall= (15)/16-19 bal – responses Stayman & transfers  |
| DBL then bid= 16+/ Cue bid= Michaels (Major-oriented)   |
| 4NT= 2-suiter/ 2NT=Lebensohl after (weak 2)/ DBL [see Note 3]   |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>  |
| vs (1♣=16+) or mini (12+) precision; DBL= 16+/ 1♦/♥/♠/2♣= nat/  |
| 1NT= ♣+♥ OR ♦+♠; 5-4 at least/ 2♦=♦+♥/ 2♥=♥+♠/ 2♠=♠+♣/  |
| 2NT= 5-5 in minors; always 5+ in bid suit plus in lowest rank suit  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>   |
| New suit = non-forcing, no fit (occasionally psychic)/ RDBL after   |
| 1M (DBL)=10+ or RDBL=8-9+ after 1♣ or 1NT opening   |
| Jump responses after takeout DBL show support [see Note 13]   |

| LEADS AND SIGNALS   |                                 |                                 |                                   |
|---|---------------------------------|---------------------------------|-----------------------------------|
| OPENING LEADS STYLE   |                                 |                                 |                                   |
|   | Lead                            | In Partner's Suit               |                                   |
| Suit  | 4 <sup>th</sup> or low from Hxx | 4 <sup>th</sup> or low from Hxx |                                   |
| NT  | 4 <sup>th</sup> or low from Hxx | 4 <sup>th</sup> or low from Hxx |                                   |
| Subseq  | Attitude (low with Hxx)         | Attitude (low with Hxx)         |                                   |
| Other: <b>vs NT</b> lead of K or 10 asks unblock or count/ lead of A or Q asks attitude/ J denies higher honour. <b>vs suit</b> lead of K+switch implies singleton  |                                 |                                 |                                   |
| LEADS   |                                 |                                 |                                   |
| Lead  | Vs. Suit                        | Vs. NT                          |                                   |
| Ace   | AKx(+), Ax(+)                   | AK, AKx(+), Ax(+)               |                                   |
| King  | AK, AKx(+), KQ, KQx(+)          | AKJ10(+), KQ(J/10)x(+)          |                                   |
| Queen   | QJ, QJx(+)                      | QJ, QJx(+),AQJ(+), KQx(+)       |                                   |
| Jack  | J10, J10x(+), KJ10x(+)          | J10, J10x(+)                    |                                   |
| 10  | 10x, 109x(+), H109(+)           | HJ109(+), H109+, AQ109(+)       |                                   |
| 9   | 9x(+), 98(+)                    | 109(+), 9x(+), 98(+)            |                                   |
| Hi-X  | Xx(+)                           | Xx(+)                           |                                   |
| Lo-X  | HxX, HxxX, singletons           | HxX, HxxX, singletons           |                                   |
| SIGNALS IN ORDER OF PRIORITY  |                                 |                                 |                                   |
|   | Partner's Lead                  | Declarer's Lead                 | Discarding                        |
| 1   | Hi= discourage                  | Hi/Lo= odd no                   | Odd= encourage (1 <sup>st</sup> ) |
| Suit 2  | Hi/Lo= odd no                   | Suit preference                 | Hi/Lo= odd no (2 <sup>nd</sup> +) |
| 3   | Suit preference (see below)     |                                 | Suit preference (rare)            |
| 1   | Hi= discourage                  | Hi/Lo= odd no                   | Odd= encourage (1 <sup>st</sup> ) |
| NT 2  | Suit preference (see below)     |                                 | Hi/Lo= odd no (2 <sup>nd</sup> +) |
| 3   |                                 |                                 | Suit preference (rare)            |
| Signals (incl. trumps): Trumps Hi-Lo shows odd no. Lavinthal sometimes. Following suit: Discouraging: high-even=prefers lower suit/high-odd=prefers a higher suit. Even 1 <sup>st</sup> discard: High/low= higher/lower suit pref.  |                                 |                                 |                                   |
| DOUBLES   |                                 |                                 |                                   |
| TAKEOUT DOUBLES (Style; Responses; Reopening)   |                                 |                                 |                                   |
| Direct t/o DBL=11+. Cue response= F to suit agreement, NEG DBL implies at least one unbid M, RESP DBL after M denies other M, RESP DBL after m implies both 4-card M. Over their STR RDBL: pass=neutral, bid=4-card M/ or 5-card minor, cue=8+, jumps PRE. Lebensohl after (2x) DBL (p) |                                 |                                 |                                   |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS   |                                 |                                 |                                   |
| NEG DBL through 4♠/ sometimes 4♥. Lead-directing DBL of artificial bids   |                                 |                                 |                                   |
| Lead-directing RDBL of PRE or high-level overcall DBL (shows A/K)   |                                 |                                 |                                   |
| Note: After our 1♦ opening DBLs often have specific artificial meanings.  |                                 |                                 |                                   |
| Penalty DBL applies (a) our NT opening/overcall/resp (b) Our STR RDBL   |                                 |                                 |                                   |
| (c) Previous penalty DBL/pass (d) 1♣ & positive response (e) whenever we open + respond in 2 different suits.   |                                 |                                 |                                   |
| After a raise showing support, DBL=a trial-bid, if it is the only call available  |                                 |                                 |                                   |

| W B F CONVENTION CARD   |
|---|
|   |
| <b>CATEGORY:</b> <b>BLUE</b>  |
| <b>NCBO:</b> New Zealand Contract Bridge Association  |
| <b>PLAYERS:</b> <b>Anthony Ker (# 52952) and Alan Grant (# 7280)</b>  |
| <b>PRECISION</b>  |
| <b>System version 3.01 - Sept 2012</b>  |
|   |
| <b>SYSTEM SUMMARY</b>   |
| <b>GENERAL APPROACH AND STYLE</b>   |
| <b>PRECISION 1♣ opening 16+ points forcing &amp; artificial positive responses (transfer-style) and subsequent asking bids.</b>   |
| <b>1♦ opening = tri-suit;</b> i.e.3-suited & 11-15 points including various 1444, 0445 or 1345 shapes with no 5-card Major.   |
| 1 of a Major openings – 2 over 1 responses are game forcing   |
| 1Major – 1NT response semi-forcing; 8-12 points.  |
| 2 of a minor openings are natural with 11-15 points.  |
| 1NT opening= 12-15 balanced or various 2245 shapes, no 5+ Major   |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>  |
| 2NT opening = shows both minors 6-10 points 5-5 or longer   |
| Gambling 3NT = solid minor with no outside stops  |
| <b>1♦ tri-suit opening may have any shortage and therefore 0+ ♦s</b>  |
| First DBL by tri-suit opener shows singleton/or void (to 4♠)  |
| Competitive cue of opponents' suit = limit raise or better  |
| Escaping from 1NT doubled [– see Supp Note 1]   |
| Transfer responses to strong 1♣ opening   |
| Jump responses to 1 of a Major are all raises showing normally 4-card or longer support & various strengths [see note 13]   |
| DBL by responder to a STR 1♣ opening up to the 4-level shows a general 8+ positive response and may be a wide variety of shapes   |
| After strong 1♣ opening and a positive response (including DBL above) any subsequent DBL is for penalties   |
|   |
| <b>SPECIAL FORCING PASS SEQUENCES</b>   |
| Pass is forcing whenever (a) we have announced game-going values (b) when opponents have run from a contract we doubled or redoubled for penalties e.g. 1NT X p p 2any p= forcing |
|   |
| <b>IMPORTANT NOTES</b>  |
| In some circumstances, cue-bids have quite unexpected meanings  |
| <b>PSYCHICS:</b> Rarely as opening bid. Occasionally as responder, and sometimes responding to a pre-empt.  |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU |  |   |   |  |
|---------|--------------------|-------------------|--------------|--|---|---|--|
|         |                    |                   |              | DESCRIPTION  | RESPONSES   | SUBSEQUENT ACTION   | PASSED HAND BIDDING  |
| 1♣      | YES                | 0                 | 4♠           | 16+ strong any shape, can be less with good playing strength | 1♦=0-7, 1♥/♠/NT/2♣/♦= ART transfer positives [see 15] 2♥/♠ 4-7 semi, 2NT=14+ bal, 3x=4441s  | 1♣-1♦-1♥=19+ [see Note 18]<br>1♣-1♦-1♥-1♠-2♣= GF: 2♦=balanced 0-4   |  |
| 1♦      | YES                | 0                 | 4♠           | 11-15 pts & 3- suited (or semi) 4441 4450 3451s etc. no 5+ M | 1♥=negative 0-9/ 1♠= game try 7-13/ 1NT=GF 2x= nonforcing opp. shortage/ 2/3/4NT=minors   | Rebids typically artificial – opener bids suit below/ or suit of singleton/void [see Note 22]   |  |
| 1♥      |                    | 5                 | 4♠           | 11-15 points   | 1NT= semi-forcing 8-12, 2/1 responses FG<br>Jump responses all show support with various ranges [see note 13], 3NT= RKC Blackwood | 1Maj + raise - 1 <sup>st</sup> step rebid= short suit trial<br>bid unspecified suit/ other rebids= long suit or fragment trial bids in suit bid [see Note 28] | 2♣ RESP=ART Drury [note 13b]<br>1NT & other 2-level responses below opening suit non-forcing |
| 1♠      |                    | 5                 | 4♥           | 11-15 points   |   |   |  |
| 1NT     |                    | 2 in each suit    | PEN          | 12-15 balanced or various 2245 shapes with no 5+ Major       | 2♣ nonforcing Stayman, 2♦/♥/NT/3♣ all transfers, 2♠ range inquiry, 3♦ hand with M shortage [see 7]                                | Automatic transfer super-accept with 4. [see Note 16]   |  |
| 2♣      |                    | 6                 | 4♠           | 11-15, may have outside suit                                 | 2♦ art. inquiry, 2NT FG raise, 2M natural F1, 3♦ natural FG, 3♥/♠ splinters agreeing ♣ or 3NT                                     | [see Note 12]   |  |
| 2♦      |                    | 5                 | 4♠           | 11-15; 6+♦ or 5-5 in minors                                  | 2♥ art. inquiry, 2NT FG raise, 2♠ natural F1, 3♣/3♥ natural FG, 3♠ splinter [see Note 14]   |   |  |
| 2♥      |                    | 5                 | PEN          | 5-10 points, 6+♥ or good 5                                   | 2♠=F1, 2NT= resp modified OGUST [see Note 9] 3♥=pre-emptive raise, 3 minor NF, fit jumps  | After 2♥- 4♣/4♦ (asks for control in suit), rebids show controls in suit [see Note 9]   |  |
| 2♠      |                    | 5                 | PEN          | 5-10 points, 6+♠ or good 5                                   | 2NT resp modified OGUST [see Note 9]. Fit jumps 3♠ pre-emptive raise, 3 new suit non-forcing                                      | After 2♠ - 4♣/4♦ as above [see Note 9]  |  |
| 2NT     | YES                | 5-5 min           | PEN          | 5-5 or longer in minors 5-10 pts                             | 3♥ artificial inquiry [see Note 24], 4 or 5 of a minor likely to be pre-emptive   |   |  |
| 3♣      |                    | 6                 | PEN          | usually less than 11 points                                  | New suit below game is forcing [see Note 11]  | After 3♣ - 4♦= RKC for ♣s   |  |
| 3♦      |                    | 6                 | PEN          | usually less than 11 points                                  | New suit below game is forcing [see Note 11]  | After 3♦ - 4♣= RKC for ♦s   |  |
| 3♥      |                    | 7                 | PEN          | usually less than 11 points                                  | New suit below game is forcing [see Note 11]  | After 3♥- 4♣/4♦ (asks for control in suit),   |  |
| 3♠      |                    | 7                 | PEN          | usually less than 11 points                                  | New suit below game is forcing [see Note 11]  | After 3♠ - 4♣/4♦ as above [see Note 9]  |  |
| 3NT     | YES                | N/A               | PEN          | Gambling; solid minor, no outside stoppers usually           | [see Note 10]   |   |  |
| 4♣      |                    | 7                 | PEN          | Natural pre-empt [<15 pts]                                   |   |   |  |
| 4♦      |                    | 7                 | PEN          | Natural pre-empt [<15 pts]                                   |   |   |  |
| 4♥      |                    | 7                 | PEN          | Natural pre-empt [<15 pts]                                   |   |   |  |
| 4♠      |                    | 7                 | PEN          | Natural pre-empt [<15 pts]                                   |   |   |  |
| 4NT     | YES                |                   | PEN          | Big minor 2-suiter 65/56/66                                  |   | <b>HIGH LEVEL BIDDING</b>   |  |
| 5♣      |                    | 7                 | PEN          | Natural pre-empt   |   | Cue bid style: 1st rd control before 2 <sup>nd</sup> , except K in partner's suit   |  |
| 5♦      |                    | 7                 | PEN          | Natural pre-empt   |   | Splinters, Fragment bids, Gerber in restricted situations opposite NT   |  |
| 5♥      |                    | 7                 | PEN          | Natural pre-empt   |   | RKCB & extensions – incl Q-ask, run-ons, asking for outside honours & void-showing [see Notes 19, 20 & 27]. Roman POD1 in interference (p=0/3, D=1/4 etc.)    |  |
| 5♠      |                    | 7                 | PEN          | Natural pre-empt   |   | Unusual jump to 5 in any unbid suit= exclusion RKCB   |  |
|         |                    |                   |              |  |   | 5NT GSF: if ♣/♠ trumps 6♣=0, 6♦=Q, 6♥=A/K, 6♠=2 of 3, 6NT= all 3, if ♦/♥ are trumps then compress steps 2 & 3.  |  |
|         |                    |                   |              |  |   | Lightner DBL: Lead dummy's first bid suit/ declarer's side suit/ not our suit   |  |