

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Constructive+, natural (one level overcall may be slightly weaker with a good suit) Responses: New suit natural F1, cue shows support, Bergen style
Reopening: Bids slightly weaker and responses slightly stronger
1NT OVERCALL
15-18 (in both 2 nd and live) Responses: As per 1NT opening bid, (Apart from (1M) 1NT [9]) (if doubled escape is the same)
Reopening: 11-16 (with stopper) Responses: see pass out seat bidding
JUMP OVERCALLS
Natural, weak Intermediate over pre emptive bids in major 2NT overcall: 5/5 lowest two unbid suits, opening hand plus
Reopen: Natural, Intermediate
DIRECT & JUMP CUE BIDS
1m-2m: 5+♠/5+ other, constructive (opening hand plus) 1M-2M: 5+OM/5+ minor, constructive
Same in reopening seat
VS. NT
DBL: 15+, next dbl of a natural bid is takeout but with an expectation that partner will pass with a suitable hand. LANDY 2♣: ♥+♠ (2♦ response any invitational hand or equal preference). 2♦: 5+ suit in ♥/♠ 12+hcp; responses as per multi♦ opener 2♥/♠: weak o/call in major, 6hcp to a bad 12hcp (no game interest) 2NT: good 2 suited (not both majors) 3♥/♠ directly pre-emptive. 3♣/♦ directly intermediate style Reopening: same style, dbl at light as 13 hcp with balanced hands or hands with no suitable bid. (Passed hand reopening – 2♦/♥/♠ Nat, X = 4M, 5+m)
VS. PREEMTS
Dbl takeout, (2H) 3H = Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors NT = Minors Weak Jumps
OVER OPPONENTS' TAKEOUT DOUBLE
1m (x) inv minors off 1M (x) Bergen on, 1x (x) xx = 9+ points no fit, (1♥(1♠) – fit jumps)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	same	
NT	4th	same	
Subsequent	4th	same	
Other: from 3+ small card leads mud , from 4 small lead 2 nd			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Same	
King	AK/KQ asks for rev count	Same or unblock	
Queen	KQ/QJ asks for rev attitude	Same	
Jack	AJT... KJT... or JT...	Same	
10	Denies J	Same	
9	Denies 10	Same	
Hi-X	2nd/Xx	Same	
Lo-X	4th	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Requested signal	Reverse count	Reverse attitude
Suit 2	Reverse count		Reverse count
3			
1	Same	Same	Same
NT 2			
3			
SIGNALS (INCLUDING TRUMPS):			
1 st Reverse Attitude, then Reverse count , generally in suit we do not want OR can afford			

DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
10+ with emphasis on unbid majors Non-jump 0-7, single jump 8-10 4 card, cue bid near GF Reopening: same style, double may be weaker, responses slightly stronger
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
1m (1♥) DBL = 4♠(therefore 1m (1♥) 1♠ is 5+) 1♣ (1♠) DBL = 4♠, 1♥ = 4+, 1♠ is 5+ 1m (1♠) DBL suggests 4 hearts Responsive doubles deny 4 card M where only one 4 card M available No support doubles – x show extras

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: New Zealand
PLAYERS: J Cormack & S Humphries

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
STANDARD Short Club 5 Card Majors – most jump shifts artificial. (14) 15-17 NT (maybe off shape, can be 4441 shape with singleton honour, 5M, 6m) Weak2's – NV aggressive, more conservative VUL and honours in suit/s shown
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MULTI 2♦: (random NV, standard VUL, Weak 2M 5-10; or 20/22 semi BAL may contain 5M, 6m.) WEAK 2M + MINOR (6-10, normally 5m when VUL)
GAMBLING 3NT
INVERTED MINOR RAISES
BERGEN FOUR-CARD RAISES OF 1M: 1M – 3♣ = 7-9, 1M – 3♦ = 10-12, 1M – 3M = 0-6 (Aggressive)
ESCAPING FROM 1NT DOUBLED: Pass = optional for p to xx (happy to play 1NTx or 1NTxx), XX = Single suiter, 2♣/♦/♥ = that plus one higher, 2♠ = constructive 6 card suit, 2NT = invite
IMPORTANT NOTES
PSYCHICS: Rare

OPEN-ING BID	ART?	MIN #	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2	4♥	2+clubs	1♦ – could just be ♣ 6-10, Bypass 4+♦ to bid 4M less than a GF(12),1NT 11-12 (inviting 3NT might have ♦) 2♣ Inverted, 2♦/3♣ Invite 3NT (8-10 nat good suit), 2♥/♠ 3♦/♥/♠ natural weak, 2NT 15+ with 5 card support (no major), 3NT (12)13-14 bal 33(43)	1♣-1X-1Y doesn't promise 5+♣, 1NT rebid (11)12-14 (2 way check back), 2NT rebid 18/19, 3NT rebid gambling style with a little outside, new suit rebid F1, (jumps splinters)
1♦		4	4♥	4+ card - Might have 4♣	1NT – 6-9 no M, 2♦ Inverted, 3♣ - 6-9 4+ ♦, 2♥/♠ natural weak, 2NT – 15+ with 4+ support (no major) 3♦ - pre-emptive, 3♥/♠ Splinters.	Same style as for 1♣
1♥		5	4♦	5+ card	2♥ 3 card 7-10, 2♠ 3 card L/R, 2NT GF 16+ raise, 3♣ 7-9 with 4♥, 3♦ L/R with 4♥, 3♥ weak, other jumps splinters, 4♥ PRE, 3NT 12-15 4cd support balanced	1♥-2♥: 3♥ general invite, new suit natural (or semi) invite, 3NT 18-19. 1♥-2♠: new suit nat game try. 1♥-2NT: new suit shortage, 3♥ slam interest, 3NT mild slam try (no shortage 6 card suit 12-15), 4♥ minimum.
1♠		5	4♦	5+ card	Same style as for 1♥ (3♥ now 3 card support L/R)	Same style as for 1♥ (PASSED HAND: FIT JUMPS)
INT			3♦	(14)15-17 bal, may have singleton, 5M, 6m	2♣ Stayman, 2♦ 5+♥ (any), 2♥ 5+♠ (any), 2♠ RF or TRF to m (WK/STR), 2NT minors, 3♣/♦/♥/♠ natural invite. 4♣/♦ minor wood,4♥/♠ to play, 4NT Quant	1NT-2♦(♥)-2♥(♠): minor nat GF, raise slam interest, jump in new suit splinter. 1NT -2♣ -2♦ -2M 5M/4OM INV. 1NT- 2♣-2♦-3M 4M + 5/6OM GF 1NT-2♦-2♥-2♠ 5/5 INV, 1NT-2♥-2♠-3♥ 5/5 GF. 1NT-3♦ 5/5m slam interest
2♣	Y		4♥	Game force or 25+ bal or 8 ½ playing tricks in a major (may have singleton A/K, 5M, 6m)	2♦ negative or waiting, others 8+ and reasonable or better suit	2♣-2♦-2NT: as per 2NT opening 2♣-2♦-3M = 8 ½ tricks
2♦	Y		n/a	Random Weak 2 in major or 20-22 bal (may have singleton A/K, 5M, 6m)	2/3♥/♠ pass or correct, 2NT ask (invite or better), 3m = F1, 3NT = 4/4M 3-8, 4♥/♠ = own suit to play	2♦-2♥-2♠ weak 2, 2♦-2♥-2NT 20-22 (same as over 2NT opening), 2♦-2NT-3♣,3♦ tied to major good weak 2, 3♥♠ natural bad weak 2, 3NT 20-22
2♥		5		Weak 5 card M and 4+ minor NV	New major suit natural F1, 2NT ask (invite or better), minor suit bids are correctible.	2M-2NT: 3♣ min with ♣, 3♦ min with ♦, 3♥ max with ♣, 3♠ max with ♦
2♠		5		Weak 5 card M and 5+ minor VUL	As per 2♥ opening	By a passed hand: 2M – 2NT – any game invite, 3M = no, 3x – long suit trial.
2NT				23-24 bal (may have singleton A/K, 5M, 6m)	3♣ puppet Stayman, 3♦/♥ transfers, 3♠ minor suit Stayman, 4♣/♦ minor wood, 4♥/♠ to play something to protect.	2NT-3♣: 3♦ 4M (one or both),3♥ = 5♥, 3♠ = 5♠, 3NT no 4/5M. 2NT-3♠: 3NT no interest, 4m natural (4NT after minor is to play, cues agree suit) 2NT – 3♣ -3♦ -3NT =no 4 card major, if both bid one then convert 3nt to other. 2NT – 3♣ -3♦ - 4m = natural slam interest (was looking for 5 card major)
3♣		6		Weak	New suit natural F1, 4♦ = minor wood in ♣	
3♦		6		Weak	New suit natural F1, 4♣ = minor wood in ♦	
3♥		6		Weak – unlikely to have 3+♠	New suit natural F1	
3♠		6		Weak – unlikely to have 3+♥	New suit natural F1	
3NT	Y			Gambling style, 4 th seat to play	Minor suits correctable, majors to play	
4♣		7		Natural	New suit cue bid	
4♦		7		Natural	New suit cue bid	
4♥		7		Natural	New suit cue bid	
4♠		7		Natural	New suit cue bid	
4NT	Y			Specific ace ask	5♣ no aces, 5♦/♥/♠ “natural”, 5NT ♣, 6♣/♦/♥ 2 C/R/O	

High level bidding

RKCB (14/03) queen ask – bid trump suit says no, others show that K plus Q, cue bidding round – after two cues 4NT is RKCB after three cues is waiting, GSF (6♣ no A/K, 6♦ A/K min length, 6♥ A/K min+1... 6Trumps ends flow, with 2 top trumps just bid 7). Minorwood after a jump to 4m or after a 3NT to play.

Other agreements

4th suit forcing to game. (After 4th suit 2NT is stronger than 3NT)
Blackout over reverses (cheapest of 4th suit or 2NT is neg). this is on over a x, but off over any other interference.
After interference of our key card – POD1, POR1

General System

1. **1♣ - 2♣** 5+ ♣ 10+hcp (denies 4cdM); responses:
- 2NT 11-14bal NF
 - 3C NF
 - Major= naturalish showing a stop 1RF
 - Other minor ART GF (passed hand bidding 6-9)

1♦ - 2♦ 4+ ♦ 10+hcp (no major) responses as per 1♣ (passed hand bidding 6-9)

2. **2 Way Check back** – doesn't apply to 1♣ – 1♦ - 1NT
1X-1M-1NT – 2♣ forces 2♦, Invitational hands, unless wanting to play in 2♦

2♥ Invite 5+♥
2♠ Invite 4♠ 5♥
2NT Invite balanced 5♥

1X –1M- 1NT – 2♦ Game forcing, bid naturally, skip major denies that major

1X -1M- 1NT – 2NT – Invitational Balance

3. 1x– 2NT Jacoby 15+

1x – 2NT – 3x shortage (0/1) – then cue bids
1x – 2NT – 3M slam interest 6332
1x – 2NT – 3NT no shortage (after minor WK NT, after Major 18-19 5332)
1x – 2NT – 4x natural suit
1x – 2NT – 4M min

4. After Transfers

1NT – 2X (transfer) - simple accept: denies 4M unless featureless and minimum.

1NT – 2X - 2NT: **shows 4M**, maximum, with no distinct feature.

1NT – 2X - 2/3any: shows 4M, maximum, distinctive feature.

Continuations after a transfer:
bid of a minor suit is natural GF - then 3OM show slam interest in minor(same after stayman)
jumps splinters,
raise slam interest (no shortage),
4NT RKCB only if P has super accepted (if not just Quant)

INT – 2♦ INT - 2♥ INT - 2♥
2♥ – 2♠ = 5/5 invite 2♠ – 3♥ = 5/5 slam interest 2♠ – 4♥ = 5/5 game interest only

5. 1NT – 2♠ (range finder or weak/strong in a minor)

1NT - 2♠ - 2NT: minimum, can be passed.
1NT - 2♠ - 3♣: non-minimum, would accept invite to game.
1NT - 2♠ - 2NT - 3♣/3♦: sign-off
1NT - 2♠ - 3♣ - P/3♦: sign-off
1NT - 2♠ - 2NT/3♣ - 3♥: SI in C after which 4C by opener is suit-setting, control asking; minorwood by responder. We show cues, not suits.
1NT - 2♠ - 2NT/3♣ - 3♠: SI in D after which 4D by opener is suit-setting, control asking; minorwood by responder. We show cues, not suits.

6. 1NT - 2NT (both minors)

Partner bids their best minor then:

3♦ = cue agreeing clubs
3M = shortage (0/1)
3NT = 2/2 in majors

7. 1NT – 2♣

INT – 2♣ INT – 2♣
2♥– 2♠ 2♠– 3♥
= balanced slam interest with 4 card support (no shortage)

INT – 2♣
2♦– 2♥/♠
= weakness takeout (5 of bid major and 4 of other major)

Other General Agreements

- Mini Splinters (1♦-1♥-3♣ splinter agreeing ♥, therefore 1♦-1♥-2♣ is F1. (1♦-1♠-3♣-3♠ sign off) (only on after a major response)
- 1♣-1♦-1♥-1♠ is natural forcing (as would have bypassed 1♦ if less than 12), 2♠ is 4th suit artificial and forcing to game
- 1m/M -x -xx 9+ no suit worth mentioning (partnership now has 1 take out double between us)
- 1♠ - (2♦) - 2♥ natural and forcing 9+, if have weak hand with 6 plus hearts you can x then bid hearts. General rule for what's forcing – new suits are forcing unless we have overcalled and next hand has bid eg (1♦) 1♥ (P) 1♠ = forcing, (1♦) 1♥ (X) 1♠ = non forcing.
- 1♣ - 1♥ -2♣- 2♦ would be forcing.
- If we are in game force auction, then the lower bid is stronger, invitational auction then the opposite applies
- If RKC suit not clear then it is the last bid suit.
- 1♦ - 1♠ - 2♦- 2♠ is invitational, 3♠ is forcing (due to no 1♦ -2♠) ---- same with hearts
- If no interference and we double their NT it asks for dummies first bid suit, if no suits then asks for a spade.
- If we raise 4 of a major to 5 then asks about 2nd round control in opponents overcall if no overcall then asks about quality of trumps
- If we pre-empt and they bid x from p is penalties
- 1♥ - 2♣ - 3♥ - 13-14 good suit (if have the big hand have to make a suit up eg 2♦)
- 1♠ - 2♥ - 3♥ - game forcing (4H is weaker)
- 1♦ (2♣) 2♠ (P) 3♠ - game forcing (4S is weaker)
- 1♦ - 2♣ - 2NT non forcing, 3♣ not forcing - create a force have bid 2M (may not have 4) - rebid suit non forcing, everything else is game forcing

Opponents show two suits

- 1♠ (2NT) 3♣ Invitational with hearts
3♦ Invitational+ with spades
3♥ 6-9 long hearts
3♠ 6-9 with 4+ spades
- 1♥-(2NT) 3♣ Invitational+ with hearts
3♦ Invitational with spades
3♥ To play, 4+ hearts 6-9
3♠ 6-9 long spades
- 1♠ (2♠) a bid of their known suit = limit raise+ in ♠
If both suits are known, a bid of the lower one shows a limit raise and a bid of the higher one is a GF raise.
A bid of a new suit = natural and F.
Pass than X = penalty
X = shows a hand that would of bid 2S
- 1m (2NT) a bid of their known suit shows a stop
X shows general values and a willingness to penalise them

Pass out set bidding

- (1x) P (P) -
1NT = 11 - 16 (with stopper) (system on)
2NT = 20-21 (system on)
X then NT – 17 – 19, jump in NT 22-23
Jump in a suit - Intermediate
Cue - general force

Fit Jumps in Competition

- Expectation on a fit jump –
Limit Plus with 2 honours in suit shown and 1 honour in supported suit.
Normally 4/5, but 4/4, 3/5 and 3/4 all acceptable as long as points are in those suits).
- Situations when they apply:
 - 1♥- (1♠) – fit jumps on, note: 2NT 6-9 4 card support bit of shape
 - If we overcall – note: (1♦) 1♥ (P) -2♦ typically only 3 card support (better than 2♥) or really good (no suitable fit jump), 3♦ 4 card support - splinter.
 - By a passed hand – note 2NT max PH with support no suitable fit jump.

Agreements when doubled

- 2♦ (x) P says I like ♦, partner passes with 2+ or singleton honour.
2♥ is correctible.
- Once we double their NT , all passes forcing to 2♠ inclusive (one take out double between partnership)
- When our transfer is x'ed pass shows 2 card support only
xx = max with 3 card support
2 of trf suit shows 3 card support
Super accepts as 4M max however with a bit more caution vul.
- When stayman is x'ed - pass shows clubs, 2♦ = nat no 4M, 2M shows 4 major xx = 5+ clubs option to play.
- (1♣) - 1NT – (x) same escape as over our INT opener (xx= single suiter)
- 2♠(x)
xx = good hand – happy to play this contract or penalise them (penalty x, passes forcing)
2NT = asks
3♣ = correctible
3♦,3♥ = natural (non forcing)

Lead and Signal Agreements

- If singleton in dummy – signal is suit preference
- If partners leads appears singleton eg leads dummies suit then discard suit preference
- Suit Preference returns if we are in a cross ruffing situation