

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5 cards: 7-17 HCP. 2 level constructive New suit: F1. UCB usually promises 3 card support. * After 1M overcall: 2NT=4 card raise INV+, mixed raises, jump fits If 3 rd hand passes - 2♣ = range ask. [Note 14] If 3 rd hand bids below 1NT then transfer advances If 3 rd hand bids 1NT or above then as above*
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18. Responses as for 1NT opening 4 th : 11-14 v m, 12-16 v M. Stop in opened suit not necessary 2♣ range ask v 12-16, other as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask 2-Suit: Ghestem 5+5+ [note 2] 3m intermediate over nebulous minor openings Reopen: Intermediate, 2NT = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem [note 2] Jump cue asks stop Cue in 4th is any 2 suits intermediate+ 1M - P - 2M then cue is stop ask and 4m = 5m/5OM
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = ♥+ any, 2♦ = ♠+ any (anchor to the shorter (weaker) M if both M) Then 2♥/♠ = (3) 4+ and 2NT = ask invitational + 2M Natural. 2NT = Distributional 2 suit (minor orientated) X = Penalty vs weak. Vs 15+ or passed hand = 1m or both M's (equal)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M): 4♣/♦ = 5OM + 5♠/♠. Cue Bid asks stop. After 3 minor: cue = 5/5M 4om = 6(5)om + 4M. After 3M: 4m = 6(5) m + 4OM and 4NT = minor 2suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP After 1♦/M opening: RDBL = 10+, then subsequent DBLS takeout forcing to penalty or 2 Opps suit, 1NT to 2 under = transfers (NF or F1), TRFS to opening suit=3card supp inv+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (2nd from bad suits)	Low from odd	
NT	4 th (2nd from bad suits)	Low from odd	
Subseq	Attitude V NT, low from odd V suit		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Akx(+) Ax(+)	Akx(+) Ax(+)	
King	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+) KQ	
Queen	KQx(+)	KQx(+)	
Jack	QJx(+) QJ	QJx(+) QJ	
10	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)	
9	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)	
Hi-X	xSxx xSx Sx	xSxx xSx	
Lo-X	HxxS HxS	HxxS HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
Suit 2	Hi/Lo = E	S/P	
3	S/P		
1	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
NT 2	Hi/Lo = E	S/P	E = ENCRG, O = SP
3			
Signals (including Trumps):			
Smith Signal vs NT (low enc or neutral)			
Remainder Count = Standard			
S/P in Trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with perfect shape, May have 2 cards in unbid minor Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9			
Jumps to 3M weak. Raise in comp auction shows slightly better than minimum Double in re-opening position may be weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL. Higher X = cards, co-op T/O Responsive DBL through 4♥. Often game try when no UCB available Higher doubles card showing (Transferable values) 1♣ - 1M - 3♣ then double shows OM and 3♦ game try Support DBL and RDBL though 2♣ Most low level DBLs = Take Out. When we have agreed a suit double of unsupported suit is penalty unless no space when it is game try			

W B F CONVENTION CARD
CATEGORY Open European Championships 2014 PLAYERS Hugh Mc Gann & Tom Hanlon
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 11 - 13 Balanced or 17+ any 1♦ = 4+♦. may have longer clubs and is usually unbalanced 1 Major = 5+M, 10-16, 1NT response 5-12 HCP NF Fairly aggressive style 1NT Openings: 14 - 16
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ Opening and canapé responses 2♦ Opening = 11 - 16, 3 suited short diamonds 3NT Opening = Pre-empt in ♣ or ♦ in 1 st & 2 nd position 1♣ - 2♥ = both minors GF, 2♣ = one minor GF or 19-21 balanced [Note 4] 1M-2♣ = GF relay, 2 under = 3 card support inv+. 2♦ over 1♠ = ♥s: 9+
Transfers in many competitive auction Defence to nebulous & polish club opening [note 12]
SPECIAL FORCING PASS SEQUENCES
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣
IMPORTANT NOTES
PSYCHICS: Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♣	11 - 13 BAL or any 17+	1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=14-18 1♥/♠=8+ hcp (may have minor suit canape)2♣/♦=8-13 NF 2♥ = GF both minors [note 4] 2♠ = 19 - 21 bal or 1 minor GF [note 4] 3♣/♦ INV opp 11 - 13 opener 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17-18, 2♥-3♦ = Game Forcing, 2NT = 22/23 3♥ - 4♦ = Natural and Control Ask, 3NT = 24+ After 1M: 1♠= 11-13 or 17+, 5 cards. 1NT = 11 - 13 (Then 2 way check-back) 2♣= ART GF [Note 4], 2NT= 4+ support 17+	2♥/♠ Weak (<2M opening) 3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2♣ nat GF, 2NT = 11 - 12, 3NT to play , Inverted Raises, 2M = weak, Splinters, 3♣ inv 6 card suit	1♦ - 1M[note6]1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4 After1♦-1NT2NT:3♥=GFask,then3♣/3NT=short♥/♠	2♥/♠ Fit 3♣ = mixed raise
1♥	No	5	4♦	10 - 16	1NT 6-12 semi-F, 2♣ = art GF[note 7],2♦=3card supp 1nv+,2M=5-9 2♠ =weak, 2NT/3♣/♦ = 4 card support 3♣= void spl, 3NT = ♠ spl(N9)	After 1NT rebid 2♣ is ask, inv+ with spades or any GF After 1♥ - 2♦ and 1♠ - 2♥: [note 8]	2♣ = 3 card Drury Jump fits, 2♦ Natural NF
1♠	No	5	4♥	10 - 16	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥/NT = void splinters 10 - 14/14+, 4♣/♦/♥ = Splinters	After 1♠ - 2♦: [note 10] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
INT	No	1	4♦	14 - 16 5M,6m or 5/4 possible	2♣ = stayman, 2♦/♥/♠/NT = Transfers 3♣ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♠/4♣ GF, 3M slam try 4♣ = Gerber 4♦/♥ = Transfers , 4♠ = 4 - 4 minors inv+	2♣ - 2♦ (no M), then 2M weak 5/4. 2NT/3♣=4/4Ms min/max. Then Transfers. 3M=5 After 2♠/NT: 2 steps = Accept, After 3♣/♦ Next = ask After Texas, then 4NT = RKCB, New = ERKB	
2♣	No	5	4♦	10 - 16, 6♣ or 5+♣ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 11] 4♦=RKCB	
2♦	Yes	0		Short ♦'s 4=4=1=4, 4=4=0=5 or 4-3=1=5 11-16	2NT = ask Inv+, 2♥ correction M 2♠, 3♣ to play. 3M playing strength. 4♣ =slam/4♦=game, 4♥,♠, NT=RKCB	After 2NT: 3♣ = Min, 3♦ =4=4=1=4, 3♥ = 4=3=1=5 3♠=3-4-1-5, 3NT=4=4=0=5	
2♥	No	5		Weak 2, May have 4 OM ,	2NT: Enquiry, 2♠:F1, 3m:F1, 3♠ TS, 4♣:RKCB	[Note 13]	
2♠	No	5		Wide range in 3 rd , 11-13 in 4th	3♣:5+♥ F1, 3♦:F1, 3♥:GF with ♦	[Note 13]	
2NT	No		4♦	19-21	Puppet Stayman, 3♦/♥:TRF, 3♠ =m's, 4♣:1 minor, 4♦/♥:Texas, 4♠:4-4 m's	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦, 4NT to play	
3♣		6		Pre - empt, Good suit in 1/2nd	New suit nat F1, 4♣ = Trump ask, CABS		
3♦		6		As 3♣	As above		
3♥		6		Pre - empt (fairly classic in 2nd)	As above		
3♠		6		As 3♥	As above		
3NT		6		Pre in ♣ or ♦ to play in 3 rd /4th	4♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening. Nat 3 rd	4♦ = Ask	High Level Bidding	
4♦		7		Strong 4♠ opening. Nat 3 rd	4♥ = Ask	CUE: 1st + 2nd round equally. Positive and Negative cue bids. Serious 3NT and non shortage 3NT in defined situations. RKCB: 1430, Exclusion RKCB, then 5NT asks specific kings and 5/6 above trumps may be 3rd round control ask. Control asks after PRE Special response to RKCB after 1♣ 1♦. 5NT=pick slam	
4♥		6	Pre - empt	CABS			
4♠		6	Pre - empt	CABS			
4NT			Specific ace Ask				

Note 1: Transfers in competitive auctions

After 1♣ opening and 1X overcall:

Transfers from X showing 8+, 1♠ (X over 1♠) = 8+ transfer to 1NT. Transfer cue= 1-4-4-4 GF, 2NT over 1M=5/5 minors inv+. Transfer to 2M which can be shown at 1 level = 6(5) cards GF

After 1♣ opening and opponents double::

XX=12+, 1R=transfer, 1♠ = 8-11 no Major, 1NT = 5/4 minors 8-11, 2 minor natural in theory 8-12, 2M weak, 2NT 5/5 minors, 3X pre-emptive

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support 4 if diamonds, 3 cards if 1M invitational strength

After 1♦ and 1M opening and opponents overcall at the 1 level, 2M or 2♣ over 1♦ :

1NT/2NT to 2/3 under are transfers. Transfer to opened suit is support invitational strength

In response to new suit transfer 2NT by opener is fit with 14-16. In response to transfer showing support 2NT is 14-16 and new suits are natural game tries

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After double by LHO: Redouble is one suiter, puppet to 2♣. 2X shows X and higher suit

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opponent's suit is staymanic.

Transfer to a minor is NF or GF. Transfer to a Major is Inv+

Note 2: Ghestem and defense to Nebulous club

Ghestem 5+/5+

2NT = lowest suits, Cue = Extreme suits

After 1M -3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue= Majors and 3♣ shows clubs and spades

Note 4: 1♣-2M auctions

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors

2NT: No 4+minor 11-13, 3♣/♦:4/5m 11-13, 2♠: 17+, artificial ask After 2♠:

2NT:5+/5+ minors, 3♣/♦:6/4. 3♥/♠: shortage, 3NT; 2=2-5-4

1♣-2♠ - 6+ minor GF or 19-21 balanced (not 4-4 minors) Forces 2NT, unless 1 suiter semi solid+ 3♣/♦ GF, 3♥/♠ semisolid+ in respective minor

Note 5: 1♣ -1M - 2♣: artificial GF: usually clubs or balanced

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

Note 6: 1♦-1M

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣=diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

Note 7: 1M-2♣

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural invitational (slam try type)

Note 8: 1M-2 under

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X <14 hcp

4X Jump to 3X: void in X <14 hcp

Note 9: Responding to 1M opening with 4 card support

Responding to 1 Major with 4 card support

1M – 2NT: 4 card support GF

1M - 3♣: 4 card support 10-12 hcp

1M- 3♦: 4 card support 7-9 hcp

1♥-3NT/4♣/♦ is a splinter in ♠/♣/♦ with 10-14 HCP. 1♥ - 3♠ = any void

1♠-4♣/♦/♥ are splinters 10-14 HCP. 1♠ -3♥ = any void 10-14 HCP. 1♠-3NT = any

void 14+ HCP

1M-4M: very wide ranging, may be 3 card support

Note 10: 1M-2 under

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

Note 11: Response to 2♣ opening

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.

Note 12: Defence to 1♣ opening which can be 2 cards

X= 12-14 or 17+ then subsequent bidding as if we opened 1♣

1♦ = take out of clubs, 3♦ NF

2♣ = 5/4 Majors 10-14

2♦ = 5/5 Majors

2NT = 5/5 minors

3 minor = intermediate

Note 13: Bidding after 2 Major Opening

2NT enquiry

3♣=bad/bad or good/good. Then 3M asks good/good to bid game and 3♦ is GF shortage ask

3♦ = Good hand/bad trumps. Then 3♥ = GF shortage ask

3♥ = good trumps/bad hand

3♠ = 4 card in OM, at least reasonable weak 2

3NT = good trump suit (ideally 1 loser v singleton)

4♣/♦ = 6M/5m

2♠ after 2♥ opening is F1.

Then 2NT: XXX support or doubleton honour, 3 minor natural, 3H no support or very good suit, 3S xx support, 4 minor splinter with 3 card support, 4♥ shows 3=6=2=2, Hxx support

3♣ after 2♠ opening is 5+ hearts F1

Then 3♦ = XXX support or doubleton honour, 3♥ = xx support, 3♠ = no support or very good suit, 4 minor splinter with xxx support, 4♥ = 6-3-2-2, Hxx support

After Double: 2NT to 3 under the Major are transfers. A transfer to a suit is either natural or lead directing with fit. Transfer to the Major is invitational.

Redouble strong with subsequent penalty doubles from both sides

After overcall: Double penalty, new suits natural NF

Note 14: Response to 1M overcall ([Non passed hand])

1) 3rd hand passes

Responses to 1♥ overcall

1♠ : 4+ cards F1

2♣ : ask 12+ (usually 3 card supp or balanced without suitable stop)

2♦ : 12+ 5 cards F

2M: 8-11 with 4 or 5 cards

New: 12+ natural descriptive with 4M

2♣ asks range then

2♦ : shows 12 plus

2M: shows 7-11.

New suit is 12 plus 5-5

2OM: is 5/4. 3M 12 6 cards, 12+HCP.

After 2♦ then 2/3M is invitational others natural GF

After 2M then new suit is 13 plus NF

2♦ : 9-12, 5+ cards in unbid minor

2♠ : 6 cards 7-10

Responses to 1♠ overcall

2♣ : asks range

2♦ : 5+ hearts 9-12 or 13+

2♥ : 9-12, 5+ cards in unbid minor

2) 3rd hand bids below 1NT

Transfers from 1NT to 2 under

Transfer shows 8-11 (6m or 5+H) or stronger with 5+ suit

Transfer to opponents suit is UCB

3) 3rd hand bids 1NT or higher

X: Take out

New suit natural F1

UCB usually has 3+ support

Passed Hand: New suits natural constructive and standard UCB