

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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 <sup>rd</sup> hand passes - 2♣ = range ask. [Note 14] If 3 <sup>rd</sup> hand bids below 1NT then transfer advances If 3 <sup>rd</sup> hand bids 1NT or above then as above*
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd: 15-18. Responses as for 1NT opening 4 <sup>th</sup> : 11-14 v m, 12-16 v M. Stop in opened suit not necessary 2♣ range ask v 12-16, other as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask 2-Suit: Ghestem 5+ \ 5+ [note 2] 3m intermediate over nebulous minor openings <b>Reopen:</b> Intermediate, 2NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
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)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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 = 5om + 5M. After 3M: 4m = 5m + 5OM and 4M/4NT = minor 2 suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. Other XX = 10+. 1NT to 2 under = transfers (NF or F1), 1♥ (x) 1♣ = 4/4+ minors 4-9 After 1M: TRFS to opening suit = 3 card 4-7 or 11+, 2M 8-10

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	4 <sup>th</sup> (2nd from bad suits)	Low from odd	
<b>NT</b>	4 <sup>th</sup> (2nd from bad suits)	Low from odd	
<b>Subseq</b>	Attitude V NT, low from odd V suit		
<b>Other:</b>			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Akx(+) Ax(+)	Akx(+) Ax(+)	
<b>King</b>	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+)	
<b>Queen</b>	KQx(+)	KQx(+)	
<b>Jack</b>	QJx(+) QJ	QJx(+) QJ	
<b>10</b>	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)	
<b>9</b>	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)	
<b>Hi-X</b>	xSxx xSx Sx	xSxx xSx	
<b>Lo-X</b>	HxxS HxS	HxxS HxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
<b>Suit 2</b>	Hi/Lo = E	S/P	
<b>3</b>	S/P		
<b>1</b>	Hi = DISCRG	Hi/Lo = E	Hi/Lo = E
<b>NT 2</b>	Hi/Lo = E	S/P	E = ENCRG, O = SP
<b>3</b>	SP		
<b>Signals (including Trumps):</b>			
Smith Signal vs NT (low enc or neutral) [Note 3] Remainder Count = Standard SP in trump suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with perfect shape. Equal level conversion 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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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) 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
<b>CATEGORY</b> Open 2016 <b>PLAYERS</b> Hugh Mc Gann & Tom Hanlon
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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  <b>1NT Openings:</b> 14 - 16
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ Opening and canapé responses 2♦ Opening = 11 - 16, 3 suited short diamonds 3NT Opening = Pre-empt in ♣ or ♦ in 1 <sup>st</sup> & 2 <sup>nd</sup> 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 most competitive auctions and in some constructive auctions Defence to nebulous & polish club opening - Note 12
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> 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) 2NT both minors  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 short M with 3OM 4♣ = Gerber 4♦/♥ = Transfers , 4♠ = 4 - 4 minors invitational	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. 4♦ RKCB	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♣:optopnal-RKCB 3014	[ Note 13]	
2♠	No	5		Wide range in 3 <sup>rd</sup> , 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	3♦ =M ask, 3M Nat , NF non vul, F1 Vul.1, 4♦:optional RKCB, 1430		
3♦		6		As 3♣	4♣: optional RKCB, 1430		
3♥		6		Pre - empt (fairly classic in 2nd)	As above, 4NT 1 minor to play game		
3♠		6		As 3♥	As above		
3NT		6		Pre in ♣ or ♦To play in 3 <sup>rd</sup> /4th	4♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening. Nat 3 <sup>rd</sup>	4♦ = Ask	<b>High Level Bidding</b>	
4♦		7		Strong 4♠ opening. Nat 3 <sup>rd</sup>	4♥ = Ask	CUE: 1st + 2nd round equally. Positive and Negative cue bids. Serious 3NT and non shortag	
4♥		6		Pre - empt	CABS	above trumps may be 3rd round control ask. Above trumps may be 3ed round control ask.	
4♠		6		Pre - emp	CABS	Special response to RKCB after 1♣ 1♦.. 5NT KCB when above 4NT with cue bids or comp..	
4NT				6/5+ minors < opening values		5NT usually pick a slam. Optional KCB and using 3014 after 2/3M opening	

**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 Inv+

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 shortness 4-4-4 or 3-4-5

3 spades is both minors GF

### Note 2: Ghestem

Ghestem 5+/5+. Non vul: usually weak or strong. Vul: intermediate +

Wide ranging with both Majors

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

After 1 club showing 2+ we play 2♣=10-14 5/4M and 2♦=5/5M

After 1 diamond <3 cards we play 2♥ is both Majors 5/5

### Note 3: Leads and Signals

We lead 4th best Vs NT and suit contracts with second highest from poor suits.

Subsequent leads are Attitude Vs NT and low from odd Vs suit.

Rusinow on opening lead and subsequent leads. An honour thru declarer suggests a higher honour (though not necessary a touching honour) or shortage. No Rusinow V slam, partner or dummies suit

On opening leads our primary method is attitude (low= enc)

Otherwise our primary signal is Count- High = Even.

On the first discard we use count but if this is not relevant or attitude is paramount we use Even/Odd, Even = Enc and Odd = Disc with SP if it is clear Subsequent discards are random or SP. We use SP in obvious situations and where count or attitude is known or not important.

We use smith Vs NT. A high card from both sides suggests a switch whilst a low card is enc or neutral.

**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

2M: 6 cards

2OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3M: 6 cards semi solid+

3OM: 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♣ GF usually not 4 card M support**

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.

3♣ after 2♠ opening is 5+ hearts F1

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) 3<sup>rd</sup> 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) 3<sup>rd</sup> 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) 3<sup>rd</sup> 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