

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level overcalls approximately 6-15. Almost always a 5+ suit
2 level overcalls approximately 10-15 Always a 5+ suit
In the reopening position bids are usually about 3 points weaker
Transfer responses to simple overcalls [D1]
Defences to Brown/HUMS [
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 can be off-shape
12-15 in the reopening position. Hold can be marginal
Similar responses to 1NT Opening, but no FG Relay
JUMP OVERCALLS (Style; Responses; Unusual NT)
6 card suit 9-13HCP/11-15 opposite PH. Range can extend 9-17
Depending on vulnerability
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M-Cue=5+-5+ oM+minor 9-13 HCP. (PH 11-15)
1m-Cue=5+-5+ om+♠ 9-13 HCP. (PH 11-15)
1m-Jump Cue= 5+-5+M 9-13 HCP. (PH 11-15)
1M Jump Cue = Ask for stop. Looking for 3NT Gambling style
VS. NT (vs. Strong/Weak; Reopening; PH)
X=5+♥16+ HCP or 4+♥ & 4+other 11+HCP
♣/♦= 4+bid suit & 4+♠ 11+HCP
2♥= 5+ and 11-15 HCP 2♠ = 5+ and 11+ HCP
2NT =5+/5+minors 11+HCP or any big 2 suiter
Can be lighter with better shape or in pass out seat
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Mostly a natural style with takeout doubles and natural NT calls[A2]
Leaping Michaels used over natural 2♥ and ♠ bids [A3]
Over 2♦ Multi an overcall of 2♥ is short in hearts
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ X=5+♦ or 4+/4+M 1♦=5+♥ or 4+/4+black, 1♥=5+♠ or 4+/4+m, 1♠=5+♣ or 4+/4+reds,1NT=4+/4+oddsuits
Higher jumps=more distribution All=5-13HCP
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1♣ and relays extra relay steps are created by the double
Over other openings redouble usually = strength or penalty interest

LEADS AND SIGNALS			
OPENING LEADS STYLE [B1]			
	Lead	In Partner's Suit	
Suit	1 st 3 rd 5 th (rarely 4 th)	Same.	
NT	1 st 3 rd 5 th (rarely 4 th)	Same	
Subseq	Attitude	Same	
Other: If we are leading a suit in which partner already knows the exact length then we will lead an attitude card			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK or Shortage	AK or Shortage	
King	AKJ or KQ or Shortage	AKJ or KQ or Shortage	
Queen	KQT or QJ or Shortage	KQT or QJ(T/9) or Shortage	
Jack	JT or KJT or Shortage.	JT(9/8) / KJT / AJT / Shortage.	
10	Top / Top Interior / Short	Top / Top Interior / Short	
Hi-X	1 st 3 rd 5 th or Attitude	1 st 3 rd 5 th or Attitude	
Lo-X	1 st 3 rd 5 th or Attitude	1 st 3 rd 5 th or Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
=	On partners lead we	1 Reverse Count if	
Suit =	give Reverse Count	we choose to signal it	Reverse Attitude
	Reverse Attitude or	2. Possible. Suit Pref	2. Possible. Suit Pref
=	Standard Suit Pref		
=	based on whatever	1 Reverse Count if	
NT =	we think needs to be	we choose to signal it	Reverse Attitude
=	signalled	2. Possible. Suit Pref	2. Possible. Suit Pref
Signals (including Trumps):			
High/Low in Trumps = Like opening lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles about 12+ and support for other suits, particularly majors			
Double then change of suit shows extra strength and good suit			
In the reopening position doubles are usually about 3 points weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Double of 1NT shows Hearts			
Double of 1♦, 1♥ or 1♠ overcall after we bid 1♣ = 0-6 (0-3 if passed)			
1♣-Double-Redouble = 0-6 (0-3 if passed)			
If a stopper ask is doubled then redouble shows a half stop			
1NT-Double-Redouble is takeout on a 1 suited hand. (Puppet to ♣) [A1]			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: New Zealand
PLAYERS: Patrick <u>Carter</u> Julie <u>Atkinson</u>
EVENT Mixed
SYSTEM SUMMARY
Strong Club relay system
1 st /2 nd position. 1♣-15+any shape
1♦ RESP 7-9/7+HCP less than 3 AK CTRL, 1♥ RESP 0-6HCP.
1♠+3+CTRL ART shape responses
Controls- A=2, K=1 Singleton Kings not counted
9-14 1♦ART, 1M5+ opening 1NT 11-14(4333/4432)
3/4 opening 1♣-18+any shape 1♦ART 13-17/2♣/2♦/2NT new meanings. Other bids similar but stronger. PH RESP weaker
1NT 15-17 can be off-shape
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ 1 st /2 nd 4♠ and a 4-5 card RED suit 7-10 HCP [C1]
2♦ MULTI 6 card Major 4-8 HCP or 20 HCP balanced.PH 6 card Major 6-13 HCP or 6+ minor 15-17 HCP
2NT 1 st /2 nd 6+♦ 11-14 HCP one suited
2NT 3/4 5+/5+ minors 10-13 HCP
3NT Gambling in ANY suit with little outside strength
4♣/4♦ 5-14 HCP natural 6+ suit and a 5+ Major [C2]
New suit RESP Constructive, NF, occasionally passed.
Transfer RESP to simple overcalls
SPECIAL FORCING PASS SEQUENCES
When we know it is our hand (game values implied or shown)
Relay sequences with interference -shape/CTRL showing
IMPORTANT NOTES
In unclear situations we rely on similar agreements
PSYCHICS: 1 or 2 per annum

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	ART	1 st /2 nd Any(14) 15+ HCP except bal 20HCP 3 rd /4 th Any 18+	1♦=7-9 or 10+ without 3 AK CTRL 1♥=0-6 1♠+ FG relay responses describing shape 1♦=4-6 1♥=0-3 1♠+ FG relay responses describing shape	1♣-1♦-1♥ FG Relay 1♣-1♥-2♣=♦ or various strong hands 1♣-2♣-2♥+=shape define of (4333/4432)15-17	Out of relay when 5 steps up in standard relay Pass/X are step responses and add room. [G1]
1♦ [F1]	√	0	4♥	1 st /2 nd 9- 6+♣ or 2- 3suited 3 rd /4 th 12-14bal/ can have 5M or 3 suited 12-17 or 15-17 2 suited	1♥ = 4-5♥ 1♠=FG relay 1NT=4-5♠ 2♣=G/T no Major 2♦/2♥/2♠/2NT are 6+ transfers to ♥/♠/♣/♦ 3♣ at least 4-3 mins P/C for opener's minor	1♦-1♥-2♦=3♥ 1♦-1NT-2♥=3♠ Over 6+ transfers 2NT=puppet to 3♣ which insists on their suit or G/T 5422/6322	After 1M overcall 1N=FG relay After 1NT+ overcall natural bidding. 2-4♣ always P/C
1♥/♠		5	4♦	1 st /2 nd 9-14	1NT FG 1♠ 2♣ 2♦ NF but constructive 2♠=G/T 3+♥ 2NT=7-10♠ SPL 3♣ 3♦=7-10 SPL	1♥-2♥: Short suit game tries 2NT = G/T no singleton.	Interference-No relays
1♥/♠		5	4♦	3 rd /4 th 13-17	1NTnat 2♣ 2♦ 2♥ NF but constructive 2NT=G/T 3+ SUP 3new suit SPL	1♠-2♠: Short suit game tries 2NT = G/T no singleton	PH Natural NF.
1NT			3♦	1 st /2 nd 11-14 balanced 3 rd /4 th 15-17 semi-bal singleton poss	2♣ Stayman or FG 2♦2♥=TRF 2♠=G/T no MAJ 2NT=G/T with 4♥ 3♣3♦=PRE 3♥3♠= FG (13)(45)	1NT-2♣-2♦-2♠ 1NT-2♣-2♥-2♠ and 1NT-2♣-2♠-2NT are all artificial FG	Overcall-1 st X=T/O Lebensohl [A2]
2♣ [C1]	√	1	NO	1 st /2 nd 7-8 4♠+4-5♥or♦ 3 rd /4 th 5+♣ 10-13 with 2nd suit	2♦ 3♦ 3♥=P/C 2♥ 2♠=To play. 2NT=At least G/T 3♣=Asks about ♥ 3♠=PRE	After 2♣-2NT: 3♣=4♦ 3♦=5♦ 3♥=5♥ 3♠=4423 or 4432 3NT=4414	
2♦	√	0	NO	4-8 6M or 20 Balanced 3 rd /4 th 6-13 6M or 15-17 6m	2♥ 2♠ 3♥ 3♠=P/C 2NT=at least G/T 3♣=Long Maj 3♦=44 Maj 12+ 3NT=44 Maj 5-11	After 2♦-2NT: 3♣=Bal20 or AveM 3♦=Min ♥ 3♥=Min ♠ 3♠= Max ♥ 3NT= Max ♠, 4 level 20 w 5 card suit. 4S= 5S,2H,3,3,4C	PH all P/C Over interference x=PEN
2♥/♠ 1 st /2nd		5 exactly	NO	NV 6-9 hcp 5 suit Less than 4 in oM. V=4-5 minor	Suits Nat NF. 2NT At least G/T Raise to 3 = PRE	After 2NT:3♣=Min 0-2 oM 3♦=Min 3 oM 3♥=max<2oM 3♠=max 2oM 3NT=max3oM	X=PEN
2♥/♠ 3 rd /4th		5	NO	10-13 5+ suit and 4+ other	2NT At least G/T Raise to 3 = PRE	After 2NT:3♣= Min ♣ 3♦= Min ♦ 3♥= Max ♣ 3♠=Max ♦ 3NT= Max 3 oM	
2NT	√		NO	1 st /2 nd 11-14 6+♦ and no other suit 3 rd /4 th 10-13 5+/5+m	3♣=GT,3♥/♠=5+FG 4♣/♥/♠=SPL P/C	After 2NT-3♣-3♦-3♥/♠=6+GT	X=PEN
3♣		6	NO	6-9(10) PRE 3 rd /4 th 6-13(14)	Natural/forcing		X=PEN
3♦		6	NO	As above	4♣ = Attitude Key card – Responses start at 1 and repeating suit is discouraging not a number of key cards		
3♥/♠		7	NO	As above	4♣ = Attitude Key card		
3NT	√		NO	Gambling - any suit	All suit bids are P/C		
4♣ [C2]	√	6	NO	6+♣ and 5 Maj 5-14 HCP	4♦=Slam Try 4♥/4♠=P/C 4NT=RKCB in ♣		
4♦ [C2]	√	6	NO	6+♦ and 5 Maj 5-14 HCP	4♥/4♠=P/C 4NT=RKCB in ♦ 5♣=Slam Try Major		
4♥/♠		7	NO	Natural Pre-empt	4NT = RKCB 3041		
4NT	√		Dble = No Aces	Specific Ace ask	5♣=No Ace 5♦♥♠=Ace 5NT=A♣ 6♣ =2 colour 6♦=2 rank 6♥= 2 other 6♠= 3 aces		
5♣/♦		7	NO	6-9(10) PRE		HIGH LEVEL BIDDING	

A CONVENTIONS USED

1. After 1NT-Double

Pass	Asks partner to pass with maximum and redouble or bid a 5 card suit with minimum. After redouble - 2♣ is for 4 card suits upwards and other bids are natural sign offs. If they overcall only our first double is takeout.
Redouble	Any 5+ suit. Opener bids 2♣ and responder passes or converts.
2 level	The lowest suit of a 2 suiter. Usually 4-4, but might be 5-5 or 5-4 if choosing to show 2 suits rather than just play in the 5 card suit.
2♠	Prepared to compete in spades.
2NT	This is initially just to play at the 3 level with both minors, but if it takes another bid is any exceptional two suiter - any suits.
3 level	Pre-emptive.

2. LEBSENOHL AFTER DOUBLE

When responding to partner's takeout double (not a responsive or a negative double) of 2♥ or 2♠:

- A) If double is at partner's first turn to bid (or partner's previous bids were all doubles) then 2NT is a transfer to 3♣ to either pass or bid another suit with a weaker hand than bidding 3 of that suit directly. If forced to bid (e.g. 2♠-Double-Pass) 2NT is very weak and bidding direct has some values. If not forced to bid (e.g. 1♠-Double-2♠) 2NT has some values, bidding direct, is stronger, but not forcing.
- B) If partner's double is not at their first turn to bid (it doesn't matter whether their first turn was pass, bid or double) then 2NT asks partner for their best minor.
- C) Exception: --- Passing over a Multi 2♦ then doubling is a type A situation

3. LEAPING MICHAELS

After natural 2♥ and ♠ bids then a leap to 4m shows the bid minor 5+ and the unbid Major 5+. We don't play non-leaping Michaels.

B LEADS AND SIGNALS

1 OPENING LEADS

Firsts, thirds and fifths with occasional fourths. However, If the length of the suit is known from the bidding (for instance after opening 2♥ or 2♠) then the lead will be attitude (the lower the card the better the suit). Overlead honours EXCEPT when asking for unblock. E.g Q= QJ or KQT.

LATER LEADS

When returning partner's suit you lead the highest of two remaining or original 4th highest. Attitude when switching to a new suit. (Lower card equals better suit).

SIGNALS

Reverse count (high/low with an odd number), reverse attitude (low encouraging) and normal suit preference (high for the higher ranking of the other suits).

Signal what you think partner wants to know in any given situation. A high/low in trumps asks partner to lead the lowest unplayed side suit. When playing against weak opposition give the true count almost all the time, but false card more frequently against strong opponents.

C BIDS THAT MAY REQUIRE A DEFENCE

1 2♣ 1st/2nd 4♠ and a 4-5 card RED suit 7-10 HCP

2♦	Says to pass or correct to 2♥. With 4441 opener usually chooses the strongest suit, but 2♥ if they are about equal. Responder rebidding 3♦ next round is sign off with long diamonds.
2♥	Non forcing, but if is opener's 2nd suit they can bid as per 1♥-2♥.
2♠	Sign off
2NT	Forcing enquiry. At least a game try.
3♣	Short or long hearts. Responses: 3♦=1♥ 3♥=2♥ 3♠ = ♥xxx 3NT = ♥Hxx or any 4+ After a 3♦ rebid 3♥ from the responder is sign off.
3♦	To play in 3 of partner's red suit.
3♥	Pass or correct for partner's red suit
3♠	Pre-emptive.
3NT	To play.
4♣ 4♦ 4♥	Slam try splinters with spade support.

C2 4♣ 6+♣ and 5+Major

RESPONSES TO 4♣

- 4♦ Slam try. If opener accepts they roll from 4NT to show the shape.
4NT = hearts, 5♣ = 5026, 5♦ = 5116, 5♥ = 5206, 2 controls, etc
- 4♥ 4♠ Pass or Correct. 4♠ may be a slam try in hearts, but may be just a choice between the black suits, so opener should not go past 5♣ but can treat it as a slam try if partner makes another bid.
- 4NT RKCB for clubs

RESPONSES TO 4♦ 6+♦ and 5+M

- 4♥ 4♠ Pass or Correct.
- 4NT RKCB for diamonds.

5♣ Slam try opposite either major. 5♦ is ordinary Blackwood with first step being 2 Aces

D1 RESPONDING TO OVERCALL

A new suit not bypassed by the overcall is a 1 round force. To bid a suit that was bypassed by the overcall you transfer to it. Partner accepts even with a singleton. The transfer is only non-forcing if they have a 6+ suit. Transferring and then returning to the overcall is doubleton support and encouraging but not forcing. Transferring and then naturally bidding the only remaining suit is a one round force. Transferring to partner's overcall is the equivalent of an Unassuming Cue Bid. Direct raises are pre-emptive. Jumps either in a new suit or a cue bid are splinters with game try values. Transfer advances remain on if opener's partner bids anything up to and including 2 of opener's suit. In the case of that raise to 2 the transfer to the next suit is shown with a double.

D2 DEFENCE TO A INT OPENING

- Double 11+ points with hearts and another (at least 4-4) or 16+ with a single suiter in hearts. 2♣ is probing for the 2nd suit and denies holding three hearts.
- 2♣/2♦ 11+ points with at least 4-4 in the bid suit and spades. A new suit is not forcing.
- 2♥ Natural 5+ with 11-15 points. A new suit is a one round force and 2NT is invitational.
- 2♠ Natural 5+ with 11+ points. A new suit is a one round force and 2NT is invitational.
- 2NT Normal overcall with 5-5 in the minors or a game forcing 2 suiter with any two suits.
- 3 level Natural and pre-emptive.

H1 DEFENCE TO THE MULTI 2♦

- 2♥ Takeout of hearts
- Double Takeout of spades
- 2♠ Natural
- 2NT 16-18
- 3level Natural

D3 DEFENCE TO 1♣ / 1♦ SHOWING ♥ AND 1♦ / 1♥ SHOWING ♠

All overcalls are made as though the opponents had actually opened the suit they are showing. e.g. Over 1♦ which shows spades, a 2♥ bid is just treated as a simple overcall, as though the auction had gone (1♠) 2♥.

Double is takeout bid of their major, and says diamonds are better than clubs.

Bidding 1 of their suit is also takeout and says clubs are better than diamonds.

Where there is a gap between the suit bid and the suit shown. i.e. 1♣ showing hearts (the gap is 1♦) or 1♦ showing spades (the gap is 1♥) then we use a bid of the gap suit to show a 5+ minor along with 4 cards in the major they haven't shown. In this situation club bids by partner are correctable. This style of defence also applies against opponents who play transfer responses to their non-Precision style 1♣ opening as long as the 1♣ is announced as being 2+ (or less). Against opponents who use transfer responses in that situation but guarantee at least 3 clubs the cue bid is still takeout, but the double of the transfer is lead directing.

F 1 **RESPONSES TO 1st/2nd 1♦**

- 1♥ 4 or 5 hearts. 1 round force.
- 1♠ Game Force. Opener uses the 1♦ relay. 2 control minimum.
- 1NT 4-5 spades. Non-forcing. Can only be passed with a minimum.
- 2♣ Game Try. No 4 card major. 3+/3+ minors unless 3352 or 3325 Opener's 2♥/2♠ is at least average with feature looking for 3NT.
2♣-2♦-2♥-2♠ is a half stop. In all these sequences 2NT is used as a game try with the expectation that if the invite to 3NT is not accepted then depending on who bid 2NT opener will bid 3 of their minor or responder will bid 3♣ pass/correct for the minor. Opener's 2NT is average (not min or max) with both majors held. 3♣ = pass/correct if not bidding 3NT. 2NT only possible at pairs.
Responder can also bid 3♥/3♠ as short suit tries for 5♣/5♦. Opener's direct 3♣/3♦ = min 6+ suit, 3♥/3♠ = max with splinter
After 3♣/3♦ responder can bid major suit stops probing for 3NT
- 2♦ 2♥ 6+ suit transfers. Super accept = min with support. A new suit is shortage and average or better with support. 2NT=puppet to 3NT either insisting on opener's long suit or avg+ with support but no shortage. If opener accepts the transfer a new suit is a game try with 6-4 shape or better. If responder bids 2NT after the transfer has been accepted it is natural, probably 6322, but could be 6331. After the 2NT rebid opener can sign off in a 6 card minor if they have singleton or void in the transferred suit.
- 2♣ 6+ clubs. Opener bids 2NT with a maximum.
- 2NT 6+ diamonds, GT. Opener bids 3♣ with 6+ clubs minimum.
- 3♣ Pre-emptive raise partner's minor or better minor.
- 3♦ Pre-emptive with 6+ diamonds.
- 4♣ 5♣ Pre-emptive for opener's better minor.

G Others

1 REVERSE RELAYS

After an initial relay response of 2♣ or less to a 15+ 1♣ opening, a break from the relay shows 15-17 balanced with 4+ controls. The step for 2♥ on the 1♣ relay will be the same as 2 steps above partner's last bid.

INTERFERENCE WITH THE RELAY

If the opponents bid or double then pass becomes the 1st step, double or redouble is the 2nd step and the cheapest bid is the 3rd step, etc.

If their overcall is one whole level higher than THE BID ON THE 1♣ RELAY which is the EQUIVALENT OF THE LAST BID MADE, then we are out of relay and use natural bidding. The overcall would be 5 or more steps higher than the equivalent of the last bid in any other relay. For example if our last bid was the equivalent of 2♦ we would be out of relay if they bid 3♦, but not if they only bid 3♣.

(**NOTE:** our bid doesn't actually have to be 2♦, because we may already be steps up or down after earlier interference, we make the calculation based on what our bid would have been without that earlier interference)

If the controller doubles or redoubles instead of passing it is for penalties. Then the cheapest suit is either a 2nd step (weak) relay, or as the 1st step of a reverse relay.