DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - Sound at two level, competitive at one level

UCB. Jump Cue = four card raise. New suit forcing. Direct Raises pre-emptive, direct jump = fit jump, double jump = Splinter. Game bids generally to play.

1NT OVERCALLS

(1X) – 1NT: 16-18, stopper required if natural suit(4+)
(1X) – P – (1Y) – 1NT: As above
(1X) – P – (P) – 1NT: 10-14
Responses: As opened

JUMP OVERCALLS
1 Suited: Weak (<11)
Responses = Cue bid good raise, others pre-emptive

Unusual no trump = 5/5 in two lowest un-bid suits
Reopen: Intermediate Jump overcalls (11-16, 6+), 2NT = 19-21 bal or semi bal.
Responses = as opened

DIRECT AND JUMP CUE BIDS

Michaels Cue bid, 5/5 in the other major and an unspecified minor, or both majors
Jump cue bid = western (stopper asking)

VS 1NT = Asptro

2C = 4+H and another suit at least 5/4
2D = 4+S and another suit at least 5/4
Responses = Next suit up is relay, raise of cypher bid is artificial game force

X = penalties, by a passed hand =majors/minors

VS PREEMPTS

Double = take-out
Cuebid = two suited (3D-4D = majors)
3NT to play. (in response 4C asks, 4D is sign off in one major, 4H/S natural slam try)

VS ARTIFICIAL STRONG Club

Dble = Hearts, 1D = Spades
1H/1S/1NT = 4/4+ in colour /rank/ shape

OVER OPPONENTS' TAKE-OUT DOUBLE

XX = 9+ punitive (not four card support)
Fit jumps, pre-emptive raises, new suit natural and forcing

LEADS AND SIGNALS

OPENING LEADS STYLE Standard sequences against suits

	Lead	In partner's suit
Suit	4th, 2nd from bad suits	Low from 3 if we haven't raised
NT	4th, 2nd from bad suits	Top from 3 if we have raised, 4th
Subseq	Low shows interest	and 2nds from length
Other	AQ for attitude, K for unblock	

LEADS

Lead	Vs suit	Vs No-trumps
Ace	AK(+) Ax(+) Asks for attitude	Same
King	AK(+), KQ(+), KQJ(+), Count	Asks for unblock
Queen	Queen denies the K, J denies the Queen, attitude on the queen, count on the Jack	Queen can be from weak KQ sequence or normal QJ sequence, asks for att. J denies Q (sandard) asks for count
Jack		
10		
9	9x	9x or from AJ98, AQ98, KJ98
Hi-x	Two or four+ no honour	Same
Lo-x	Xxx or from an honour	Same

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	High =even	High=even low=odd	High/low=enc
2nd	High =enc		
3rd	Suit Preference		
NT: 1st	Hi = even Low=odd	High=even low=odd	Hi/low=enc
2nd		Smith peters	Suit Preference
3rd			

Signals (including trumps): Trump signals are suit preference, Smith Peters in NT, high low by both sides is encouraging

DOUBLES

TAKEOUT DOUBLES (Style; Responses; reopening)

Re-opening doubles shows extra values or shape suitable

Special, artificial and competitive Doubles/Redoubles.

Support doubles – show 3 card support where a raise would show 4, Competitive –takeout after 3 suits have been bid, Lightner – unusual lead, responsive up to 4d then value showing after that. Game try doubles when no room for long suit trial bids

WBF CONVENTION CARD

Category:	Green
Country:	England
Event:	England vs the world –summer
Players' Names:	Michael Byrne – Alex Morris

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol, four card majors (1NT response 5-11 nf)
Light openings
Aggressive pre-empts when non vul, sound when vul
Weak Pre-emptive raises
Frequent use of TO doubles in competition
Jump shifts = 1 loser suit or GF fit jump
1NT openings: (14) 15-17

2 Over 1 responses: Forcing to 2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE (Conventional agreements that the opponents need to discuss in advance in order to prepare a defence)

2D/2H/2S = aggressive weak 2's 4-9, (9-12 in 4th)

SPECIAL FORCING PASS SEQUENCES:
After a strength showing redouble,
When opponents sacrifice when we have bid game

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent use of Lebensohl, 2NT as scramble, long suit trial bids

PSYCHICS: **Rare**

Opening bid descriptions.							
Opening	Tick if artificial	Min No. of cards	Neg Dbl through	Description	Responses	Subsequent auction	Competitive and passed hand bidding
1♣		4	4D	Natural	1NT = 5-11 no 4 card major. 2D/H/S = strong jump shift, 3D/H/S = splinter, 4H/S = to play 2NT=good raise	Over 2NT, new suit by opener is natural (3+) no trump probe. Jump = splinter, double jump=EKCB,	}
1♢		4	4C	Natural	As above, 2C response natural and forcing to 2NT, 3C strong jump shift, 3H/3S/4C =splinter	As above	}Cue bid of an overcall =good raise in partners suit
1♡		4	4D	Natural	2C/2D response natural and forcing to 2NT, 2NT response is limit raise or better, 3H/4H = pre-emptive,3S shows any singleton, 3NT= void spade, 4C/D = void splinter	Over 3S, 3NT asks for singleton (4C=C, 4D=D, 4H=S) Over a splinter a new suit is a cue bid, over 2NT a new suit is a long suit trial bid (3+), a jump is a splinter	}Jump in new suit = fit jump, forcing to suit agreement 5+/4+
1♠		4	4D	Natural	2 level response natural and forcing to 2NT, 2NT response is limit raise or better, 3S/4S is pre-emptive, 3NT=any singleton, 4C/D/H =void splinter	Over 3NT, 4C asks for singleton, (4D=D,4H=H,4S=C), Over 2NT responses as above	}
1NT		Balanced		15-17, Good 14's frequently, bad 18's rarely. 5 Card majors are included as are 5422 and 6322 where appropriate	Stayman, 4 Suit Transfers, 3 of a major shows shortage either 4441 or (31)(54) with a bad 5 card minor 3C/D=Single suited slam try, 4C=both minors slam try, 4D=both majors weak, 4H/S=to play	Break Major suit transfer into good side suit or 2NT to show balanced maximum, or 3 of trump suit with 4 card support non minimum. Over minor suit transfer complete with Hxx+ or bid next suit up with no fit	
2♣	/	0		GF or 23-24 (semi)-balanced	2D=Neg, 2NT=8+bal, new suit = natural positive, 5+suit 8+ or A+K	2C-2D-3M=solid suit asks for first round cue bid or 3NT with useful hand no ace	
2♢, 2♡,2♠		5		Weak 2, 4-9(9-12) in 4th normally 6 cards	New Suit=Constructive Non Forcing at 2 level, Game forcing at 3 level, 2NT is asking for high card features	Over 2NT a new suit shows a non minimum and a high card feature in that suit, 3NT=maximum and good suit	
2NT		1		20-22 (semi)balanced	3C=4 card stayman, 3D/S=Transfer, 3S=Both Minors Slam try	Break Major suit transfer to good suit or 3NT to show 2/3 honours in 3 card suit. Over 3S, 3NT/4NT=Natural	
3♣/♢		6		Pre-emptive		**High level bidding.**	
3♡/♠		6		Pre-emptive		RCKB, 5C=1/4, 5D=0/3, 5H=2/5 5S=2/5+Q, 5NT=2+void	
3NT	/			Solid Minor, less than a king outside	4C=Pass/Correct, 4D=Singleton ask	GSF 5NT (Responses=6C=0, 6D=1, 6H=2, 7X=3)	
4 level		6		Pre-emptive, 4NT asks for specific aces			
5 level		6		Pre-emptive,			