

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+ [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 4 th : Michaels
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+ in 4 th position 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 OM/m less strong. After 3 minor: cue = 5/5M
4om = 5om + 5M. After 3M: 4m = 5m + 5OM and 4M/4NT = minor 2 suiter
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 . 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 GF, 2M 8-10

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(+) HJT _x (+) JT Tx	JTx(+) HJT _x (+)
9	T9x(+) HT9 _x (+) 9x	T9x(+) HT9 _x (+)
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	SP		

Signals (including Trumps):

Smith Signal vs NT (low enc or neutral) [Note 3]

Remainder Count = Standard

SP in trump suit

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

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

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)

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
<p align="center">CATEGORY Open 2021 PLAYERS Hugh Mc Gann & Tom Hanlon</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<p>1♣ = 11 - 13 Balanced or 17+ any</p> <p>1♦ = 4+♦. may have longer clubs and is usually unbalanced</p> <p>1 Major = 5+M, 10-16, 1NT response 5-12 HCP NF</p> <p>Fairly aggressive style</p> <p>1NT Openings: 14 - 16</p>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<p>1♣ Opening and canapé responses</p> <p>2♦ Opening = 11 – 16, 3 suited short diamonds</p> <p>3NT Opening = Pre-empt in ♣ or ♦ in 1st& 2nd position</p> <p>1♣ - 2♥ = both minors GF, 2♠ = one minor GF or 19-21 balanced [Note 4]</p> <p>1M-2♠= GF relay, 2 under= 3 card support inv+. 2♦ over 1♠=♥s: 9+</p> <p>Transfers in most competitive auctions and in some constructive auctions</p> <p>Defence to nebulous & polish club opening – Note 12</p>
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 3M 4&5+♦, 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♣ = Fit
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♥= good suit inv, 3NT = void splinters 4♣/♦/♥=limited Spl	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♦(4+)/♥/♠/3♣ = Transfers, 2NT invite 3♦ invitational, 3M short OM with (2)3M 4♣ = 6/5 Majors 4♦/♥ = Transfers , 4♠ = 4 - 4 minors invitational	2♣ - 2X then 2♠/NT (3 ♣ over 2♠) transfers to minors 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♣:optional KC	[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♣/4♦ Heart/spade slam try and 4♥/4♠= club/diamond slam try	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦, 4NT to play	
3♣		6		Pre - empt,	3♦ =M ask, 3M Nat F1,(except at fav when NF) 4♦:optional KC		
3♦		6		As 3♣	4♣: optional KC , other as above		
3♥		6		Pre - empt	As above, 4NT 1 minor to play game, 5m optional exclusion KCB		
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 slam try	High Level Bidding CUE:1 st & 2nd round. . Void priority. 3NT can be game choice, non shortage or serious 4NT KCB but also non 4NT (1430) Exclusion (0,1) Optional KC and exclusion KC . Optional KCB after pre-empt with special responses according to vul. After 4NT except if spades when 5NT. 5NT up can be 3 rd round asks. DOPI,DEPO, 5NT pick a slam	
4♦		7		Strong 4♠ opening. Nat 3 rd	4♥ = Ask slam try		
4♥		6		Pre - empt	New suit asks control		
4♠		6		Pre - emp	New suit asks control		
4NT				6/5+ minors < opening values			

