DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

1-level: 8+, often 4 card suit

2-level: More solid, at least 10+

New suit F, jump raise = WEAK, jump Q = F raise

1NT OVERCALL

14+-18 in direct seat, 11-14 in balacing seat

System on

Off shape possible

JUMP OVERCALLS

Weak-Intermediate, varying according to VUL,2NT resp = Bargust [note]

Jump to 2NT direct = Unusual, 2 lowest, 5L (4L VUL v NV)

Jump to 3-level: 9-15

Reopen: Intermediate, 2NT = NAT 19-22

DIRECT & JUMP CUE BIDS

Direct Cue:

(1m)-2m = 5/5+MM, 5L (4L VUL)

(1M)-2M = 5oM/5m+, 5L (4L VUL)

Jump Cue: Asking for stopper, normally 7+ cashing suit

VS. NT

Against any NT direct seat: Featherston [A1]

2♣ = 4+♣ & 4+♥, 2♦ = 4+♦ & 4+♠, 2M = Nat, 6+

3m = Nat, 6+, X = 2 touching suits, 4/4+

2NT = 5/6+mm or 5/5+MM & very strong

Reopen:

2♣ = ♥; 2♦ = ♠; 2♥ = ♣; 2♠ = ♦; X = Any 2 suits or 5332 9+

VS. PREEMPTS

X = T/O, NAT overcalls, new suit F, Q = majors oriented

vs Weak Twos:

(2M) - 4m = 5oM/5m+ 5L; 2NT LEB resp to X.

VS. ARTIFICIAL STRONG OPENINGS

Whirlwind [A2]: X = BAL/SEMIBAL 13+;

1suit = two touching suits, suit+higher 0-13 OR suit+lower 10-17

1NT = ♥&♣ OR ♠&♦; Jump bids NAT and weak

OVER OPPONENTS' TAKEOUT DOUBLE

New suit 1-level F, 2-level NF;

Jump to 2-level = WEAK, Jump to 3-level = FIT JUMP

2NT = Limit Raise (over m + M), XX = 10+ implies no fit.

Other:

1♣-(X)-XX = any hand 0 or 1 ♣,

P-(P)-1M-(X)-XX = any hand 0 or 1 in M EXCEPT Weak 6+♠.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd from bad suit, LOW from H	Same
Notrump	HI from bad suit, LO = ENC	Same
Subsequent	Low = ENC & S/P	Same

Other: HI from xx, MUD

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	AKQx(+), AKJT(+)
King	AKx(+), AK, KQ(+)	KQJ(+), KQT(+), AKJx(+)
Queen	QJx(+), KQx(+)	QJT(+), QJ9x(+), KQT(+)
Jack	JTx(+)	HJTx(+), JTx(+)
10	T9x(+), Tx	HT9x(+), T9x(+)
9	9x, 9	9x
Hi-X	Xx, xXx(+)	Xx, xXx(+), Xxx(+)
Lo-X	Hx(+)	Hxx(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	COUNT	COUNT	COUNT,
2 Suit	S/P	S/P	
3			
1	COUNT	HI=ENC our lead	COUNT
2 NT	S/P	COUNT	S/P
3		S/P	

Signals: HI = EVEN or ENC, Smith Echo in NT, Trump Echo[not]

First discard: HI = EVEN or S/P & DISC;

Lead A for S/P, K for COUNT, surround QJT leads

DOUBLES

TAKEOUT DOUBLES

Min offshape possible, Equal Level Conversion [A3]

Responses:

1x = 0-11 4c supp, 2x = 0-11 5+c supp;

Q = F up to suit agreement;

Single raise by T/O doubler does not promise extras.

MISCELLANEOUS DOUBLES/REDOUBLES

Most doubles are T/O. [A4]

Negative double thru ALL

Responsive double, Maximal double

Card showing

Anti-Lead Directional doubles

Two fast loser showing doubles

WBF CONVENTION CARD

CATEGORY: Green

NCBO: IBU

EVENT: European Youth Team Championships

PLAYERS: John Connolly and Laurence Childs

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Pressure 2/1

7L 14+-17 1NT opening

1♥ = 4+ in all seats, 1♠ = 5+ 1st/2nd

Light initial action: may open 7 losers w/ 8+HCP

Two Over One: Game Forcing

Forcing Openings:

2♣ = Any GF or 23+BAL, 4♣/4♦ = ♥/♠

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Intermediate 3 and 4 level openings in 1st/2nd:

3x = 9-15, 7+ suit with 2 of top 3 honours,

no more than 2 outside suits stopped

6L (5L VUL vs NV).

At 4 level; 5L (4L VUL vs NV).

SPECIAL FORCING PASS SEQUENCES

When a GF has been established

When game has been constructively bid

IMPORTANT NOTES

May open light (8+) with 7L

Aggressive initial actions, pass then bid implies stronger

Light responses; respond with K or 2Q's or better

Transfer LEB in some situations

Equal Level Negative Freebids

Against two suited bids: higher Q bid shows higher suit

PSYCHICS: Possible opening/response to PRE-EMPT

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	All	NF 8+HCP, 4+ unbal or 11-14/18-20 BAL	1♦ = NAT or 3-7 BAL, 1♥/♠= 4+ maybe longer ♦, 1NT = 7-10 BAL	NAT, 1NT = 11-14, 2NT = 18-19(20)	
					2♣ = 6-9, 3♣ = F, strong; WJS [note], SPL, 4♣/♦ = TRF to ♥/♠		
1♦		4	All	8+HCP, 4+, 11-14/18-20 if BAL	NAT, 1NT = 4-11 F, 2♦ = 6-9, 2NT = 13-15 F, 3♦ = F, strong; WJS, SPL	1♦-1♥/♠- 1NT = 11-14, 2C = ART [A6], 2x = NAT, 2NT = 18-19(20) BAL	
1♥		4	All	8+HCP, 4+ in all seats, may have longer ♦	1♠ NAT, 1NT = 4-11 F, 2/1 NAT GF, 2NT = GF 4+ supp	1NT = 11-14/18-19 then 2C = STAY	Odd/Even Drury
					2♥ = 4+ supp, 6-10, 3♥ = 4+ supp, 10-12 INV SPL, 3♣/♦ = FIT JUMP		
1♠		(4)5	All	8+HCP, 5+ in 1st/2nd, may be 4 in 3rd/4th	1NT = 4-11 F, 2/1 = GF, 2♠ = 6-10 3+ supp, 2NT = GF w/ 4+supp,		Odd/Even Drury
					3♣/♦ = FIT JUMP, 3♠ = 10-12 4+supp INV, SPL		
1NT				14+-17, freq. 5 card M, 6cm or singleton possible (but rare)	2♣ = STAY, 2♦/♥ = TRF, deny other M, 2♠ = MSS or ♦ weak, 2NT = Weak ♣/4x1/others [A7]	1NT-2♣-2♦-3M = 5+oM [A8]	Negative Doubles, Transfer LEB
					3♣/♦ = 6+ INV, 3♥/♠ = 6+ SlamTry, 4♦/♥ TRF 4♣ = 5/5+mm SlamTry, 4♠ = 23(44) Quantitive, 4NT = 33(43) Quantitive.		
2♣	X			23+BAL or any GF (16+ ¡4L)	2♦ = Waiting 3+HCP; 2♥ = Double NEG 0-2HCP, 2♠ = 5/5mm+ 0-2HCP		X = GF, Pass = Neg or Trap Pass
					2NT = A or K in 3 suits, 3♣ = 5+♣/5+M, 0-2HCP, 3♦ = AK in same suit		
2♦		(5)6		5-11HCP, 2/3 honours in 1st/2nd seat	2♥/♠ = NF, 2NT = F, 3♣ = ASKS 4cM, GF		
2♥		(5)6		5-11HCP, 2/3 honours in 1st/2nd seat	New suit F, 2NT = F feature ask		Bargust 2NT over 3rd/4th opening
2♠		6		5-11HCP, 2/3 honours in 1st/2nd seat	New suit F, 2NT = F feature ask		Bargust 2NT over 3rd/4th opening
2NT				19+-22 5L	3♣ = STAY, 3♦/♥ = TRF, 3♠ = 5+m SlamTry, 4♣ = 5/5+mm SlamTry		
3x		7		9-15HCP, 7+ 2/3 top honours, not more than 2 outside suits stopped. 6L (5L VUL vs NV)	New suit F		
3NT				23-26HCP, 4432 or 4333 no 4cM	4♣ = 5/5+MM, 4♦/♥ = TRF, 4♠ = 23(44) Quantitive, 4NT = 33(43) Quantitive		
4♣	X			TRF to 4♥, same as 4♥ opening			
4♦	X			TRF to 4♠, same as 4♠ opening			
4♥		7		9-15HCP, 7+ 2/3 top honours w/ A or K, not more than 2 outside suits stopped 5L (4L VUL vs NV)	4♠ = To Play, 4NT = RKCB		
4♠		7		As above	4NT = RKCB		
4NT	X			6/6+ minors	5♥ = 1430KC♣, 5♠ = 1430KC♦		
5m		8		8/9+, very distributional			
5M		8		Advance PRE-EMPT			

HIGH LEVEL BIDDING

1430 RKCB & Queen ask, Minorwood, Jump to 5 = voidwood 0314

5NT = specific king ask. Jump to 5NT = Pick a slam

R0P1, D0P1

Cue bid 1st/2nd round controls

Lightner doubles

Note A1: Defence Against 1NT

Two suited bids show at least 4/4+

DBL = Two touching suits: ♣&♦ OR ♦&♥ OR ♥&♠ OR ♠&♣
Resp: New suit NF, 3+. Partner may pass for penalties.

2♣ = ♣ & ♥
2♦ = ♦ & ♠
Resp: Raises are To Play; New Suit = Constructive, NF

2♥ = NAT, 6+♥
2♠ = NAT, 6+♠
2NT = 5/6+mm any strength OR 5+/5+MM very strong
3♣ = NAT, 6+♣
3♦ = NAT, 6+♦

Note A2: Defence against strong club

Used against any forcing 1♣ opening or 1♣ = 2+ in a Weak NT system
Non jump bids are two suited w/ suit bid and either the higher/lower touching suits
Two suited bids show 4+/4+ if weak variant, 5+/4+ is strong variant
1NT shows non touching suits, jump bids are weak and one suited

DBL = 13+ semibalanced or balanced

(1♣) - 1♦ = ♦ & ♥ w/ L/T 13pts OR ♣ & ♦ w/ 10-17pts
(1♣) - 1♥ = ♥ & ♠ w/ L/T 13pts OR ♦ & ♥ w/ 10-17pts
(1♣) - 1♠ = ♠ & ♣ w/ L/T 13pts OR ♥ & ♠ w/ 10-17pts
(1♣) - 2♣ = ♣ & ♦ w/ L/T 13pts OR ♣ & ♠ w/ 10-17pts

(1♣) - 1NT = ♥ & ♣ OR ♠ & ♦

(1♣) - 2♦+and higher = NAT and PRE-EMPTIVE

(1♣) - 2NT = Two suited, VERY unbalanced, lower ranked suit is at least 6 cards

Note A3: Equal Level Conversion

Converting partner's response to a take out double at the same level does not promise extras.
This applies ONLY when the two remaining unbid suits are both at the same level.

Convert ♣/♦ to ♥ at same level = ♥ + ♠ not promising extras
Convert ♣ to ♦ at same level = ♦ + unbid major not promising extras

Note A4: Competitive Doubles

Doubles are assumed to be take out unless clearly penalty
In unclear situations. our general agreement in competitive auctions is that BIDDING = shape & DBL = strength

Negative doubles up to 7♥; negative doubles may be one suited

Responsive double; (1x) - DBL - (2x) - DBL = 4+/4+ in the other rank
May also apply in other auctions opponents have bid and raised

Maximal overcall double; when we have opened 1M and raised to 2M, and opponents compete and raise, X = invitational raise
e.g 1M - (1/2x) - 2M - (2/3x) - DBL = INV, 3M = sign off

Two fast losers; when we have agreed a suit and are in a GF auction, double of the opponents suit shows two quick losers in the suit

Note A5: Bargust

2NT ART asking bid:

2♥ - 2NT -

3♣ = Good Suit
3♦ = Good points/good hand
3♥ = MIN/bad hand

2♠ - 2NT -

3♣ = Good Suit
3♦ = Good points/good hand
3♥ = Good Suit + Good Points
3♠ = MIN/bad hand

Applies in response to a 3rd/4th seat Weak Two opening or a Weak Jump Shift and possibly others

1♦ - 1♥/1♠
2♣ = ART asking bid:
  2♦ = MIN w/ 2+♦
  2M = MIN w/ 0-1♦
  2oM = NAT FG (unbid major)
  2_{NT} = NAT FG

1♦ - 1♥
2♣ - 2♥
2_{NT} = Asking:
  3♣ = NAT
  3♦ = Void
  3♥ = NAT
  3♠ = 4♠ & 5♥

1_{NT} - 2_{NT} = ♣ sign off or others:
3♣ -
  PASS = Sign off ♣

  3♦ = 4144 singleton ♦
  3♥ = 4414 singleton ♥
  3♠ = 4441 singleton ♠
  3_{NT} = 1444 singleton ♣

  4♣ = 1430KC for ♣
  4♦ = 1430KC for ♦
  4♥/♠ = To Play from responder's side
  4_{NT} = 1444, singleton ♣ too good for 3_{NT}

1_{NT} - 2♣
2♦ - 3♥/♠ = 5 in oM and FG (does not promise both majors)

Note B9: Carding

When we decide to show count, HI = EVEN
We generally default to showing count or suit preference depending on the situation; in general we do not show attitude

First discard is generally DISC and showing COUNT or S/P

Opening lead of ACE asks for S/P
Opening lead of KING asks for COUNT

Note B10: Other Signals

Smith Echo: Against NT, HI in declarer's first played suit by either playing is ENC our opening lead

Trump Echo: HI-LO in the trump suit implies the ability to ruff