DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Rarely 4 card

Often light according to lead value, vulnerability, pre-emptive value

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

15-17 responses as over 1N opener

Protective 11-14 responses as over 1N opener

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak in principle in terms of high cards

Unusual NT = 2 lowest unbid (possible short m treated as natural)

Reopen: good 6 card suit, intermediate values

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels W/S: 1m-2m=≥5/5 M/M; 1M-2M=≥5/5 o/M+m, 2N asks for m

1X-3X asks for stopper (bid 3N)

Leaping Michaels NF

VS. NT (vs. Strong/Weak; Reopening; PH)

2♣=M/m undefined; responders 2♦ to play in ♦ or M, 2♥ is P/C

   3/4 M are also P/C. 3♣ is F1

2♦=M/M. If 2♦ doubled, pass=♦, redouble=equal length M

Dbl of 15-17 NT = penalties

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

At 3 level dbl=TO. At 4 level dbl=values/TO, 4N over 4♠=any 2 suiter

3m-4m=≥5/5 M/M; 3C-4D=D/M; 3D-4C=C/M; 3H-4m=m/S; 3S-4m=m/H

Over wk2 dbl=TO, responders bids carry lebensohl inferences

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1♣-Dbl=M/M, 1N and 2N=m/m. Similarly over 1♣-P-1♦

OVER OPPONENTS' TAKEOUT DOUBLE

Rdbl=punitive, other bids unchanged, jump raise=pre, jump shift=fit jump

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit/NT	4ᵗʰ/2ⁿᵈ	xxx if supported, xxx else
		if 4 card xxxx if supported
Subseq	xxxx follow with 4ᵗʰ, xxxxx follow with 3rd	
Other: show original count		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	asks for attitude (Q) std	asks for attitude (Q) std
King	asks for count (standard)	asks for count (standard)
Queen	asks for attitude (A, K, J) std	asks for attitude (A, K, J) std
Jack	from J, Jx, HJTx (H≠Q)	from J, Jx, HJTx (H≠Q)
10	from T, Tx, HT9x (H≠J)	from T, Tx, HT9x (H≠J)
9	from 9, 9x	from 9, 9x
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Count (standard)	Count (standard)	Count (standard)
Suit	2	Attitude (standard)	Suit preference	Attitude (standard)
	3	Suit preference		Suit preference
	1	As against suits		
NT	2			
	3			

Signals (including Trumps):

Suit preference if length known, else H-L = odd

To K asking for count: 2ⁿᵈ highest from 4

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Often light facing passed partner

Principle of same level correction

Lebensohl applies in any 2-level TO position

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Competitive – other two suits, or 4ᵗʰ suit plus tolerance for partners suit

Responsive – two places to play

Game try – when there is no room for a suit game try

W B F CONVENTION CARD

CATEGORY: Seniors

NCBO: England

PLAYERS: David Kendrick -- Roger Gibbons

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 FG, strong NT, 4 card majors

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Modified Wallace defence to 1NT

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: rare, 3ʳᵈ hand openings may be light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♥	with 4m/4M and 12-14 or 18-19 open 1M	1N=8-10, 2N=11-12 balanced, 3♣=invitational, 3♦/3M splinter. jump shift (force) – "will play in your suit or mine". 2♣ inverted, denies a biddable M, forcing to 3♣, opener's 2N shows a maximum 12-14 rebid and is FG.	1N rebid=12-14, 2♣=checkback for M and range. F via checkback, else jumps and reverses inv. 1X-1Y-2N=18-19 FG. 3♣ may be a probe. 1X-1Y-3N "source of tricks".	1X-(1Y)-2N "mixed raise" 7-9, 3X=pre, 2Y=inv+ Neg double shows M4-4 thru 2♠
1♦		4	4♥	analogous to 1♣			
1♥		4	4♥		1N=6-11, 2N=11-12 with 3 card M, 3M=invitational, 3N=FG M raise 4m (or 1♥-3♠)=splinter	1X-2Y (non jump) FG unless either side bids 2N NF Over splinters, last train applies. 1X-2Y-jump shift=splinter agreeing Y 1♥-3N-4♣ "serious" try, 4♦ "mild" try	1X-(1Y)-2N mixed raise 7-9, 3X=pre, 2Y=inv+ Neg double shows 4♠ thru 2♠, above=TO
1♠		4	4♥	analogous to 1♥			
INT				15-17 balanced	2♣=stayman, 2♦=♥, 2♥=♠, 2♠=♣, 2N=♦ 3X = shortage, 4♣=gerber 0+ scale	m tfrs: complete tfr with fit Qxx or Kx or Ax or better	If 1N doubled natural plus wriggle. If opponents intervene at 2 level, double=pens. At 3 level double is TO. 2N=two places to play, 3M FG, 3X=4 card o/M; if their dbl="non-penalty", systems on
2♣		0		FG unless 2N rebid (22-24)	2♦ 99% of the time, 2M/3m=good 6 card suit		
2♦		0		multi weak-only, M single-suiter 5-9	2M=P/C, 2N enquiry, 4♣=bid suit below the M, 4♦=bid the M	2M-2N-3♣=♥ min, 3♦=♠ min, 3♥=♥ max, 3♠=♠ max	
2♥		5		5♥/5m 5-10	2N asks for m (constructive), 3♣ P/C, 3M pre-emptive	2♥-2N-3♣=♥/♣ min, 3♦=♥/♦ min, 3♥=♥/♣ max, 3♠=♥/♦ max, 4m=6+m/5M	
2♠		5		5♠/5m 5-10	as for 2♥	as for 2♥	
2NT				20 to 22- balanced	3♣=baron, 3♦/♥=tfr, 3♠=m/m, 4m=natural slam try	2N rebid: responses as over 2N opener	
3♣-3♠		6		standard			
3NT				7 card to AKQ, denies more than a Q outside. Flexibility if 3rd and 4th hand	4♣ P/C, 4♦ asks for x: 4M=x, 4N=7222, 5m=x in o/m		
4♣-4♠		7		standard			
5♣-5♠		7		standard			

Note 1 — 2N in any competitive auction not natural: over 1M=mixed raise 7-9 hcp with some shape. (1M)-2m-(2M)-2N=UCB in m

Note 2 — 1N-2♦/2♥-2♠/2♠-jump shift=self-agreeing splinter

Note 3 — double of tfr: complete with 3 card fit, jump with 4 card, pass with 2 card, rdbl=to play. Responder can re-tfr

Note 4 — FSF is FG. Raise of 4th suit FG. 5th suit FG.

Note 5 — defence to UNT: lower cue = constructive raise, higher cue = other M FG, 3 other M is to play, 4m=splinter, dbl=defensive values.
Analogous for Michaels: 1m-(2m)-2♥=♣, 2♠=♦ etc. 1♥-(2♥)-2♠ = value raise in ♥

Note 6 — (2M)-3M asks for stopper

Note 7 — (3m)-cue shows M/M 5/5 not necessarily strong. (3♣)-4♦ = ♦ and a M 5/5. (3♦)-4♣ = ♣ and a M 5/5. (3M)-4m = 5/5 in bid m and o/M

Note 8 — (1♣)-P-(1N)-2♣=M/M, 2♦ asks; 2♦ =one M limited, 2M=one M "serious"

Note 9 — Short 1♣/1♦ : treat as natural initially

Note 10 — Fit jumps and splinters in competition. Fit non-jumps where obvious

HIGH LEVEL BIDDING

30/41. next non-trump bid asks for Q, 5 trump suit. denies, 6X = trump Q and K of bid suit . To ask for K: 5N: bid K held.

GSF: 7X=2; ♣ agd: 6♣=0/1 ♦ agd: 6♣=1, 6♦=0; ♥ agd: 6♣=1 +extra length, 6♦=1 without, 6♥=0; ♠ agreed: 6♣=Q, 6♦=A/K, 6♥=A/K+ extra length, 6♠=0

5NT no suit agreed: "pick a slam"