

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b>
Aggressive at 1-level; Constructive at 2-level; Weak and Intermediate jumps; Michaels (weak or strong); Unassuming Cuebids Reopening: Natural, 4+ card suit
<b>INT OVERCALL</b>
15-17 h.c.p.s non-vul; 15-18 h.c.p.s vul. System on. Protective: 10-14 h.c.p.s. System on. Reopening: 10/11 h.c.p.s. System on.
<b>JUMP OVERCALLS</b>
Suit - Weak when non-vulnerable, Intermediate(11-16) when vulnerable; Michaels (weak or strong, depending on vulnerability); 2NT only forcing response to all
<b>DIRECT &amp; JUMP CUE BIDS</b>
Direct Cue = Michaels (weak or strong depending on vulnerability) Jump Cue is stopper-asking for NT
<b>VS. NT</b>
Meckwell over 15-17NT, X of Weak = 15+ h.c.p.s otherwise 2 suit bids are Meckwell, 2NT strong 2 Suiter
Reopening/Passed Hand: Same
<b>VS PRE-EMPTS</b>
Double = takeout; cue = stopper ask for NT; cue of minor at 4-level = 5/5+ Majors; Leaping Michaels; 3NT to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣ - X = takeout; 1♥/♥/♠ = natural; 1NT = higher Major + higher minor, or, lower Major + lower minor; 2♣ = black suits; 2♦ = red suits; 2♥/♠ = weak, 6+-card suit.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 9+ h.c.p.s, penalty-oriented; 1x = natural, forcing for one round; 2/3x = natural, non-forcing; 2NT = good raise in Major; 2NT flip flop raise to minor opening.

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/3/4	
NT	2/4, MUD	2/3/4, MUD	
Subseq.	Original standard count		
Other:			
<b>LEADS</b>			
Lead	Vs Suit	Vs NT	
Ace	Asks for attitude	Asks for attitude	
King	Asks for standard count	standard count or unblock	
Queen	Asks for standard count	standard count or unblock	
Jack	KJT; JTx+	AJTx+; KJTx+; JTx+; Jx	
10	Top of seq., or internal seq.; 10 x	As vs Suit	
9	Top of seq., 9 x	As vs Suit	
Hi-X	xXxx, or Xx	xXxx, Xxx	
Lo-X	MUD; Hxx; Hxx̄	MUD; Hxx; Hxx̄	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	High encourages	Standard count	Odd=enc.; Even=suit pref.
2nd	standard count	Standard count	O/E
3rd	do.	Standard count	standard count
NT: 1st	Same as Suit	Same as Suit	Same as Suit
2nd			
3rd			
<b>Signals</b>			
Standard count.; First discard only: Odd = like suit; Even = suit preference			
<b>DOUBLES</b>			
<b>DOUBLES</b>			
Up to, and including, 4♥; Unassuming cuebid; Reopening = 10+ h.c.p.s			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			
Support; Game-try; Lightener against 3NT or slam Support redouble; or, 9+ h.c.p.s			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY:</b> Teltscher 2020 <b>NCBO:</b> Ireland <b>PLAYERS:</b> Michael MacDonagh, PatMcDevitt
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, aggressive 5-card Majors 1NT Opening - 15-17 h.c.p.s 2/1 Game Force
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
3 weak Two bids (6-10)pts 2♦, 2♥ & 2♠,
Inverted minor Michaels Texas Openings 4+ controls Staymanic, Transfers & Smolen over NT openings
<b>SPECIAL FORCING PASS SEQUENCES</b>
In Slam zone, where we own the hand
<b>PSYCHS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		2 4	4♥ 4♥	11+ h.c.p.s	Natural; w.j.s. in Majors; inverted minors; 1NT semi-forcing; 2NT (16+ & fit-showing); 3NT (13-15) to play; Splinters. 3 of other minor equiv 9-11 good 6+ suit	New Minor Forcing; 4 <sup>th</sup> -s.f.; delayed Splinters; minor suit R.K.C.B.	
1♥ 1♠		5 5	4♥ 4♥	11+ h.c.p.s	1NT forcing; 2-level response forcing to Game; 2♠ in response to 1♥ weak; 2NT (16+ and 4-card fit or 3 to 2 top honours); 3NT (13-15 and do.); 3♣/♦ (fit jump - 5+ good minor and raise to 3M); Splinters; R.K.C.B.	Suit rebid to 2NT = singleton; delayed Splinters	Reverse Drury for 3 <sup>rd</sup> & 4 M opening
1NT			4♥	15-17 h.c.p.s	Staymanic; 4 suit Transfers with super-acceptance; Smolen; 3m = 6+ cards inv; 3M = singleton, GF, 5/4 minors, or better		
2♣	✓		4♥	23/24, 25+ 3NT; or Game Force	Control responses	Suit asks after trump agreement	
2♦	✓		4♥	6-10 h.c.p.s	New suit forcing 1 round; 2NT forcing enquiry; 3NT to play	Over enquiry: new suit shows a feature, rebid of opening suit is minimum	
2♥	✓	5	4♥	6-11 h.c.p.s, 5♥s + 5 other suit	As above	As above	
2♠	✓	5	4♥	6-11 h.c.p.s, 5♠+ 5-card minor	As above	As above	
2NT			4♥	20-22 h.c.p.s Semi balanced or balanced	3♣ is Stayman; Transfers; 3♠ = minor suit Stayman		
3♣/♦		7	4♥	Pre-empt; 2 top honours in suit in 1 <sup>st</sup> and 2 <sup>nd</sup> seat	New suit forcing; 4♣/♦ = Minor Suit Keycard		
3♥/♠		7	4♥	Pre-empt			
3NT	✓	8		Long solid minor, no outside stopper			
4♣	✓	7		♥ pre-empt with 4+ Controls	New suit bid = 2+ Aces; invites R.K.C.B.		
4♦	✓	7		♠ pre-empt with 4+ Controls	Suit bid = 2+ Aces; invites R.K.C.B.		
4♥		7		Pre-empt with less than 4 Controls	4nt is R.K.C.B		
4♠		7		Pre-empt with less than 4 Controls	4nt is R.K.C.B		
4NT	✓			Asking for specific Aces	5♣ = 0; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2; 6♣ = ♣A		
5♣		8		Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Pre-empt		R.K.C.B. (1/4 3/0)	
5♥		6		Bid 6 with top honour		D.O.P.I. / R.O.P.I.	
5♠		6		Bid 6 with top honour		Exclusion Keycard (1430)	

Notes:

We only open 1C with 2 when our distribution is exactly 4S 4H 3D & 2C.

### Defence vs NT

Please clarify the Meckwell defence by explaining what double, 2C, 2D and 2M show.

Over strong NT (15-18)

Double is either a single suited minor(usually 6+) or both Majors.

2C is C and a M

2D is D and a M

2M is natural and 5+

2NT is 5/5+ minors or Game going hand 5/5+

over NT(weak 11-14)

Double is informative 15hcp+

2C is C and a M

2D is D and a M

2M is natural and 5+

2NT is 5/5+ minors or Game going hand 5/5+

On the second page, is Reverse Drury just the 2C response or do you use 2D too?

we only use the 2C response over 3/4seat 1 of M openings. A rebid of M opening is minimum or sub standard.

For the lead of a 9, it says "top of sequence or 9x". Does this mean that you lead the 9 from H98(+) against both suit and no trump contracts? What do you lead from 98x(+) against suit and no trump contracts? I think a more accurate representation is likely to be one of the following:

9 9x H98 (+) 98 (+) same

or

9 9x H98 (+) same

I think the Hi-X and Lo-X could be more accurately represented by

Hi-X Sx xSx xSxx (+) same

Lo-X HxS HxxS (+) same

We lead second highest from 3 or 4 non honour(AKQJ10) cards.

If partner has shown 5+ in bidding we lead low from 3 small.

From a doubleton we lead high low.

We lead 4th best from +5.

Hope that clarify your points

