DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
(1♣) – 1♦ sound, other one-level overcalls aggressive

(1♦) – 2♣ aggressive, other two-level overcalls sound

Transfer replies, beginning with cue bid (lower = nf)

Jump cue = mixed

1NT reply to 1M overcall semi-f, 2NT reply inv

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
(15)16–18 natural, treat as 1NT opening

Reopening 1NT 18–19, then 2x nf, three-level bids transfers

Balancing 1NT 11–14 over 1m; 11–16 over 1M

JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, intermediate only at 'red'. Treat as W2

Unusual 2NT (standard)

Reopen: 11–14 (reply as if to W2 opening)

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, sound.

Where ♥&♠, 3♣ reply = LR+ in ♥, 3♦= LR+ in ♠, 3M=mixed

Where M&m, 3♣ reply = p/c, 3♦=LR+ in M, 3M = mixed

Jump cue = stopper ask (but 3♣ natural weak over short 1♣)

VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = majors (3M reply 'mixed' raise, 3♣ LR+ in ♥, 3♦=LR+ in ♠

2♦ = one M (2NT reply enquiry)

2M=5+M&4+m (2NT=values, minors,3♣ reply p/c, 3♦ inv+M raise)

X vs weak = penalty (2♣ p/c, 2♦/♥ transfers, 2♠=any inv 1-suit)

X vs strong (or PH vs any) = 4+M&5+m (2♣ reply p/c, 2♦ asks M)

Jumps = pre-emptive

VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Over 3M, 4m = two-suited, cue = minors, strong

Over 3m, 4♣ = majors, 4♦ = any v strong one-suiter, 4M=M&om

X = takeout, 3NT = natural, wide range (4♣ reply enquiry)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♣&♥, 1NT = ♦&♠, bid = suit & next suit up

Jump = single-suited, weak

OVER OPPONENTS' TAKEOUT DOUBLE
1m – (X) – transfers, 1NT nat, 2NT forcing, jump om = mixed

1M – (X) – XX = strong (FP), 1NT+ transfers, 3M-1 mixed, 3M pre

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even, low from odd	Count
NT	2nd & 4th	Count
Subseq	UDCA	Suit pref
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	KQ / AKJ	KQ / AKJ
Queen	QJ / KQ10 / AKQ	QJ / KQ10 / AKQ
Jack	J10 / QJ9	J10 / QJ9
10	109 / KJ10	109 / AJ10 / KJ10
9	98 / K109 / Q109	98 / A109 / K109 / Q109
Hi-X	Count	2nd highest from weak suit
Lo-X	Count	4th highest

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Rev att	u/d count	UDCA
Suit	2	Std rem count	Suit pref	
	3	Suit pref		
	1	Rev att	u/d count	UDCA
NT	2	Std rem count	Suit pref	
	3	Smith (std)	Smith (std)	

Signals (including trumps):

Usually attitude signal, then count. UDCA, but standard remainder count.

Generally suit pref in trumps / 'key suit' u/d count . Smith =Hi enc where appropriate.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Fairly sound, no equal-level conversion

X then bid only when v strong, simple overcall can be up to 17ish

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Support X / responsive X / game try X, etc. (standard)

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NCBO:

PLAYERS: Mairéad HAUGH – Justin CORFIELD

EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

Natural, (14)15–17 NT, 5M, 2/1, short club with transfer replies

Three weak twos, sound when vul

1M – 2m forcing to 3m

Many transfers & relays

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1M – 2♣ = natural or balanced (1M – 2♦ = 5+♦)

Bergen type Major-suit raises (1M – 3♣ 10-12, 1M – 3♦ 7-9)

Transfer replies to 1♣ opening

SPECIAL FORCING PASS SEQUENCES

(WNT) – X – FP through 2♥

IMPORTANT NOTES

PSYCHICS: sometimes light in 3rd, otherwise v rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		Clubs or WNT, nf	1♦=♥, 1♥=♠, 1♠=♦, 1NT nat, 2NT gf & can have M	Typically take transfer with min & 3-card fit	
					2♣ forcing, 2♦ mixed, 2M = 5♠4♥ (weak/inv)	1NT rebid 12–14, 2NT = 18–19	
1♦		4		Can be (13)=4=5	1M/1NT=nat, 2♣=F2NT, 2♦=forcing, 3♣=mixed, 2M = 5♠4♥ (weak/inv), 2NT gf & can have M	1♦-1M, frequently raise on 3, then S1 = enquiry	
				Can be a good 4-card suit in 3rd	1NT=semi-f, 2♣=clubs or bal, f3♣	1M–1♠/1NT–2♣ = Gazzilli, clubs or any gf	
1♥		5			2NT = gf raise, 3♣=LR, 3♦=mixed		2♣ = good 4-card raise
					3M+1=any minimum spl raise		2♦ = good 3-card raise
1♠		5					2M+1 = any spl raise
INT		–		(14)15–17 bal	Stayman, transfers, 2♠=clubs or range ask		
				often upgrade 14 with 5c suit	2NT = puppet stayman, 3♣=♦, 3M=spl minors		
2♣	✓	–		22–24 bal / any gf	Controls (2♦=0/1, 2♥=2, 2♠=3+)	2♥ rebid 'Kokish' ♥ / bal gf	
					2NT=any strong suit, 3♣+=transfer good 6+suit		
2♦		6		W2, sound when vul	2M=nf, 3M=F, 2NT = enquiry		
2♥		6		W2, sound when vul	2♠=nf, 3♠=F, 2NT = enquiry. 4C-opt KC		2M – (X), transfer replies
							either for lead or to play
2♠		6		W2, sound when vul	2NT=enquiry (3♣=max, 3♦=min, other=6/4)		3M-1= inv+raise, jump = fit
					3♣ = hearts, 3♥ = clubs	2♠–3♣, 3♦ = good hand for ♥	
2NT		–		(19)20–21 bal	3♣ = puppet st, transfers, 3♠ = one / both minors	3♦=4M, 3♥=no M, 3♠=5♠, 3NT=5♥	
				often upgrade 19 with 5c suit	4 level = transfer, 6+ suit, slam interest	Frequently break transfer with fit	
3♣		6		Pre, sound when vul	3♦ = enquiry		
3♦		7		"			
3♥		7		"	4♣ = opt KC ask, 4NT = ♣, strong	3M–4♣, 4M = unsuitable (then 4NT=RKB)	
3♠		7		"	4♣ = opt KC ask, 4NT = ♣, strong	4♦=0KC, 4OM=1KC, 4NT=1&Q, 5♣=2	
3NT	✓			'gambling' in 1st / 2nd	4♣ p/c, 4♦ shortage ask		
				Any 'to play' in 3rd / 4th			
4♣		8		Pre, sound when vul	4♦ = enquiry	4♣-4♦, 4M=preference	
4♦		8		"			
4♥		8		"			
4♠		8		"			
4NT	✓	5/5		Minors, 11 tricks			
5♣		8		Pre, sound when vul			

HIGH LEVEL BIDDING

OPENING		MIN. NO. OF CARDS		DESCRIPTION		
5♦		8		Pre, sound when vul	1430 RKB	
5♥		8		Raise with A/K ♥	Frequently 4m / 4m+1 RKB ask in m-suit auction, 4NT quantitative or cue	
5♠		8		Raise with A/K ♠	DOPI / ROPI etc. (standard)	