DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

Natural usually 5+cards , 6-17

2m overcall is constructive

New suit is non-forcing but enc/ at the 3-level forcing

2nt is a 4-card fit inv+

Cue is 3-cards inv+ / 3+cards if 2nt not available

Jump cue to the 3-level is a mixed raise

1NT OVERCALL

Immediate 15-18. Responses as over opening

Reopening range (10)11-16. 2c range and majors enquiry, transfers

JUMP OVERCALLS

Always weak over one bids but vul will have playing strength

2nt two lower ranking remaining suits, wide range

2d over 1c 5+5+ MM

Over weak two M Leaping Michaels (4 minor is m + OM) not forcing. V weak 2 - jump overcall 12-16 nat

Reopen: 2NT nat 20-22

DIRECT & JUMP CUE BIDS

Cuebid over weak 2Ms is Michaels (OM + m wide range), constructive. Jump cue looks for stop over 1M

Michaels over 1M and some other auctions

1c/d – 2d = majors 5+5+

1c (2+ cards) 2c = 5/4 MM 10-15 also applies in 4th after 1c - p - 1d and after 1c-p-1nt-

VS. NT

Dbl of 1nt for penalty

Dbl of 1nt from passed hand 4M 5+m over any strength.

2c = majors

2d = 1 major, multi style then p/c or relays

2M = 5M with 4+minor

VS.PRE-EMPTS

Dbl = take out Cue = 2 suits, over 3m is Ms

3nt natural

Over multi 2d - dbl 13-15 bal or strong and bids natural

VS. ARTIFICIAL STRONG OPENINGS

Disruptive, over 1c dbl majors, 1nt minors , weak jumps, UNT.

OVER OPPONENTS' TAKEOUT DOUBLE

After 1h or 1s redble transfer to 1nt. 1NT/2c/(2d) transfers. 2M-1 is weak or inv+ raise of M. Fit jump after 1M. 2NT 8-10 raise. Higher art.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd and 4th , Hxx High from 2 cards	Low from odd / high from even (only when not supported in any way, not d)
NT	Same	As above
Subseq	Same/ attitude	As above/ attitude

Other: lead 2nd highest from poor suits/ low usually promises honour

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks attitude / AKxx	Same
King	Asks count AKx KQx	Same
Queen	QJx KQ10 asks unblock of J	Same
Jack	HJ10 J10X denies Q	Same
10	H109 or 109 (xxx). or 10x	Same
9	9x H98 (xx)	Same
Hi-X	Sx xSxx(x)	Same (except in P suit not supported)
Lo-X	Hxx	Same (except in P suit not supported)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	H = Even	H = Even	Low even enc/ odd may be suit preference
Suit	2	L = ENC	Random or count	then random or remaining count
	3	H = suit pref	H = suit pref	
	1	H = Even	H = Even	As suit
NT	2	L = ENC	Random	
	3	H = suit pref	H = suit pref	

Signals high/ low even, Low encouraging on Ace lead
In trump suit can show suit preference

First discard – low even most enc. Odd is discouraging and may be suit pref

Attitude signal on A or in clear situations. SP on shortage lead

DOUBLES

TAKEOUT DOUBLES

Take out dbls – aggressive with right shape .Reopening may be weak

Over 1c(short) dble is 12-14 bal or standard t/o

Card showing, support and responsive dbls

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

Dbl at 4 or 5 level by next hand where we have game values - want to bid on

Pass of opponents low level rdb is penalty (1d-p-p-dbl-rdb-p)

Dbl of 3-level cue of our suit or partners bid suit can be don't lead it

Rdbl rescues suit contracts and express doubt about our 3NT contract

W B F CONVENTION CARD

CATEGORY	STRONG CLUB
NCBO:	IRELAND

PLAYERS: Nick FitzGibbon Adam Mesbur

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision style

1c strong 17+ may upgrade with playing values 5M 1NT 14-16

Opening bids can be 10 (rarely 9) with shape

1d a) natural 10-16 may have club canapé if 4/5. Unbalanced unless 6+ diamonds/ occasionally 5422. 4/1S 1/4H 3d 5c possible with weak clubs

b) (11-13) any balanced 2+diamonds includes 5m422 / 3rd seat 10-14

1nt (14-16) may hold 5M or 6m or very occasional singleton

Often upgrade / downgrade – especially 1nt and 1c

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2H 5+H 4+S 10-14 points (longer hearts)weaker possible in 3rd seat/ 14 may open 2h or 1h depending on quality of suits/ 1h -1nt may have 4s

2d 4414 4405 4315/3415 short D 10-16

1D – 1H – 1NT may have 4S

3nt 1st 2nd pre in minor/ 3rd/4th Gambling –may be strong

4c, 4d openings 1st and 2nd - Strong 4h/s opening

Pass after overcall of our 1C is weak or penalty

Many penalty dbls after our 1c opening

If our 1nt is doubled for penalties – rdb is puppet to 2c any 1 suit/ 2-suit is that suit and the one immediately above.

If our 1M is doubled we play transfers

SPECIAL FORCING PASS SEQUENCES

After positive response to 1c

Competitive auctions where we have forced to game or opponents sacrificing- pass defend, dbl bid on

IMPORTANT NOTES

PSYCHICS: very rare by opener / rare by responder / occasional false cuebids

Last train. 3NT non serious slam try

	art	Min cards	Neg Dbls thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Y	0	3s	17+ or equivalent	1d <7 unbal / <8 bal 1h/s/2c/d natural 5+cards 7+hcp, 1nt 8+ bal/ 2M 6-cards 4-6	After 1d – 2H rebid is 22/23 bal or GF unbal 2S is (4441) or bal 26+ 3c/d is 5+H/S with 5+another GF After 1M, 3c is 444 with 1 in the M.	1nt is 8-10 (11)
1♦		2	4h	Bal 2+d (any 11-13 balanced includes 5m422) 11-16 4441 or 5+d unbalanced or 4+d/5c or 5+d/4c or 4M1M3d5c not suitable for 2c opening	1M natural/ occasionally canape 2m is GF nat, 2H both minors inv, 2S both minors GF 3c/d natural invitational 8-12 good suit	Natural most suit rebids promise diamonds After 1d-1h-1s or 1d-1h-1nt 2c is any inv or to play 2d/ 2d any GF 1d-1h-1s unbalanced or 54 concentrated values Can be 4135c Jump rebids by responder are transfers	Natural
1♥		5	4d	5+ 10-16 open 5/5 9pts and 5/4 10 pts and 6+ 10 pts	1S 5+. 1nt semi forcing 6-12 . 2c artificial GF –no support or 5+S. 2d = 3-card H raise 10+, 2nt = 4+ H raise GF, 3C = 4+H raise 11-12, 3d = 4+H raise (8)9-10, 3H pre, 3S any void, 3nt 4m spl in S/c/d.	Opener passes 1nt with approx. 11-13 bal 1H-1S-2NT is 3card support, 14-16 After 2d, 2H is minimum, 2S is FG art, 2NT/ 3m short suit try in S/m After 2NT response 3c asks range/shape.	2c 3+ H 9-11 Then 2M is min 2nt = 8-10 4card support 3m jump -fit 5+cards with 4+H
1♠		5	4h	5+ 10-16 open 5/5 9pts and 5/4 10 pts and 6+ 10 pts	As after 1H except 2d = 5+hearts invitational or better 2H = 3 card spade raise 10+ Over dble redble to 2d transfers, 2H 2S raises as above	As after 1H except 1S 2d 2nt is 3+H fg,, 1S 2H 2nt is fg any. 3h/ 3nt any void, 10-13/ 14+. 4c/d/H spl	As after 1h
INT			3s	14-16 any 5 suit/ 6m possible/ occasionally 5422 or singleton honour	2c Stayman (asks for M) – does not promise a major/ maybe weak 2d/h/s/nt all transfers 3c 5/4 minors unbalanced F 3d/H 3-suiters with shortage in H/S 4c d for H S.	After stayman or transfer to a Major - transfers to minors from responder on second round	Same
2♣		5	4h	5c with 4M or 6+clubs 10-16	2d relay, 2M f1, 4M spl	After relay 2M natural 3d/H/S shortage	
2♦	Y	0		4414 or 4405m or 43/3415 short diamond 10-16 (may open 1nt with 15/16 and single honour)	2NT inv 3d relay . 3h/3s/4c natural slam try		
2♥		5		5+H 4+S 10-14– longer hearts 14 may open 2h or 1h -can be very light third seat	2nt inv. 3c relay to 3d. 3d inv in M, 3M mixed raise, 4c/d for H/S slam try with shortage other M		
2♠		5		Normally 6 maybe 5 nv. Up to 10	2nt relay		
2NT				19-20 balanced may have 5m/ rarely 6 minor	stayman transfers 3S is a minors slam try 4-any slam try two suits above (4c ST in hearts)		
3♣		6		Can be very weak at fav	3d asks better M. New suit forcing		
3♦		6		Can be very weak at fav	New suit forcing		
3♥		(6)7			New suit forcing		
3♠		(6)7			New suit forcing		
3NT	Y			1st and 2nd seat Pre in minor 3rd and 4th Gambling	4c p/c, 4d ST		
4♣	Y	0		Good H 7-8.5 tricks in 1st/2nd/4th 3rd natural pre	4d is a very good hand fro hearts		
4♦	Y	0		As above for S	4h is a very good hand for spades		
4♥ 4♠		(6)/7/8		Pre			
		(6)/7/8		Pre			
4NT	Y			(8.5) 9 tricks in a minor	5c p/c, 5d p/c, 5H KC in openers minor		
5♣ 5♦		7+		Pre		**HIGH LEVEL BIDDING**	
		7+		Pre		RKCB / Exclusion RKCB, all 1430	
5♥		7+		Inv		In pre-empt/competitive auctions dbl often encouraging to bid on/ last train	
5♠		7+		Inv		Generally cuebid 1st or 2nd round controls at cheapest level/ some sequences can show shortage. Last train	

Leads and signals

1st, 2nd, 4th   high from two cards
       second highest from three or more cards with no honour
       fourth from better suits
       in partner's suit (**not supported**) low from odd number/high from even number (only opening lead)
He must have bid the suit naturally/Our support can be shown in anyway/ 1d does not show the suit

Signals – Order of Preference
Primarily standard count
   Reverse attitude – only (always unless impossible) on Ace at any time
      Deviation from standard remainder count may be suit preference
      From a known long suit – 2nd lowest is suit pref and non std high is suit pref
      Often suit preference when following suit in trumps
      If there is a long suit in dummy and its possible partner needs to know how many cards you have
then the 1st discard if in that suit is count.
   We often do not signal during the play.

First discard (low) Even is encouraging (high even may be neutral)
Odd is discouraging and may be suit preference/ middle odd card often neutral
Odd may be from an honour if you do not want partner to lead the suit
After 1st discard next card will be standard remainder count.

Subsequent discards If discard is in suit already discarded may not be count – it may clarify earlier card
      Enc discard from a suit where we have known strength = don't lead another suit
From honours May be from shortage
9/10/J promises card below may have an honour
      Q asks for unblock or QJ (typically KQ109)
      K is for count v nt K normally wants suit returned
      A is for attitude v nt A is often for a look or an empty suit AKx(xx)
      A v 3nt opening (and other). If dummy's holding is strong then suit preference
      A v suit - if good cards in the dummy - normally count (if lead likely single then suit preference)