DEFENSIVE AND COMPETITIVE BIDDING

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

Simple – natural, can be 4 card suit at 1 level

Change of suit 2:1 is NF. 1:1, 2:2 and 3:2 is F

Responding – Jump cue = mixed; UCB – 3+ card raise; 2NT – 4 card raise for M

Leaping & Non-leaping michaels of weak raises on major suits

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

Direct 15- 18, system on Stayman and transfers

4th - 10-14 over a minor. 2C stayman

Sandwich with both opponents bidding 16-18

JUMP OVERCALLS (Style; Responses; Unusual NT)

1st to 3rd = weak

2NT – unusual, lowest 2

Reopen: Intermediate

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

Michaels 5/5, 2NT response = game interest

Jump cues ask for stop for NT

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

ASPTRO: 2C = H+ another; 2D = S+ another;

Anchor to shorter or weaker major; if Xd then XX = I have my own suit

2NT = Minors or GF 2 suiter

Passed hand: X = S+C; 2C = C+red; 2D = reds; 2M = Natural

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

X = t/o

Leaping and non-leaping Michaels

3NT to play

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

X – Majors, 1NT = minors , Weak Jump Overcalls

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 9+ , New suit = F1, Jump = Fit

Jump raise = pre-emptive, 2NT = best raise

1H (X) 2D and 1S (X) 2H = 9+ 3 card raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th from H/ 2nd from bad suits of 3+	3rd/5th
NT	4th from H/2nd from bad suits or 4+/ top from 3	3rd/5th
Subseq		

Other: May lead top from xxx in partners suit if supported

LEADS

Lead	Vs. Suit	Vs. NT
Ace	From AK –for Rev Att	From AK –for Rev Att
King	K from AK or KQ - Count	AK or KQ – count/unblock
Queen	KQ or QJ – Rev attitude	KQ or QJ – rev attitude
Jack	J10x or Jx	AJ10 or J10x
10	K109, Q109, 109x	H109, 109x (10 is an H)
9	H98x or 9x	Q987, J987, 9x
Hi-X	Sx, xSx	Sx, Sxx, xSxx(+)
Lo-X	HxS, HxxS	HxS, HxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att	Count	Rev attitude
Suit 2	Count		Count
3	SPS if x on dummy		
1	Rev Attitude	Smith Peters	Rev Attitude
NT 2	Count	Count	Count
3			

Signals (including Trumps):

Suit preference signals where possible.
Smith Peters v No trumps – high from both sides is encouraging

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Mostly take out. T/o of suits bid and supported to 3S.

Reopening x light

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles when ptnr shows a 4 card suit at 1 or 2 level

Responsive

Game Try

Lightner

X of UCB at 2 level = a raise; at 3 level shows a card

W B F CONVENTION CARD

CATEGORY:

NCBO: England

PLAYERS: Neil & Anne Rosen

SYSTEM SUMMARY

5 Card Majors, with 15-17NT

2 over 1 GF

1C can be 2

1D is never a weak NT hand

Transfer responses to 1C openers

2D/H/S weak 2s 4-9, 6-10

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Transfer responses to 1C openers

Inverted minor response to 1D

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4H	Clubs, or weak NT or 18/19 NT hands.	1D=4+H; 1H=4+S; 1S= no M; 1NT = D GF with 6; 2C = C GF with 6; Weak jump shifts	1C -1D-1H; 1C-1H-1S = weak NT 1C -1D - 1NT; 1C-1H-1NT = 18/19 Bal	Support doubles and redoubles; 2D michaels; weak jump shifts
1♦	----	4	4H	Unbalanced, or 18/19 NT with 5+D	Inverted Minors response, weak jump shifts	1D – 1M – 2NT = 16+ 5D/4|M or 6D/3M	Transfers after an opponents x; Support doubles; jumps are fit in competition
1♥	----	5	3S	Natural	1NT = semi-forcing; 2/1 = nat GF; Raising the suit: 2 maj 5-9; 2NT = GF; 3C 3 card limit 10-12; 3D 4 card limit 10 -12; 1H>2S mixed; 1S>3H nat invit 9-11		As p/h: Drury – 3 card raise; 2NT – 4 cards; 3M - mixed
							2NT in compn best raise, UCBs
1♠	----	5	3S	Natural			Transfers after opponents X
INT		Bal		15-17 Bal	Stayman; 4 suit transfers, 3 level = single suited slam tries, 4C minors	Bid shortage after minor suit transfers.	Lebensohl New suits competitive over intervention
2♣	✓	0		23+ or Game Forcing	2D Negative/Relay usually less than 8, 2NT = 8+ Bal; 2H/2S/3C/3D = Nat positives	Kokish: 2C>2D>2H = 23/24 bal or H; 2C>2D>2NT = 25+bal	Pass 0-4, X or XX semi – positive, bids F
2♦	✓	5		Weak 2, 4-9, 6-10	2M – nf; 2NT = nat invit: 3C =F enquiry		X pens
2♥	✓	5		Weak 2, 4-9, 6-10	2NT – F Enq, 3 minor nf	Over 2NT enquiry -3C any min, 3D = extra no shortage, 3H – short C, 3S, short D, 3NT – short OM	X pens
2♠	✓	5					
2NT	----	Bal		20-22 Bal	3C 5 card puppet stayman, 3D/3H = transfers, 3S = minors; 3NT = to play; 4 lvl = transfer slam tries		
3♣	----	6		Pre-emptive	Change of suit is natural and F1. 4C – general slam try over D,H,S; 4D general slam try over 3C		X pens after pre-empt openers
3♦	----	6		Pre-emptive			
3♥	----	6		Pre-emptive			
3♠	----	6		Pre-emptive			
3NT	✓	0		Pre-emptive – solid minor in 1st and 2nd; to play in 3rd and 4th.	4C p/c 4D asks for singletons		
4♣	----	7		Good Pre-empt. Typically 8 card suit or 7:4			
4♦							
4♥							
4♠							
4NT	✓	0		Asks for specific aces			
5♣		8				**HIGH LEVEL BIDDING**	
5♦		8				Cue bids (1st or 2nd round control), last train in uncontested auctions	
5♥		8				4NT RKCB – 3041 for C, otherwise 1430 2 no Q, 2+Q, then 5NT for Kings ;	
5♠		8				Over intervention: D is 0/3, P is 1/4 , next suit is step 3	
						EKCB may apply at the 5 level	
						5NT pick a slam	