

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Simple - Occasionally 4 at 1 level, mainly 6 at 2 level
Then new suit = F1
Jump fits
UCB = raise with 3 card supp.
2NT = good raise with 4 card support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /sandwich/protective
15-18/16-19/10-14
Responses – as system
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Pre-emptive – mainly weak
Modified Michaels (cue=higher, 2NT=lower; 3♣=others )
Protective 2NT= 18-20 with system on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = Modified Michaels 5/5(see above)
Jump cue – asks for stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣= majors
2♦= one M
2♥/♠= + m
Then 2NT enquiry 3♣=pass or correct
2NT = minors
After pass X=both M's or both m's or ♦s 2♣/♦ nat with M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=TO with Lebensohl
Leaping and non-leaping Michaels
4♠ X = values
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ and 2♣ WJO
Over 1♣ -X=♥s 1♦=♠s; 1♥/♠/NT=CRO
Over 2♣ X=♥s 2♦=♠s; 2♥/♠/NT =CRO
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=9+ no support; bids nat;2NT=good raise; jump fits
Other raises can be stretched

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /2 <sup>nd</sup>	3 <sup>rd</sup> & 5 <sup>th</sup> ?	
NT	4 <sup>th</sup> /2 <sup>nd</sup>	3 <sup>rd</sup> & 5 <sup>th</sup> ?	
Subseq	SP	SP	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	for rev attitude	same	
King	for rev count	for count/unblock	
Queen	top of sequence	top of seq. or int. seq.	
Jack	top of seq.	top of seq.	
10	top of int. Seq.	top/2 <sup>nd</sup> of int. seq.	
9	from 10 9 ....	From 10 9 ...	
Hi-X	doubleton	doubleton	
Lo-X	3+ to honour	3+ to honour	
<b>SIGNALS IN ORDER OF PRIORITY (Att and count are normal) (*3)</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	REV Att or count.	Rev Count	DODDS
Suit 2	Rev Count	Suit pref.	Even card enc
3	Suit pref.		Odd card enc in
1	Rev Att. Or count	Rev Count	Suit of same colour
NT 2	Rev Count	Rev Suit Pref	High cards neutral
3	Suit pref.		
Signals (including Trumps):			
Suit Pref. – always with singleton in dummy			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Negative through 4♦			
They overcall – opener re-opens in 4 <sup>th</sup> with shortage or extra values			
By passed hand 1NT X shows both M's both m's or ♦s			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Competitive Xs			
Support doubles at low levels showing 3 card support for responder			
Lightner doubles against slams			
Can ask for short suit V INT- 3NT			

W B F CONVENTION CARD
<b>2026 WALES</b>
<b>PLAYERS:</b> Adrian Thomas & Gilly Clench 902006
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Cd Majors
Prepared ♣ and transfer responses
15-17 NT
Multi 2♦
Lucas 2♥/♠
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Bergen Raises over 1♥/♠
Transfer responses
Weak jump responses to 1 level opener (5-7)
Inverted minor raises
<b>SPECIAL FORCING PASS SEQUENCES</b>
We X 1NT they bid 2 any – pass=F
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> V rare

OPENING	ARTIFICIAL ?	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	<input checked="" type="checkbox"/>	1	4♦	If 1 normally weak NT hand or 4441	Inverted raises; weak jumps; pre-empt raise; limited splinter ; 2NT=bal nat 11ish 1♥♠ = at least 4♥♦ 1NT = 4♣	1♣-2♣- then 2♦=11-14. After 1m-1x- 1 any then 2♣=invit checkback 2♦ forcing weak NT style hand if complete transfer	<p>After 1♦ o'call X = 4♥s 1♥=♠ After 1m (1♥) X=4♠s 1♠= 5♠s</p> <p>1 any (X) 2NT = good raise</p> <p>After interference then system off Halmic over 1NTX'd - XX= 5cs; suit is lower of 2 4cd suits 1 any (o'call) 2 of their suit is F1 They bid at 2 level over 2♦s X=-ve They bid at 3 level over 2♦s X=pen</p> <p>4C – transfer to your suit 4D bid your suit</p>
1♦		4	4♦	Normally 5	Inverted raise	2NT = weak NT, bids naturalish	
1♥		5	4♦		1NT  3♣/♦=7-9/10-12 4cd supp, balanced - ish single raise 7-9 3 cd support	Rebid M with 5+; minor often only 3 card suit. 1NT rebid 15-17. OVER 2 level 2NT rebid 15-20, 3NT to play	
1♠		5	4♦		Raise to 3=4-6 4+cd supp Limited splinters; 2NT=Jacoby GF may have s'ton	Long suit trial bids	
1NT		15-17		Balanced – can contain 6cd m	4 card stayman 2♦/♥/♠/2NT transfers(*4); 3 bids shortage 4♣=5/5 Ms weak; 4♠=Blackwood 4♦/♥ TRF can be weak or strong	Complete transfer to show interest Transfer breaks direct to suit show min Responses to 2♣ 3m show max with 6 4NT quantitative over S & transfers	
2♣	<input checked="" type="checkbox"/>	0	4♦	Any strong hand	2♦ -ve or relay with no good 5 cd suit	Jumps by opener = solid suit 2NT second -ve	
2♦	<input checked="" type="checkbox"/>	0		Weak M; strong m	2♠=game try in ♥; other M bids = pass or correct but 4♠=to play. minor suits F1	After 2NT 3♣= 3 way good with ♥/♠ or ♣; 3♦nat 3♥/♠=weak;	
2♥		5		5♥+5(occ 4) m 5-9	3♣/♦ pass or correct, weak; 2NT=enq	3♣/♦=nat weak; 3♥/♠=good with ♣/♦	
2♠		5		5♠+5(occ 4) other 5-9	3♣=pass or correct; 2NT enq	3♣/♦/♥ = nat weak; 3♠/NT=good with ♣/♦	
2NT		20-22		Balanced	5 card stayman; 3♦/♥ transfers 3♠=Trf to 3NT then 4level = minor suits slam tries; 3NT 5♠-4♥ 4♣=5/5 Ms weak; 4♠=Blackwood 4♦/♥ TRF can be weak or strong	4NT would be RKCB having set the suit	
3♣/♦/♥/♠		6		Pre-emptive	Change of suit F1	3NT mandatory without 2 of responders suit	
3NT				Good preempt	4♣/5♣=pass or correct		
4♣/♦♥/♠		7		Texas over minor, otherwise pre empt	4♦ - slam interest		
4NT				Asks specific aces	5♣=none ;5NT=2, 6♣= A♣s		
5♣/♦		8		Pre-emptive			
<b>HIGH LEVEL BIDDING</b>							
							RKCB14/30– D/R01 steps after interference; GSF XX of doubled cue = 1 <sup>st</sup> round control; pass =2 <sup>nd</sup> ;bid=no control

## Supplementary Notes

1. Over 1♣ - 1♠ overcall X = 4H; 2C = D; 2D = H constructive; 2H = weak; 2S = C; 2NT nat + stops
2. After transfer breaks then re-transfers if available.
3. Inverted raises off after interference, **but Bergen system on**
4. Transfer responses over 1♣ on after x or 1♦
5. Over stayman or transfers then **4NT is quantitative, going through Cue or other suit then 4NT RKCB**
6. Over 2NT – 3NT = 5S=4H: 3♠ mandatory 3NT – 4♦ single suited, 4♥/♠ both minors but longer ♣♦ 4NT equal length
7. Over 2NT and transfer 3NT is only 2 card support, complete is 3+ and a break is 4 card support and max
8. Over Jacoby 2NT – bids are naturalish and 4 level is shortage
9. Cue bids may not promise slam interest, but direct raise denies any aces
10. Defence to Michaels – bid of lower suit = T/O and forcing, higher = good raise
11. Over exclusion keycard enquiry – simple steps 012345
12. 1 NT hardly ever contains 5 card major as 1NT rebid of 15-17 shows this over 1H. (12-14 if 1D-1H-1NT)
13. Responses to Multi Landy def 2NT =as over Lucas and Multi opening bids
14. Over 2NT – 3♦ -3♠ = cue bid agreeing ♥ (4♦ is now retransfer) 3NT = 2♥
15. Support x over Minor/Major
16. 2NT in competition either shows two places to play or good raise if partner has bid
17. Double Jump bids are not necessarily splinters but 1<sup>st</sup> or 2<sup>nd</sup> round controls
18. Blackout over reverse – cheapest bid of 4<sup>th</sup> suit or 2NT – anything else is forcing
19. Multi Landy defence over a short club opening if allowed, (otherwise 2C = C, 2D= both Ms, 2H/S natural)
20. Over 3NT overcall (eg over pre-empt) 4C = range enquiry, 4D transfer to a M, Bid of a M is constructive.
21. Two way checkback over 1NT rebid (**and 1-1-1 sequence except 1C-1D-1S then 2C is natural?**)