DEFENSIVE AND COMPETITIVE BIDDING

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

1-level: 6-15(17), almost always 5+

2-level: 10-15(17), always 5+, often 6+ at VUL

Responses: 1-over-1 are F1, 2-over-1/2 are NF CONST, jump = PRE

Jumps in new suit = fit-showing, jumps in opps' suit = SPL

CUE does not promise support, 2NT over 1/2M = offensive raise *but*

2NT/3M may be NAT INV if no further competition expected [3]

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

2nd = (14)15-18, semi-BAL, 4th = 15-18(19), semi-BAL

Reopening = 12-15, semi-BAL

Responses: 2♣ = Stayman, 2♦/♥ = TRF, 2♠ = RF/♣, 2NT = mm/♦

3♣ = Puppet, 3♥/♠ SPL, 4♣ = ♥ S/T, 4♦ = ♠ S/T, 4M = NAT

Interference: 2NT = LEB (PUP 3♣), 3x = INV+ TRF [4]

JUMP OVERCALLS (Style; Responses; Unusual NT)

NV: 5+ suit, 0-10, VUL: (5)6+ suit, 3-10 (QJTxxx or better)

Wider-ranging opposite a PH (0-13, 5+ suit)

New suit NV = NF, VUL = F1, fit-showing by PH

Reopening: 6+ suit, 11-15

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

(1M) 2M = 5+oM, 5+m, 9+

(1m) 2m = 5+♥, 5+♠, 9+

(1x) 2NT = 5+, 5+ lowest unbid suits, 9+

(1x) 3x = Stopper ask, usually contains solid m

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

vs. any: direct X = 15+, PEN, 2♦/♥/♠ = NAT, 2NT = mm, opening+

2♣ = MM, NV: 4+/4+, VUL: unspecified 5+/4+, 3♣ CONST 6+

vs. Strong: reopening X = 4M5+m, 8+

vs. Weak: reopening X = 12+, PEN oriented, passed frequently

Any X by PH always 4M5+m, 8+

2NT by ADV NAT INV, 3x raise NAT INV, new suit F1

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

X = T/O, subsequent suit changes 5+, does not promise extras

(2x) 4m = 16+, 5+m, 5+oM, default to ♥ if opening shows m

3x by ADV NAT 8-11, 2NT by ADV asks for better minor [5]

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

vs. Strong 1♣ (14+), Suit bid = 1-suited x+1 or 2-suited x+2, x+3

X = ♣+♥, NT = ♦+♠, continuations are P/C at all levels

Strong hands pass initially over 1♣ | vs. Strong 2♣, all NAT

OVER OPPONENTS' TAKEOUT DOUBLE

XX = no fit, values, 3+ in other suits, subsequent X are PEN

Else continuations as without interference

Raises may be lighter than normally specified

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/Low	3rd/Low, ATT if length known
NT	2nd/4th, low from Hxx	2nd/4th, low from Hxx
Subseq	3rd/Low	3rd/Low

Other: 3rd from even, Low from odd; 2nd from bad suits (no honours)

Subsequent leads are based on current count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	AKx(+), Ax(+)
King	AK(+), KQx(+), Kx	AK(+), KQx(+), Kx
Queen	KQ(+), QJx(+), Qx, AQJ(+)	KQ(+), QJ(+), Qx, AQJ(+)
Jack	JT(+), Jx	JT(+), Jx
10	KJT(+), T9(+), Tx	(A/K)JT(+), T9(+), Tx
9	(K/Q)T9(+), 98(+), 9x	(A/K/Q)T9(+), 98(+), 9x
Hi-X	Xx, xxX(+), xxxxX(+)	Xx, xXx(+)
Lo-X	xxX(+), xxxxX(+)	xXx(+), HxxX(+), HxX

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	ATT	CT	S/P*
	2	CT	S/P*	CT
	3	S/P*		
NT	1	ATT	CT	S/P*
	2	CT	S/P*	CT
	3	S/P*		

Signals (including Trumps): REV ATT, REV CT (original CT)

*Revolving S/P: preference *relative* to discarded suit

(i.e. low ♠ = ♥ preference, high ♠ = ♣ preference, skips trump suit)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

T/O X: 11+ VUL, 9+ NV, M-oriented (1m)-X may not have om, see [3]

ELC: (1♠)-X-2♣-2♦ = 4+♥, 5+♦, (1♥)-X-2♣-2♦ = 4+♠, 5+♦

Other suit rebid = (16)18+, single-suited overcall, NT rebid = 19+ semi-BAL

Balancing X: T/O, 8+, T/O very frequent by opener with shortage esp. [5]

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

X of CUE by original suit bidder shows a weak suit, anti-lead directing

X is INV for agreed suit in competition when 3x-1 unavailable, else PEN

(1x)-1y-(2x)-X shows Hxx(+) raise (promises at least 1 of A/K/Q)

(1x)-1y-(X)-XX shows Hx(+) with at least mild general values

(1x)-X-(2x)-X shows 4oM, else MM (4+/4+), (1/2♠)-X-(3♠)-X denies 4♥

1x-(1y)-X = 6+, 4oM or mm, 1x-(2y)-X = 8+, at least 1 4+M, or weak 6+M

W B F CONVENTION CARD

CATEGORY: Blue

NCBO: New Zealand

PLAYERS: Lysandra <u>Zheng</u> & Tim <u>Pan</u>

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong ♣ (15+) with ART relay responses, 16+ in 3rd/4th [1]

1♦ = 0+♦, (9)10-14, no 5-card major, 2/3-suited

1♥/♠ = 5+M, (9)10-14

1NT = 11-14 HCP, 12-15 in 3rd/4th

2♣/♦ = 6+m, (8)9-13, no 4-card M (2♦ also no 4-card ♣)

2♥/♠ = Weak, may be 5 cards in 1st, wide-ranging 3rd (0-13)

2NT = 5+♥, 5+♠, (9)10-14

Upgrades and downgrades from listed HCP **very** frequent

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♦ = 0+♦, (9)10-14 HCP, no 5-card major, 2/3-suited

2NT = 5+♥, 5+♠, (9)10-14 HCP

3NT = 7+ solid m, no outside A, may have outside K

1st FAV pre-empts may be very light, i.e.

2M/3m promise 5+ suit, no strength or honour requirements

2/1 NF CONST, 1x-1NT GF relay, both applicable in comp

1♦-1M = 3+M, NF, 1♦ rarely passed without ♦

2♣-2M NF INV with M, 2♦-3♣ INV with ♥

SPECIAL FORCING PASS SEQUENCES

Pass forcing after any cue-raise to the 4-level, VUL fit-jump or

SPL to 4-level, at the 5-level after INV+ raise

Pass forcing after 1x-X-XX, subsequent X are PEN

IMPORTANT NOTES

PSYCHICS: Rare, but see [2]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓			Strong ♣, 15+ 1st/2nd, 16+ 3rd/4th Upgrades very frequent	1♦ = 0-8(9) or 9+ with <2 controls (A=2, K=1) 1♥ = 9+ ART Relay GF [1.1]	1♣-1♦-1♥ = 18+, 3m = 5+m, 5+♥, else NAT 1♣-1♥+ = GF Relays (+2 steps)	Relay may be +2 steps, else X = PEN and pass = T/O
1♦	✓		4♠	0+♦, (9)10-14, no 5-card major, 2/3-suited, up to 15 in 3rd/4th Opened conservatively with (4441), xx46 may be 1♦ or 2♣	1NT = GF Relay [1.2], 1♥ = 3+♥ NF, 1♠ = 3+♠ NF, 2m = 5+m, CONST NF, 2M = <INV 6+, 2NT = NAT INV, 3♣ = mm, P/C, else <INV NAT Formally NF but very rarely passed	2m = 4♥, 5+m, 1/2NT = mm, may be (41)44 1♦-1♥-2♥ = ♥ 3-suiter, 1♦-1♠-2♥ = 3♠4♥ 1♦-1M-Jump Suit = 4M, INV SPL 2/3m often P/C for opener's assumed 5m	1♦-(1NT)-2♣ = P/C for m 1♦-(X)-1M = 4+M, 8+ 1♦-(X)-P does not imply ♦ Suit bids NF if 1NT available
1♥		5♥	4♠	5+♥, (9)10-14, poss longer m, denies 5♠, up to 15 in 3rd/4th	1NT = GF R, 1♠ = 4+♠, 8-13 NF, 2♥ = 3+♥, 8-13 2m = 5+m, 8-13 NF, 2♠ = ♠/♦ INV SPL 2NT = NAT INV, 3♣ = ♣ INV SPL 3♦ = BAL INV, 3♥ = <INV (3)4+♥	1M-1NT = GF Relays [1.3] New suit over 2M SPL out of comp Else NAT, pass of 2x frequent 3M-1 re-invite when available	Suit bids NF if 1NT available 1NT NAT by PH Fit jumps in comp, SPL only in opponents' suit
1♠		5♠	4♠	5+♠, (9)10-14, poss longer m, denies 5♥, up to 15 in 3rd/4th	1NT = GF R, 2♠ = 3+♠, 8-13, 2m = 4+m, 8-13 NF 2♥ = 5+♥, 8-13 NF, 2NT = ♥ INV SPL 3♣ = ♣ INV SPL, 3♦ = ♦ INV SPL 3♥ = BAL INV, 3♠ = <INV (3)4+♠		
1NT				11-14 1st/2nd, BAL, no 5M Very rarely off-shape 12-15 in 3rd/4th	2♣ = Stayman, 2♦/♥ = TRF, 2♠ = Rangefinder/♣, 2NT = mm/♦, 3♣/♦ = NAT INV, 3♥/♠ = SPL 4♣ = ♥ S/T, 4♦ = ♠ S/T, 4♥/♠ = NAT	1NT-2♠, 2NT = min, 3♣ = max 1NT-2NT, 3x better minor, 3♣ with 3/3 1NT-4♣/♦, step = S/I, suit = S/O	X of 2x = 10+, T/O, next X = PEN, next 2NT = T/O Transfer LEB in competition, 3x = INV+ TRF, via 2NT = stopper
2♣		6♣		6+♣, (9)10-14, no 4-card M 12-15 in 3rd/4th	2♦ = GF Relay, 2♥/S = INV, 3M = SPL	2♣-2♦/2♦-2♥ = GF Relays [1.4] NAT, continuations often FRAG investigating 3NT	
2♦		6♦		6+♦, (9)10-14, no 4-card suit, 12-15 in 3rd/4th	2♥ = GF Relay, 2♠ = INV, 3♣ = ♥ INV, 3M = SPL		X = PEN New suit by PH = fit-showing
2♥		5♥		1st: 5+, NV, 6+ VUL, <9 2nd: Constructive, 6+, 3-9 3rd: Obstructive 5+, 0-13 4th: 6+, 11-15	2NT = ART G/I inquiry, strength/length ask NV, strength/quality ask VUL New suit NF after 1st NV, else new suit mostly F1 4♣ = RKCB (0/1/1/2/2 responses)	2M-2NT: (NV) 3♣ = 5-card min, 3♦ = 6-card min, 3♥ = 5-card max, 3♠ = 6-card max 3NT = AKQxxx (does not really exist) VUL: 0-1 or 2 of AKQ instead of length	
2♠		5♠					
2NT	✓	5♥, 5♠		5+♥, 5+♠, (8)9-13	3♣ = GF Relay, 3♦ = PUP 3♥, S/O 3♥/♠ and 4♣/♦ = NAT INV	2NT-3♣ = GF Relays [1.5] Override S/O = extra length in bid suit	X = PEN
3♣		5♣		Usually 6+, 3-9, 7+ UNFAV and 5+ at FAV, 0-13 3rd	New suit NF after 1st NV Else new suit mostly F1 4♣ = RKCB (0/1/1/2/2 responses), 4♦ over 3♣		X = PEN New suit by PH = fit-showing
3♦		5♦					
3♥		6♥		Always 6+, 3-9, 7+ UNFAV, 3M NV = 2M VUL, 0-13 3rd			
3♠		6♠					
3NT	✓	7♣/7♦		7+ solid m, no outside A	4/5♣ = P/C, 4M = NAT		
4♣♦♥♠		6x		May be opened on very shapely (6/5+) weak hands, esp. 3rd	4NT = RKCB		
4NT	✓			Specific Ace-Ask	5♣ = 0, 5♦/♥/♠ = Specific A, 5NT = A♣, 6♣ = 2 colour, 6♦ = 2 rank, 6♥ = 2 other, 6♠ = 3 (!?)		
5♣♦♥♠		8x				**HIGH LEVEL BIDDING** A/K denial cues in relay, else natural cues 1st and 2nd round controls up the line, shortage in partner's suit is not shown as 2nd round control, 3NT often S/T after major agreed, XX of high-level cue shows 1st round control, 4/5x-1 Last Train, pass/pull in forcing pass situation is a S/T (X weakest option, Pass for uncertainty)	