



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8+ at one-level
New suit NF
Jump cue = mixed raise
Transfer advances after (1♦) – 2♣
Transfer advances after (1m) – 1M –(dbl)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 (24)
After (1X) P (1Y) 1NT=15-18 balanced by UPH (3)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Usually weak
5-card suit possible
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels any strength (25)
(1m) – 3m natural; (1M)- 3M asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (1)
Penalty doubles of 12 or fewer point notrump openers
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(25) (26)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦ = reds or blacks; Dbl= M or m; 1NT= 1NT = ♠&♦ or ♣&♥
OVER OPPONENTS' TAKEOUT DOUBLE
1M (DBL) -2♣ = 7-9 3-card raise; 2♦ = 4-card raise
2NT=LR+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd =even 3 or 5 from odd	Same	
NT	2 nd or 4 th	3 rd or 5 th	
Subseq		ATT	
Other: 6 th or 7 th is void showing			
Lead 2 nd or low thru declarer up to nothing in notrump			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) (11)	AKx (+)	
King	KQx(+)	AKJ10(+);KQ109(+)	
Queen	QJx(+); AKQx	KQx(+); QJ; QJx	
Jack	J10x(+); AKQJx	QJxx(+);HJ10(x)+; J10x	
10	KJ10x(+); 109x(+)	J10xx(+);HJ10x(+); 109x	
9	H109x(+);9x	109xx(+); H109xx(+); 98x	
Hi-X	Sx	xSx;Sx	
Lo-X	xxxxS; xxSx	xSx; HxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI= DISCRG	HI/LO=odd	Hi=DISCRG
Asks Suit 2	Hi/LO = odd	S/P	HI-LO=odd
3	S/P		
1	HI= DISCRG	HI/LO = odd	HI=DISCRG
NT 2	HI/LO=odd	S/P	
3			
Signals (including Trumps): S/P in trumps			
Smith vs NT			
VS NT count if can't beat dummy			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DBL thru 2♣			
1♦-(2♣) dbl = Both M or one M and ♦			
Neg Dbls thru 4♠; RESP dbls thru 4♠			
Maximal doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USA
PLAYERS: Steve Robinson Peter Boyd
EVENT Seniors
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card M
1NT openings 15-17 (could be good 14)
Open some 11-point hands
Minor opener denies 5-card M
2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1m (P) -2♥ = 11-12 bal, mixed raise or strong ♥ (15)
(1m) – P – (1NT) Multi Landy (1)
2♣= Multi 3-9 HCPs 5-card suit allowed (12)
1Red – 2♠= Club invite or strong spades (20)
1m – 2♥ = 11-12 balanced or mixed raise or strong ♥
4♣ =AKQxxxx(x) Major with outside A or K (7)
4♦ = AKQxxxx(x) Major without outside A or K (7)
Transfers after 1m –(double) (5)
Transfer responses to natural 1♣ opener (6)
Neg free bids at 2-level in majors only except after 1m – (20m)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	3-3 denies 5-card major	(6) Inverted minors (2)	(10)	(21)
1♦		3	4♠	4=4=3=2		XYZ after 1♦-1♥-1♠ (9) (23)	(22)
					2NT=GF raise (29)		
1♥		5	4♠		3♣= mixed raise; LR could be three	Transfer after 1M – 1NT-2NT	Two-way reverse Drury
1♠		5	4♥		2/1 GF; 2♣ could be two; 2Red shows five (27)	Bart (28)	(30)
INT				15_ 17 could be 14	Jacoby; Texas	After double of Jacoby (17)	After penalty double (4)
					(18)		
2♣	Yes				(16)	Kokish	
2♦	*			Multi	(12)		
2♥				Flannery	(14)		
2♠		6		10-13 with 6+spades	(13)		
				20-21	Jacoby, Texas		
2NT							
3♣				Undisciplined	(19)		
3♦				Undisciplined	New suit NF		
3♥				Undisciplined	New suit NF		
3♠				Undisciplined	New suit NF		
3NT				Gambling			
4♣	*	7		Solid major with outside A or K	(7)		
4♦	*	7		Solid major no outside A or K	(7)		
4♥							
4♠							
4NT				Blackwood			
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							

(1) Multi-Landy

Double = four-card major and longer minor or minor one-suiter or very strong hand

After (1NT) – double (P); then 2♣ asks for minor, 2♦ asks for major; 2M natural

After (1NT) – double (redouble); then pass asks for minor and 2♣ asks for major.

Penalty doubles of 12 point openers

2♣ = both majors; then 2♦ asks for longer major

2♦ = one major

2♥ is P/C and usually a weak hand

2♠ is P/C but promises values

2NT asks for suit and strength

3♣= minimum any suit

3♦=hearts medium strength

3♥= spades medium strength

3♠= hearts very good hand

3NT = spades very good hand

3M= P/C;

4♣asks for transfer;

4♦ asks for suit

4M to play

2M= 5-card major and usually a minor (one-suited 5-card major where advancers bids with shortness)

2NT = Both minors

After (1m) –P (1NT) same as above except

2♣ could be 4-3 in majors

2NT= 5-5 in mam

(2) Inverted minors 10+

After 1♣ - 2♣

2♦ is natural or 11-12 balanced.

2♥ asks and 2NT= 11-12 balanced. Others make 2♦ natural

2♠ asks how many clubs

2NT= 13-14 balanced or 18-19 balanced

3NT= 18-19 balanced with only three clubs

After 1♦-2♦

2♥ is natural or 11-12 balanced.

2♠ asks and 2NT= 11-12 balanced. Others make 2♥ natural

2NT= 13-14 balanced or 18-19 balanced

3NT= 18-19 balanced 4=4=3=2

3M Splinter

(3) After (1♣) – Pass - (1♥) - 1NT { 15-18 balanced] - (Pass)

2♣, 2♦, 2♥, 2♠ are all NF and natural; 3♣= Stayman; 3♦=Jacoby; 3♥ = Jacoby

(4) After penalty double of all notrump bids (Moscow escapes)

Redouble forces 2♣ to show a one-suited hand

All bids show that suit and a higher suit.

All redoubles are SOS

(5) After 1♣ - (dbl); Rdbl= diamonds; 1♦ = hearts; 1♥= spades; 1♠= clubs LR+; 2♦ = mixed raise; 2M = fit jump; 2NT = very weak raise

After 1♦ (dbl); Rdbl= hearts; 1♥= spades; 1♠ = clubs (any strength); 2♣ = diamonds LR+; 3♣ = mixed raise; 2NT = very weak raise

(6) After 1♣- (Pass); 1♦ = hearts; 1♥= spades; 1♠= diamonds;

1♣ - 1♦ - 1♥= many hands; Then 1♠ asks; 1NT= 11-14 balanced hand; 2♣ = 3 hearts, 5+ clubs 11-14; 2♦ = 3 hearts, 5+clubs 18+

2♥= 3hearts 5+clubs 15-7; 2♠= GF 3hearts and 4 spades;

1♣ - 1♦ - 1NT = 18-19 balanced

(7) Unspecified solid major AKQxxxx or better

4♦ encouraging; 4♥P/C; 4♠= Pass if spades RKC if hearts; 4NT RKC if spades; spade ask if hearts; 5m asking bid

(8) After (1♣) – 1M – (dbl); Redouble = 2-card LR+; 1NT= 3-card LR+ 2♣ = diamonds;

2♦ = hearts; 2♥= 7-10 3-card raise; 2♠=3-6 raise; 2NT = 4-card LR+; 3♣ = mixed raise

(9) After 1♦ - 1♥ - 1♠; 2♦ = GF checkback; off in competition; off by passed hand; 3♣ weak

2♣= diamond signoff or any invitational hand

(10) After 1NT rebid, 2♣ is only way to signoff however there are stronger follow-ups

1♣ – 1♥ {spades} – 1NT; 2♣ only way to signoff. 2♦ inv+ with 5+spades and 4+hearts; 2♥= 5+spades inv+

2♠ = clubs Inv +3♣ = 4spades and 5+diamonds inv+ 3♦ = 5+5+M GF 3♥= six spades or 5spades COG

(11) King from AKx at five-level or higher or bid and raised suits or AK doubleton

(12) 2♦ = Multi 3-9 could be 5-card suit No strong option.

2M is P/C

2NT asks for suit and strength

3♣= minimum heart; 3♦=minimum spades

3♥= maximum spades; 3♠= five hearts maximum; 3NT = six hearts maximum

3♣ asks how many hearts; 3♦ asks how many spades

3M= P/C; 4♣ asks for transfer; 4♦ asks for suit; 4M to play

After 2♦ - (double); Pass shows diamonds; 2M P/C; Redouble relay to 2♥to show own suit

If opener is forced, he doubles or redoubles with hearts, passes with spades

(13) 2♠ shows approx. 10-13 with at least six spades.

2NT asks; 3♣ shows any 6-4; 3♦ shows 6331 or 7321; 3♥ shows 6322 two of top three; 3♠ shows min; 3NT shows max

3♣ relays to 3♦ then 3♥ shows clubs GF; 3♠ shows diamonds GF; 3NT shows 5-5 m

3♦ TR to 3♥; 3♥ GF

(14) Flannery could be 4-6

2NT asks but denies support for major

3♣ = LR or better with heart support; 3♦ = LR or better with spade support; 3M = mixed raise

(15) 1m – 2♥ = 11-12 balanced or mixed raise or strong jump shift in hearts

Direct m bids are NF

2♠ asks then 2NT shows 11-12 balanced; 3m shows mixed raise; all other shows a strong jump shift in hearts

After 1m – 2♥- 2♠ - 2NT; 3m forcing; 3M shortness

(16) Responses to 2♣

2♦ = 0 or 1; 2♥ = 2; 2♠ = 3 but not AK same suit; 2NT = AK same suit, 3♣ = 4; 3♦ = 5+

3♥ = any weak two; 3♠ = any weak three; 3NT = solid suit

In competition thru 2♠; double = less than their bid; pass = their bid; others same

All other direct doubles are penalty doubles

After 2♣- 2♥; 3♣ = hearts and 3♥ = clubs

After 2♣- 2♠; 3♣ = hearts; 3♦ = spades; 3♥ = clubs; 3♠ = diamonds

After 2♣ - 2♦ - 2♥; bids at 3-level show four or more hearts

Kokish 2♣- 2♦ - 2♥ either hearts or 24+ balanced

(17) After double of Jacoby Transfer

Pass = two; complete Transfer fit with minimum; Redouble fit with maximum

After 1NT – (P) – 2♦ - (Dbl) – P - (P); 2♥ = invite with five; redouble asks retransfer

(18) Responses to 1NT

2♣ = Pup (could be weak diamonds); 2 Red = TR; 2♠TR to clubs (could be four); 3♣TR to diamonds 3♦ TR to hearts (weak or GF)

3♥TR to spades (weak or GF); 3♠ 5-5 in minors

After 2♣- 2♦; 2♥ = 8+ usually four spades; 2♠ = 8+ with four spades; 2NT = 44, 45 or 54 in M invite

3♣ = both majors GF; 3♦ = 3145 or 3154; 3♥ = 2245 or 2254; 3♠ = Balanced GF

(19) After 3♣; 3♦ relays to 3♥ to signoff in a major or show doubt about 3NT

3M forcing

(20) 1Red – 2♠ = Club invite or Strong spades then 2NT encouraging

1♦ - 3♣ = Natural NF

(21) By PH after P - (P) – 1♣ - (P)

2♣ = 6-10; 2♦ = 10+ club raise; 2M = fit jump; 4th suit natural and NF

(22) By PH after P - (P) – 1♦ - (P)

2♦ = 6-10; 3♣ = 10+ diamond raise; 2M = fit jump; 4th suit natural and NF

(23) After 1♦ - 1M, 2♣ artificial with many meanings then 2♦ asks

2M = 11-14 with 3-card raise; 2OM = 15+ with 3-card raise; 3♣ = minimum 5-5 m
3Other GF

(24) After 1NT overcall; Stayman, Jacoby, Texas
2♣ transfers to clubs then 2NT accepts; 2NT transfers to diamonds, 3♣ accepts
3♣ Puppet; 3red shortness in higher suit; 3♠ = 5-5 m

(25) After (1X) – P – (1Y); 2X = Michaels; 2Y = Natural
(2Any) – 3Same = Michaels; (2Any) – 4m = 5+ than m and M
(3Any) – 4m = that m and major; (3Any) – P – (P); 4m that m and M
(2Any) – P – (3Same) – 4m = that minor and major

(26) Better minor Lebensohl after doubles of weak two openers
2NT asks for better m; 2NT followed by 3NT shows doubt
2NT followed by cuebid shows stopper and 4OM

(27) Responses to major suit openers 2/1 GF
2♣ could be two; 2 red shows five; 1NT semi-forcing
1♠ - 3♥ natural INV; 1M - 3♦ = natural INV; 1M – 3M LR could be three
1M - 3♣ = mixed raise
After 1M – 2♣; 2♦ neutral; 2SM = 6; 2NT = diamonds
Many relays;
1♠ - 2♣ - 2♥ - 2♠ - 3♣ - 3♠ can be passed
1♥ - 2♣ - 2♦ - 2♥ - 2♠ - 3♥ can be passed

(28) Bart 1♠ - 1NT – 2♣ could be 5=3=3=2; then
2♦ shows five hearts or 2spades 9-10 points or strong club raise
2♥ shows six; 3♦ to play

(29) 1M – 2NT = GF raise
Then 3♣ = minimum; 3♦ = 15+ balanced; 3♥, 3♠, 3NT show shortness up the line
Asking bids follow.

(30) After 1M (overcall), 2NT = 4-card GF raise; after 1♥ - 2♠, 2NT = LR