DEFENSIVE AND COMPETITIVE BIDDING

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

Limited to 17 HCP

1/1 = F1, 2/1 = NF

Reopening Overcalls: limited to 15 HCP

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

2nd/4th Live: 15-18 → System on

Reopening: 10-14(15)

   Stayman &Transfer bids

JUMP OVERCALLS (Style; Responses; Unusual NT)

(1♣) - 2♦ = MM; (1m) – 2M = Weak; (1M) - 3♣ = Other M + ♦

(1Any) - 2NT: the 2 lowest suits

Reopen: Natural 12-14Hcp

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

(1♣) - 2♣ = Natural, (1♦) - 2♦ = MM;

(1M) - 2M = Other M + ♣

3-level Cue bids: Asks for stopper

VS. NT (vs. Strong/Weak; Reopening; Passed Hand)

2nd seat: X = m + M; 2♣ = Landy; 2♦= Multi; 2M = M + m;

2NT = good m 2-suiter

4th seat: Same as above

Passed Hand: 2m = natural; 2♥ = Landy, 2NT = good m 2-suiter

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

Natural Overcalls, Take-out double

(2M) - 3M = ♣ + ♦; (2M) - 4m = m + Other M; (3m) - 4m = MM

(2♦ Multi) - 4m = m+♥; (3♣) - 4♦ = ♦+♥

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

Vs Strong ♣: X = MM; 1♦/1M/2♣ = natural; 1NT = m 2-suiter;
2♦/2M = pre-empt; 2NT=minors; Others=pre-empt

Vs Strong 2♣: X = ♣; Others = Natural

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 9+ HCP; 1/1 = Forcing; 2/1 = NF; 2NT = Truscott;

Jump raise = Pre-empt; Others = See openings & responses

After 1M - (X) - 4m/3NT = Splinter m/Other M; 4 Other M= Natural

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd, 5th	same
NT	4th	3rd, 5th
Subsequent	Small encouraging	

Other: Vs NT, K asks for UB (attitude when dummy is Single or Void), A asks for attitude. Vs suit, K asks count, Ace asks attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	Same
King	AK, AKx(+), KQxx, Kx	KQJx, KQ10x, AKJx
Queen	QJ, QJxx	AQJx, QJ10x, KQx
Jack	J10, J10x	J10x, J109x
10	H109x, 109x, 10x	Same
9	H98x, 98x,	Same
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Count	Count	Count or SP or L = Enc.
Suit	2	Small Enc. on A, Q	SP	Count
	3			
	1			
NT	2	Count	Count	Count or SP or L = Enc.
	3	Small Enc. on A, Q	Smith or SP	Count

Signals: Vs NT, Smith: Hi = Enc. by receiver/Disc. By leader

Vs suit: Suit preference, high-low shows interest for ruff or odd

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

At least opening values or equivalent; Natural responses; Cue F1

Reopening X can be from 8 and a good shape

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative double up to 4♥

Competitive double showing good hands

Double on artificial bids shows the suit

Lightner double

W B F CONVENTION CARD

F1 = 1 round Forcing; GF = Game Forcing; SF = Semi Forcing;
X = Double, XX = Redouble, PT = Playing Trick,
P/C = Pass or Correct, SP = Suit Preference

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Tendency 5 cards Major

1♣ may be 3-card

1♦ usually a good 4-card suit (also 4432)

1NT (14) 15-17 5cards Major & 6 cards minor possible

2NT 20-21H 5card Major possible

2 over 1 responses: natural F1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ any GF or SF M

2♦ Weak 2M, or Semi-forcing in suit m or Balanced 22-23

2♥ Weak ♥ and a minor suit

2♠ Weak ♠ and a minor suit

3NT Solid minor (no ace/king expected)

4 level natural

SPECIAL FORCING PASS SEQUENCES

After our opening, X and XX, pass is forcing

IMPORTANT NOTES

Reverse bids forcing one-round; 3rd and 4th suit;

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21	Natural; 2♦/2M=Weak 4-7H; 2♣=Weak raise; 2NT/3♣=Limit; 3♦/3M=Weak	Over 1NT rebid, 2♣=TRF to 2♦; 2♦=GF relay / Over 2NT rebid, Wolf's sign-offs	2M=5cM & 4c♣ 8-10 (also after X or overcall)
					If Suit Overcall → 1M=4+; 3♣=Weak; Q=Limit+; If 1NT Overcall → 2♣=Landy; 2♦/♥/♠/3♣=TRF	Others as without overcall / 1♣-1M, 3♦/3♥(1♠) = Fit & GF+ with (5)6-4	
1♦		4(3)	4♥	11-21	Natural; 3♣=Limit; Others same as after 1♣	Same as after 1♣	Same as after 1♣
					If Suit or 1NT Overcall → Same as after 1♣	1♦-1♠, 3♥ = Fit & GF+ with (5)6-4	
1M		5(4)	4♦ (1♥) 4♥ (1♠)	11-21	Natural; 2NT=3cM 12-15; 3M= 4cM limit; 3♠(♥)/4m/4♥(♠)=Splinter 7-10; 3NT=5cM 10-12; Jump shift=Good suit & 4c+M Fit limit+	Over 1NT rebid, 2♣=TRF to 2♦; 2♦=GF relay / Over 2NT rebid, Wolf's sign-offs / 1M-2m, 3m any 12+ F1	2♣ Drury with at least Hx. 2♠(1♥)/3m/3♥(1♠) Fit Jump
					If Suit Overcall → 3M=4cM 7-9; Weak Jumps; Q=4cM GF; X may have 3cM limit+	If 1NT Overcall → Natural; 2NT=4cM GF	
1NT				(14) 15-17, may have 5cM or 6cm or, rarely may have a Single	2♣= Stayman; 4♣=5/5 m slam; 4♦= 5/5M Game; 2♦/♥/♠/2SA & 3♣/3♦=TRF for ♥/♠/♣/♦ & ♥/♠	1NT-2♣, 2♦→ 2♥=Weak ♥♠, 2♠=5c+♠ limit / 1NT-2♣, 2♥→ 2♠= GF relay	1NT-2♣-2♦→ 3♥/3♠=Smolen
					If Suit Overcall → X=TO, P+X=TO, 2Y=NF,	P+2/3Y=F, 2NT/3Y=TRF	
2♣	x	0		Bal 24+ (4th: 22+) or, Any GF or, SF M	2♦: Relay, 2M/3m= Natural Good suit / If Overcall → X=TO, Pass can hide a penalty	2♣-2♦→ 2♥= Kokisch relay, 3M= SF M, 2SA= 24-26 (4th: 22-23), 4m= 6cm5cOm 11 PT	2♣-(2Y)-P-(P), X=Protective
2♦	x	0		Multi Weak M or, Bal 22-23 or, SF m. (4th=6c♦ 11-14)	2♥/2♠/3♥/3♠=P/ C, 2NT=F1 relay, New suit=F1, 4♣/4♦=TRF/Bid your suit, 4M=To play	2♦-2♥/♠→ 2NT=Bal 22-23, 3m=SF m / 2♦-2NT→ 3♣/♦=♥/♠ mini, 3♥/♠=♠/♥ Maxi	
					If 2M Overcall → X=TO, Pass can hide a penalty, 2Y/3Y=NF, 2NT=F1 relay	If 3m Overcall→ X=Penalty, 3♦=NF, 3♥=P/C. / If TO X→ Pass=♦, XX=relay, 2M=P/C Hx(x)	
2M		5		Weak 5cM/4c+m (4th=6cM 11-14	2NT F1 relay, 3♣ P/ C, 3♦/3M=limit/Weak raise	2M-2NT→ 3♣/♦=4c♣/♦, 3♥/♠=5c♣/♦	
					If Overcall → X=Penalty, 2NT=F1 relay	If TO X→ XX=Strong, 2NT=relay	
2NT				20-21 rarely may have a Single	3♣ Stayman, 3♦/♥=TRF, 3♠→ Both minors, 4m=natural, 4♥=♥+♠ Game, 4♠=natural Game	2NT-3♣, 3♦=no M, 3M=4/5cM, 3NT=Both M / 2NT-3♣, 3♦ -3M=4cM/5cAM	2NT-3♦/♥, 3♥/♠=3c♥/♠ Fit
3m		7(6)		Sound pre-empt 1st/2nd V or 2nd NV			
3M		7(6)		Pre-empt			
3NT	x			Gambling	4/5♣→P/C; 4♦ GF relay; 4M=natural; 4NT slam	Over 4♦→ 4M/4NT shows M/m shortness	
4m		8(7)		Bad suit Pre-empt			
4M	x	8(7)			**HIGH LEVEL BIDDING**		
4NT				M 2 suited, 4/5 losers	5KC BW, Controls, Josephine, Lightner		
5m		9(8)		Pre-empt			

1m-1M, 1NT- 2♣/2♦ relays exist even after Pass or Overcall of both opponents