

General Note#8	OPENING LEADS STYLE				 WBF Convention Card 2.18
DEFENSIVE AND COMPETITIVE BIDDING		Lead	In Partner's Suit		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Suit	4th / 2nd from bad suits	same		
natural constructive	NT	same	same		
	Subseq	same	same		Category: OPEN
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Other:				Country: IRELAND
15-18. Responses as after 1nt opening	LEADS				Event: BERMUDA BOWL
4th seat 10-16 , 2c enquires strength and distribution	Lead	Vs. Suit	Vs. NT		Players: Nick FitzGibbon Adam Mesbur
	Ace	for attitude	for attitude		SYSTEM SUMMARY
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	for count	for count		GENERAL APPROACH AND STYLE
1-Suit: weak likely playing values if vul or random opp passed p. New suit f	Queen	QJ(10) or for unblock J	same		Strong 1C 17+ any shape
2-Suit: weak as above	Jack	J10(9)	same		ID any balanced 11-13 or 10-16 natural
2NT lowest ranking suits. 1c -2d majors.	10	H 109	same		1M 5-cards open most 5/5 9 hcp or 5/4 with 10 hcp
Reopen: intermediate and natural. 2NT strong bal	9	109xx or 9x	same		tend to upgrade/ downgrade bal hands based on 54321 pt count ace thru ten
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Hi-x	2 cards or poor suit	same		
Normally cuebid is 2-suiter, Michaels or 1d-2d majors;but 1c-2c nat	Lo-x	normally 3 or 4 to an honour	same		
Jump cuebid looks for stop except 1c-3c d+S.	SIGNALS IN ORDER OF PRIORITY				1NT Openings: 14-16 includes some hands with 5M or 6m or singleton
Jump cue above 3nt is 2-suiter.		Partners Lead	Declarer's Lead	Discarding	2 OVER 1 Responses:over 1d 2c/d natural GF
See Note#10	Suit:1st	count	count	count	over 1M 2c is any GF without support
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude	suit pref	suit pref	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2c for Majors	3rd	suit pref			2NT opening 5S/5m 4-8(9)
2d = single major	NT: 1st	all as above	SMITH / count	count	1M - 2c any GF without support
2M = 5M plus minor	2nd		suit pref	suit pref	1M - 3c/d/3M support various strength
2nt - big 2-suiter	3rd				2d 4414 4405 short diamond 10-16
3 any - pre	Signals (including Trumps): high low even / enc / suit pref if clear switch required				3NT pre either minor
dbl usually penalty v strong nt in 4th seat dbl = minor plus M and also from	low high odd / disc / suit pref as above				4c/4d Namyats
passed hand	Smith vs NT high positive				4NT strong pre in c/d
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	in trumps upside down / may be suit pref				
dbl t/o	DOUBLES				
cue bid - 2-suiter	TAKEOUT DOUBLES (Style; Responses; Reopening)				SPECIAL FORCING PASS SEQUENCES
NT natural	Standard t/o dbl 4th seat may be light (9+)				at 2-level after we dbl 1nt responder's pass
VS. ARTIFICIAL STRONG OPENINGS	natural responses / jumps are inv values				at or above game level if hand belongs to us
Jump = weak in suit or weak in next higher suit	most dbls at low level are t/o or neg				interference over fg sequences
after 1c dbl = hearts 1d = spades 1h/s/nt 2-suits same colour/rank/other	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
same after 2c level higher	after 1M-Pass or bid 4M- opponents bid/ dbl by opener is "I want to bid on"				Exclusion KCB
after 1c could be very weak 2-suiters occasionally 4-3 n.v.	Lightner				control asks if 3-suiter facing 1nt opening
OVER OPPONENTS' TAKE OUT DOUBLE	competitive				
rd = 10+	dbl of strong 1nt in 4th seat or from passed hand is 5+minor plus major				Psychics: very rare occasional after 1d or 1h opening response is psychic
some transfers after 1M opening Note#2	after our 2M opening and overcall - dbl = game try				
	Lead directing				LEADS AND SIGNALS
OPENING BID DESCRIPTIONS					

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	yes	0c	3S	17+ HCP any shape	1d neg. 1h/s/2c/d controls,2h nat nf 2s 14+ BAL2nt	usually nat	Natural responses except 1NT any 1 suit Note#1
1♣					4441 1nt 11-13 bal. Other resps in comp.		Note#10
1♦	yes	2♦♦♣♠♠♠♠	3s	11-13 bal or 10-16 nat	2c/d natural GF; 3c 5+/4+ minors 9-12;3d 6+ inv	mainly nat	Nat
1♥		5H	4D	5-cards (9) 10-16	2c artifical GF 2d - 3-card raise 10+. 2NT up support	conventional after 2c or 2nt. 1H-1S-2NT 6+H or 4+S	2c Drury style else nat. 2NT raise, fit jumps Note#2
1♠		5S	4h	5-cards (9) 10-16	as after 1H, except 2H 3-card raise 10+;	as after 1h	2c Drury style else nat. 2NT raise, fit jumps Note#2
1NT			3s	14-16 may be off shape	Stayman, transfers, 3d/h/s 3-suiters, 4 bids conv ST	over competition	Nf Stayman Note#9
2♣		5c	4S	10-16 5C/4m or 6c maybe 2nd suit	2d relay 2H, 2S f nat, 2nt nat, 4dtoS splinter	Rebids can show shortage after 2d and 2NT	Note#4
2♦	yes	0d	no	4414 4405 short D 10-16	natural except 3d	natural except after 3d	Note#5
2♥		(5) 6H	4d	weak 2	2nt relay	natural except after relay	Note#6
2♠		(5) 6S	4h	weak 2	as after 2h	as after 2h	
2NT	yes		no	5 spades + 5 minor 4-8 (9)	often conventional	mainly natural	Note#7
3♣		6c	no	pre	natural except 3d asks for 3cd M	natural	
3♦		6d	no	pre	natural	natural	
3♥		6H	no	pre	natural	natural	
3♠		6S	no	pre	natural	natural	
3NT	yes		no	weak in a minor (7) 8+	4c for correction else natural	natural	
4♣	yes	0c	no	Strong in hearts 7+	cuebids 4d art forward going		
4♦	yes	0d	no	Strong in spades 7+	cuebids 4h art forward going		
4♥		7H	no	Hearts 7+			
4♠		7S	no	Spades 7+			
4NT	yes		no	good 5c or 5d opening	5c, 5d p/c		
5♣		7c	no	pre			
5♦		7d	no	pre			
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

RKCB 0314, 6 key card with bal hand opp 2 suiter

When minor agreed, 4S is RKCB, or 4H if 4S cd be nat.

Exclusion RKCB

GSF

doubles / rdbls often conventional

Note...1:

Responses to 1C opening -
1D = < 7 HCP
1H = 7+ HCP < 3 controls
1S = 7+ HCP, 3 controls
1NT 11-13 bal
2C = 4 controls
2D 5+ controls
2H 6-cards 3-6 pts
2S 14+ bal
2nt 4441 7+ plus
3c-3h/ 3nt 6+cards in next suit at most 1-loser / single suited hand (3nt shows clubs)
Opener accepts transfer to set suit or bids new suit natural forcing/ 3nt is s/o
3S any 7 solid suit with no side Ace or king and maximum of 3 points outside suit
3nt asks suit / responder bids suit below then accept transfer sign-off, cuebids, 4nt s/o
4m if responder holds that suit asks for cuebids/ holds another suit then it's a cuebid
4M if responder holds minor non-forcing/ to play
4c-4s 7-card 1-loser suit above – outside values as after 3S

Note...2:

Responses to 1 H / 1S opening.
2c art fg. 2d rebid art. Relays to enquire shape and strength
2d{1H} 2H{1S} 10+, 3card support. Next above M fg then nat bid; 3 level bid game try short
2NT = 4 card support fg. Then 3c min, 3d 14-16 bal, 3h-3NT short c,d, other M.
3c 7-9 4card support. 3d 10-12 4 card support
3M preemptive
3H over 1S any void, 10-13
3S over 1H any void 10+
3NT over 1H spade splinter. 3NT over 1S any void 14+
4 level splinter
After intervention:

1H:
Transfers apply after 1S overcall or dbl
After 1S Overcall:
1NT transfer to clubs (6 cards 8-10 or 5+ cards 11+) responder bids again F1
2c transfer to diamonds (6 cards 8-10 or 5+ cards 11+) same
2d 3-card support with 10-12 or 13+ bal GF
2h 3-card support 5-9,
2S 3-card support GF not balanced
3H pre-empt
2NT limit raise (8-10) or better (13-16) 4 support.
Responses natural, new suits game try or better, jumps shortage.
4H typically 4-card support 11-12 but may be weaker or stronger for tactical reasons
after 1M-bid/pass-4M-4S/5-any dbl by opener says I want to bid on.
Single jumps are fit 4-cards
Double jumps are splinters

After 2 level or higher overcalls (and 1nt)
Double negative/ (after 1nt values)
Cue = 3 card support (if 2nt not available 3+) limit or better
2NT = 4 card support 8-10 or 13+
Single jumps are fit
Double jumps are splinters
Direct 4M pre or 11-12 balanced
After 4th hand bids at 5-level opener dbls – suggests willingness to bid on
Suits natural and forcing

After Double:
1S = 5+ cards natural F1
1 NT/2S are transfers (show 8-10, 6 card suit or 5+ suit with 11+)
2d = 10-12 or 13+, 3 card raise
2NT = 8-10 4 card support or better (13+)
Responses as above
4H typically 4 support 11-12 but may be weaker or stronger for tactical reasons
Single jumps are fit except 2^a, which remain weak in spades 4-8 HCP
Double jumps are splinters, 3^aany voids 10-13 and 14+ respectively and 3nt is spade splinter

1S:
After opponents Overcall
Double negative
Cue = limit raise or better, 3 card support (unless 2nt not available then 3+ support)
2NT is limit raise (8-10) or better (13+) with 4-card support. Raise to game with 4 card support and 11-12
2S = 5-9
3S pre-empt
New suit NAT F1 10+

Jump in new suit are FIT with 4+trumps
Double Jump is splinter

After opponents Double
Redouble = 10+ F to penalty or 2NT, subsequent doubles are T/O
1NT/2c/2d are transfers to c/d/H. (Transfers show 8-10 6 card suit or 11+ 5 + cards)
2H = 3 card raise 10-12 or 13+
2S = 5-9, 3 card support OR 4-card support if bal or vul (see 3s)
3S = Pre , 4 card support normal with shape but random if not-vul v vul
2NT= 4 card support limit (8-10) or better (13+)
Jump in new suit = FIT with 4+trumps
Double Jump in new suit = splinter
3H/NT showing unknown void as above

After 1nt overcall
1M 1NT 2C = good raise or one suiter all not forcing/ dbl and then bid is forcing
2D = diamonds and other major
2M = weak raise
2 other major = that major plus clubs

Note...3:

Responses to 1NT
1nt 2c Stayman with or without 4-card major
from passed hand non-forcing stayman
2d,H transfer. Can accept at 3 level with 4cd support
2S transfer to clubs wk inv or strong if 14+ may have 2nd suit. Min rebid shows fit
2NT transfer to diamonds wk inv or strong if 14+ may have 2nd suit. Min rebid shows fit
3c 1/3 or 3/1 plus 5/4 minors, 5+/5+ minors or 5/4 minors 22 strong. Then 3d relay.
3d short minor 4144 14+ or 4045/54 12+ (5 minor). Then 3H relay.
3H short spade 1444 14+ or 0445/54 12+ (5 minor). Then 3S is H fit.
3S short heart 1444 14+ or 0445/54 12+ (5 minor)
4c hearts – at least slam try
4d spades – at least slam try
4H 5c332 or 4c333 at least values for 4nt or 4m4m32 (19+)
4S 5d332 or 4d333 at least values for 4nt
4NT 4m4m32 not forcing (17-18 bal)

Note...4:

Responses to 2C opening
2c 2d relay 11+ if 9-10 must have both majors
2M natural forcing R1 9+/ 5+cards
2nt natural 11/12 no major
3c value raise with 4 trumps. 8-10 may hold 4-major
3d natural 6+ or 5+ with club support FG /3M no stop
3M natural 6+ forcing rebids natural except at 3 level denies stop,4d good raise
3NT natural 13-16 no major/ less than slam try
4c/5c 5+card support pre-emptive
4d/4H/4S splinter (with 1-suiter bid 3 suit and then 4 suit)

2C - 2D
3C - 3 suit = lowest stop

Note...5:

2d 4414 or 4405 11-16
2H to 3c not forcing
3H/3S invitational
4H to 5c sign-off
2nt inv
3nt sign-off
3d asking then 4d asking controls/1st step 0-3
then 5d asking queens/1st step = 0
4d Immediate natural invitational
5d Immediate sign-off

Note...6:

2H/S weak 4-9 (10)
with 10 often open 1M
1st and 3rd maybe 5 non-vul otherwise rarely 5
4th 6 cards 10-13pts
suits natural forcing
jumps splinter
2nt relay

2H/S 2nt relay
3C 4-7 includes all 5-card suits
3d/H/S 8-9 (10) LMH shortage
3nt 8-9(10) balanced
2H/S 2nt relay
3C 4-7 includes all 5-card suits
3d relay
3M own major/weak/ includes 5-card suits except bal 9 bid 3nt
3OM/4c/d LMH shortage 6/7
3nt 6/7 no shortage

Note...7:

2NT opening
at least 5/5 4-8(9) maybe weaker 3rd hand
3c signoff in opener's minor
3d invitational in spades
3H natural forcing
3S signoff
4c invitational in partner's minor
4d slam try asking minor 4h clubs then 4nt KC for minor
4s diamonds then 4nt KC for minor
after 4h/4s 5 other minor is KC for spades
4h to play
4s to play
4nt KC for spades
5c to play opener's minor

Note...8:

Doubles

Negative Doubles

Suit bids forcing
1d-1H-1S is forcing with 5 or more. Dbl is negative but does not promise 4S
After cue-bid of our suit by opponent a dbl is negative or shows limited support
Generally we try to support immediately so raises may be light.
After an opening bid, an overcall and a simple raise of the opening bid dbl is negative and promises un-bid major
Responsive double tends to deny holding 4M (we usually bid major if partner has doubled)

Support Doubles/ Rdb

After 1st opening and a major response or 1st opening and 1^a response
Double of 4th seat overcall = exactly 3 card support, applies over any 4th seat bid
Double at the three' level is the same but with extra values.
Opener is not obliged to double with a bad hand including three trumps.

Game try double

They open and we overcall 1M, next hand bids at 3 level leaving us no room for game try
Dbl is game try in M

Value/Action Double

When the opponents have shown a big fit and bid quickly to the four or five level, double shows good general values.
When we open and they pre-empt to 4 or 5-level our dbl is general values/ opener may pull with playing values
If we open 1M and partner raises to 4M (11-12 bal or pre) and they bid opener's dbl suggests bidding on.

Lead Directing Double v NT's

We have not bid a suit Dummy has not bid a suit Lead spades – then hearts
Dummy has bid a suit Lead dummy's suit
We have opened a suit. Lead the suit
Opener has bid 2 suits Lead 2nd suit
Opener and responder each bid a suit Lead my suit
We bid and support in one suit only Lead clubs
If we had the opportunity to double a cuebid and did not then our double asks for another lead.
If we had the opportunity to support cheaply at the 2-level and did not then double asks for another lead.

2nd Doubles

1. There are two unbid suits
1§ dbl 2§ 2any
3§ dbl - t/o does not promise support for responder's suit
2. There is one unbid suit
1H dbl 2c 2S
3c/H dbl - good hand with 3 card support for responder's suit

Cuebid following negative dbl

1H 3c (weak) dbl p
4c - normally 4 cards unbid major or ability to cope with bid

We open 2H/2S they overcall and we dbl Game try
they overcall 2nt and we dbl Penalty

Note...9:

Interference over our INT

2NT to 3H are transfers.

Transfers to minor are to play or GF.

Transfer to the Major is Inv +

(Exception after 2 spade overcall 2NT shows clubs to play /GF or hearts NF. 3S shows 5+clubs with 4 hearts)

Transfer to opponents suit is stayman

Double of 2 level overcall

1) Of their bid and known suit is take out 8+ HCP take. Double and a bid of a new suit is non-forcing showing that suit and a higher suit.

2NT by opener is 2 places to play after this double

2) When overcall is artificial with 2 known suits double is 9+ balanced and subsequent doubles by both are penalty with NT natural. 2 of known suit is 6-8 take out.

3) When they have shown 2 suits and 1 is known but not bid then double is 8+ take out of known suit.. Subsequent doubles by responder of known suit are take out but of other suit is co-operative penalty.

Doubles of 3 level bids are negative

Examples:

If they overcall 2 hearts then 3d is stayman .

Then 3H not 4S – no stop

3S natural

3nt not 4S - stop

If they overcall 2 spades then 3 diamonds is inv+ with hearts.

Then Opener can bid 3h (non-forcing) /4h or cue bid a minor ,

3S denies stop

3NT stop

Transfer to a suit followed by a new suit is natural GF except after 2s overcall, (2nt) transfer to 3c followed by 3h is natural and to play. Therefore use 3s in this setting to show clubs with 4 hearts (GF).

To ask for a stop we double and then cue bid.

Double always for take-out at the 2-level except

We have converted a t/o dbl. Then dbl penalty and pass forcing to 2nt.

We have rdb showing strength. Then dbl penalty and pass forcing to 2nt.

Partner opens, they overcall 1nt and we double and they run. Dbl is penalty and pass is 1 rd force.

see 2) above.

After 1st dbl (in t/o dbl situations) if opener passes it is nothing to say, if responder passes it is forcing

Double at the 3-level is for penalties unless they have fit then it is t/o except 1nt-3x-dbl is t/o

Double by opener opposite passed partner always takeout.

Note...10:

Cue bids of opponents suit etc

Two suiters

Variable strength 2nd seat only

2nt 2 lowest ranking suits

cuebid of major Major plus minor

1c or 1d 2d majors

If our 2-suiter is dbl then immediate bid = good preference/ delayed bid poor preference.

after 1c natural/semi-natural

2c = natural 3c = cuebid / diamonds + spades

v's weak 2d/(3d) cue-bid of 3d (4d) is both majors

bid of 4c is clubs + major (over 2d)

v's weak 2M cue-bid of 3M is asking stop

bid 4m is minor plus other major

v's weak 3s cue-bid of 4H is spades plus minor

cue-bid of 4S or higher/ huge 2-suiter

Jump to 4nt is Blackwood

v's multi 4c blacks

4d reds

after 1 any - p - 1nt cuebid of minor is 5/5 majors

cuebid of major is 5M/5m

double is t/o

Jump in their suit looking for stop

After 1c p 1d overcall:

Jump in minor over other minor 2 suiter – not extremes

over a major minor plus other major

Jump cuebid over minor 2 suiter – extremes

over 1 major asking stopper for 3nt

Simple cuebid over minor majors