

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Overcalls 7-16. New suit forcing by advancer UPH.
Advancer cue = invitational+ with support or stronger without.
Advancer 1NT = 8-11
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position direct 1NT= 15-18 points; responses as per 1NT opening
Re-opening 1NT= 10-14 points; responses as per 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, typically 5-10 with 6+ suit.
Wide ranging opposite passed hand.
Reopening jump = Intermediate, 10-14 with 6+ suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels = hearts + another or cue of hearts = spades + another.
Michaels 5/5 or better weak (5-10) or strong (8+ tricks).
Jump cue asks for 3NT with stopper.
VS. NT (vs. Strong/Weak; Reopening;PH)
Pottage: DBL = 15+, 2♣ = any 1-suiter, 2♦ = majors, 2♥♠ = major + minor, 5+/4+.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = t/o thru 4♥. Michaels. Jumps invitational.
NT bids natural, same responses as 1NT opening.
Lebensohl in response to DBL of weak-2.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Suction over artificial 1♣, 1♣-p-1♦, 2♣, 2♣-p-2♦: DBL=♦♠, NT=♣♥
OVER OPPONENTS' TAKEOUT DOUBLE
1♣-X: P=0-4, 1♦=5-6, RDBL=7-8, others natural positive.
1♦-X: new suits natural forcing, 1NT=6-11, 2♦=11+ forcing.
1M-X: new suits natural forcing, 2M weak, 3M preemptive [note 1]

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour or low from Hxx; 2 nd top from 4+ small.		
NT	Top from xx. MUD from xxx vs suit, but top vs NT.		
Subseq	Same throughout.		
Other: vs NT A or Q asks for unblock or count; K asks attitude.			
J denies higher honour & 9/10 = 0/2 higher.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	Asks unblock or count	
King	AK, KQ, KQx(+)	Asks attitude	
Queen	QJ, QJx(+)	Same as suit	
Jack	J10, J10x(+),	Same as suit	
10	10x,109x(+),KJ10x(+),AJ10x(+)	Same as suit	
9	9x(+), 98(+), H109(+)	Same as suit	
Hi-X	Xx(+), xXx, xXxx	Xx(+), Xxx, xXxx	
Lo-X	HxX, HxxX	Same as suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High/low = odd number		
Suit 2	Unusually high = encouraging		
3	Standard suit preference		
1	Same as suit		
NT 2	Same as suit		
3	Same as suit		
Signals (including Trumps): Trump high/low = odd number			
In sum: Reverse count, standard attitude, emphasis on count.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Direct t/o DBL=11+, all unbid majors or extra values.			
Neg DBL = unbid major(s) or runout suit			
Resp DBL = values but no suit to bid			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg DBL thru 4♥ after 1♣♠♥♠,2♣♦ openings, & thru 2♠ after 1NT opening.			
Support DBL shows 3-card M support after 1♦-p-1M-suit overcall			

W B F CONVENTION CARD
CATEGORY: Strong Club
NCBO: New Zealand
PLAYERS: Graeme <u>Stout</u> (16340) Jeff <u>Miller</u> (63239)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision: 1♣ = 16+, forcing, natural positive responses.
1NT opening: 13-15
1♥, 1♠, 2♣=11-15 with 5+ in suit
Forcing 1NT/1M
1♦-2♦ & 1♦-3♦ = Inverted
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ opening=11-15, may be as short as singleton ♦
3NT opening=gambling with no outside A or K.
Good-Bad 2NT in competition
2NT opening = both minors, weak or strong
“Swiss” Responses / 1M [note 1]
In Competition: Cue=Limit+ Raise, Jump Raise=Preempt, Jump Cue=Splinter
Lebensohl: Slower shows stopper
Checkback Stayman
Gotcha runouts from 1NT Doubled [note 5]
New minor and 4 th suit forcing
2♦ opening = weak 2 in either major or strong balanced.
2♥♠ opening = weak, 5-card suit, 4+ in a minor.
SPECIAL FORCING PASS SEQUENCES
Pass by RESP after our 1NT X [note 5]
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	0	4♥	16+, any shape, can be less with good playing strength	1♦=0-7, 1♥/♠/NT/2♣/♦= natural positives 5+, 2♥/♠/3♣/♦ = 4441 positives, jump in singleton.	1♣-1♦-1♥=19+ [note 4]	2NT resp to 1♣ = 10 HCP
1♦	?	1	4♥	11-12 balanced or 4+ diamonds or any 4441	2♦ = 10+ forcing, 3♦= preemptive (inverted) Weak jump shifts		
1♥ & 1♠		5	4♥	11-15, can be less with good playing strength	1NT forcing (may be start of weak raise) [note 2].	Reverse or jump = 14-15 or playing strength.	
					Direct single raise constructive. Swiss [note 1].		
					2 minor = 9+ natural. Splinter = 11-15.		
1NT		2 per suit	2♠	13-15 HCP, may contain 5-card minor.	Stayman. Jacoby transfers, Lebensohl, etc. [note 3] 2NT & 3♣/♦ invitational (♣/♦ need help).	Superaccept transfer with 4 trumps & 14-15.	
2♣		5	4♥	11-15, 6+♣ or 5♣&4M	2♦ asking, others natural & nonforcing. 2♦ followed by a new suit is forcing.	2♣-2♦: 2M with 4, 3♣=11-13, 2NT=13-15	
2♦		0	4♥	Weak 6-card major, or 21-22 bal. with 5-card major	2 major = pass or correct, 3 minor forcing. 2NT asks further description.	Resps to 2NT: 3♣/♦ = bad weak hand with ♥/♠. 3♥/♠ = good weak hand with ♥/♠.	
2♥ & 2♠		5		Weak, also promises 4+ minor.	3♣ = pass or correct. 2NT asks further description. New suits forcing.	Resps to 2NT: 3♣/♦ = min with ♣/♦. 3♥/♠ = max with ♣/♦.	
2NT		5/5		Minors, weak or strong			
3♣		6+					
3♦		6+					
3♥		7					
3♠		7					
3NT				Gambling: No outside A or K			
				opposite UPH.			
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT							
5♣		7				HIGH LEVEL BIDDING	
5♦		7				Key Card Blackwood: 5♣ = 0/3, 5♦=1/4, 5♥/♠ = 2 without/with Q of trumps.	
5♥		7				Gerber over: 1NT opening, 1NT/2NT resp to 1♣, 1/2NT rebid by 1♣ opener, & 2♦ resp to Stayman.	
5♠		7				Grand slam force: 6♣ = 0, 6 suit = 1, 7 suit = 2	
						Rolling cues [note 7]	

Supplementary notes for Graeme Stout & Jeff Miller

Note 1: SWISS raises after 1♥/1♠ openings (on after DBL):

Responses to 1♥ (responses to 1♠ are 1 step higher):

2♠ = 9-10 or 16+ splinter in any suit, with 4 card support.
(Then, 2NT by opener asks for singleton.)

2NT = 7-9 with 4 card support

3♣ = 10-11 with 4 card support

3♦ = 12+ with 4 card support

3♥ = 0-6 with 4 card support

Note 2: Forcing 1NT response to 1♥/1♠ openings:

Responder has either:

- (a) Weak raise with 2-3 card support
- (b) Invitational raise with 3 card support
- (c) Weak suit of own
- (d) Equivalent of a natural 2NT response

Opener rebids a second 4-card suit, major with 6, or else 2♣

With the above hands, responder will then:

- (a) Pass or return to original major
 - (b) Bid 3 of major
 - (c) Pass or bid new suit (discouraging)
 - (d) Bid 2NT, invitational.
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Note 3: Responses after 1NT opening, 1NT/2NT overcall,
1♣-1♦-1NT, etc

2♣ = Stayman

2♦/♥ = Transfers. NT bidder super accepts:

3♥/3♠ = 14-15 & 4 card support

new suit = concentration values, 14-15 & 4 card support

2♠ = one or both minors, weak or strong.

Opener rebids 2NT/3♣ with ♦/♣ preference.

2NT = invitational

3♣/♦ = natural & invitational (broken minor)

3♥/3♠ = slam invitational

Lebensohl after interference over the 1NT bid:

2 suit = natural, nonforcing

2NT = relay to 3♣, then:

3 of a suit below overcall = to play

3 of a suit above overcall = invitational

cue = Stayman with a stopper in overcalled suit
 3NT = to play, with stopper in overcalled suit
 cue = Stayman without a stopper
 3 suit = natural & forcing

Note 4: Structure after 1♣ Opening

Initial responses:

1♦ = 0-7 HCP
 1♥, 1♠, 2♣, 2♦ = 8+ natural (5+ in suit bid)
 2♥, 2♠, 3♣, 3♦ = 8+ 4441 with singleton in suit bid
 3♥, 3♠ = 14-15 balanced with 4 in suit bid.
 1NT = 8-10 or 16+ balanced
 2NT = 11-13 balanced
 3NT = 14-15 balanced, no 4-card major

Opener's rebids after 1♣-pass-1♦:

1♥ = 19+, any distribution.
 All others natural 16-18, except see NT ranges

Responder's rebids after 1♣-pass-1♦-pass-1♥:

1♠ = 0-4, any distribution.
 1NT = 5-7 balanced
 2♣, 2♦, 2♥, 2♠ = 5-7 natural (5+ in suit bid)
 3♣, 3♦, 3♥, 3♠ = 5-7 4441 with singleton in suit bid

Opener's rebids after 1♣-pass-1♦-pass-1♥-pass-1♠:

2♣ = game forcing, any distribution.
 (Here, 2♦ by responder shows a complete bust.)
 All others natural; see NT ranges.

Game forcing sequences:

1♣ followed by any positive response except 1NT
 1♣-1♦-1♥ followed by any positive response except 1NT

NT ranges:

16-18: 1♣-1♦-1NT
 19-20: 1♣-1♦-1♥-1♠-1NT
 21-22: 1♣-1♦-2NT
 23-24: 1♣-1♦-1♥-1♠-2NT
 25-26: 1♣-1♦-1♥-1♠-2♣-2♦-2NT
 27-28: 1♣-1♦-1♥-1♠-2♣-2♦-3NT

Note 5: Escaping from 1NT DOUBLED

After 1NT - X - ?:

Bid = lower of two touching suits

XX = single suited hand (relay to 2♣ for pass or correct)

Pass = forces RDBL, to play or to show two nontouching suits, including ♣♠

After 1NT - pass - pass - X - pass - pass - ?:

Bid = lower of any two suits, touching or not

XX = single suited hand (relay to 2♣ for pass or correct)

Note 6: Defense against ARTIFICIAL STRONG OPENINGS

Applies over strong 1♣ & 2♣ openings & negative 1♦ & 2♦ responses:

Jump suit bid = natural & preemptive

X = diamonds & spades

NT = clubs & hearts

Nonjump suit bid = either 1-suited in the suit above the bid, or 2-suited with neither the bid suit nor the suit above it.

Responses are "pass or correct" at all levels.

Note 7: Rolling cues

When we have agreed a suit and are cue bidding, NT bids and below-game bids of the trump suit are *waiting* bids, inviting partner to show a control. Bypassing a waiting bid implies controls in all bypassed suits (i.e., no need to wait). Example:

1♣ - 1♠

2♠ - 3♦

Responder promises 1st round control of clubs, because he could wait with 2NT if he did not have it.
