DEFENSIVE AND COMPETITIVE BIDDING

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

6-18 may be 4 card at 1level.All raises weak. New suit F1..Jump fit.

Double jump splinter.Cue = fit 3cards 2nt=fit 4 cards.

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

15-18, responses as per 1NT opener.11- 14 in 4th jump/bid 2NT wth max over stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

1c- 2d =majors

Reopen:

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

Michaels except where 1D is artificial

Jump Cue bid= NT try

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

2c= H + any 2D = S + any show longer major with H+S

Resp Ist step P/C (to 5M or 2nd suit) 2 step= 3 card support. 2NT=

FG relay new suit= NF. 3 bids weak. X= 1 minor or 5/5 in majors

overr strong NT or PH.By PH 2c=C + major 2d = D+major

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

X= T/O then lebensohl, leaping michaels cue bid =minors over 2M

Transfers over 2NT transfer to weak 2 suit = stayman.Over 3c /3d

Cue = majors 3c- 4d = D+ major

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

Over strong ♣X=♥ 1♦=♠ 1♥/♠/1NT=2 suits(CRO) 2NT=GF 2

Suiter. 1♣-P-1♦ X/1NT/2♣=2 suits (CRO) (also applies after strong 1♦)

OVER OPPONENTS' TAKEOUT DOUBLE

XX =10+ raise of M poor bid 2M minus one =good 3card rase

After 1 minor 3m =inv 2NT = weak

1M- 2NT = 4 inv

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th	4th or top or third
NT	4th	4th or top or third
Subseq		

Other: K asks for count or unblock at NT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	AK or KQ	AK or KQ
Queen	QJ	QJ
Jack	J10	J10
10	10 9	10 9
9	top	top
Hi-X	xx or xxx or 5+	top or 5+
Lo-X	Hxx or better	Hxx or better

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	attitude	SP	attitude
Suit 2	count	count	SP
3	SP		count
1	Attitude	Rev smith	attitude
NT 2	count	count	SP
3	SP	SP	count

Signals (including Trumps):

Rev smith echo

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

standard

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support x for majors

Responsive through 4H

Over penalty double of 1NT redouble= transfer to C

W B F CONVENTION CARD

CATEGORY:
NCBO: England
PLAYERS: David Mossop
Gunnar Hallberg

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card majors

2/1 GF

1M- 1NT = F1 except by passed hand

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1m-2S = inv in m

1m- 2H= weak 5S+4or 5 H

1m- 2D= weak 5H+4or 5D

SPECIAL FORCING PASS SEQUENCES

After weak 1NT double –bid--pass is F1

IMPORTANT NOTES

PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	Nat with 3/3 in minors open 1c	Raise GF, double raise weak,2S inv in m.,2D or 2H	2NT is relay over 2S, 2H,2D	
					5 cards in suit above plus 4/5 cards in this weak	2 Way checkback after 1M or 1NT rebid	
1♦		3	4H		As 1C		
1♥		5	4H		1NT F1 with 4 card support,2NT GF,3C= 5-8, 3D=9-11, 3M =0-4, 3NT = 12-14,Splinters.	Over 2NT bid shortage or 3NT =15+.,4 raise = max 1 key card,4 new suit =5/5,3 raise other	Reverse Drury
1♠		5	4H		As per 1H	As per H	
INT				15/17	Stayman full transfers		
2♣	X			22+ or GF	2D relay 2/3 other HHxxxx or better H= AKQ	2NT= 22/23, 2H = kokish	
						Jump = solid suit	
2♦		5/6		weak	2H/2S= FI nat 2NT = relay ,splinters,4M= nat	After 2M 2NT = 3card fit good 3C = 3card fit poor, raise= 2cards poor ,rebid suit short	
						Bid other = 2+Good,, After 2NT bid guard	
2♥		5/6		weak	2S= F1 nat 2NT=relay, splinters, 4S=nat	As per 2H but 2NT asks for shortage	
2♠		5/6		weak	2NT = nat, splinters 4H = nat	As per 2H	
2NT				20/21	Puppet stayman 3,transfers 3S minor stayman	After 3C bid other major, after 4 bid gap suit	
					4 level bids 2step transfers	= RKCB 4NT = off center NT	
3♣		6/7		weak			
3♦		6/7		weak	Suit GF	OS GF	
3♥		6/7		weak	Suit GF	OSGF	
3♠		6/7		weak	Suit GF	OSGF	
3NT		7+		gambling	4C pass or correct		
4♣		6+					
4♦		6+					
4♥		6+					
4♠		6+					
4NT				Ace ask	Bid A with 2 bid 5nt		
5♣		7+				**HIGH LEVEL BIDDING**	
5♦		7+				RKCB 30/41	
5♥		7+				ROPI ; DOPI	
5♠		7+				5NT suit = 0 5c = 1, more = 1 plus 1card extra	