

| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| 1 level usually 5+ (may be good 4) suit, 6-17 HCP. |
| 2 level 5+ suit, 9-17 HCP [over 1♣, 2♣/♦ = 4M & another suit] |
| Re-opening may be lighter by about K. |
| Responses: New suit =F1, raises pre-emptive, Fit Jumps UCB. Over 1♣ [short or strong] = special defence [see note 2] |
| Over 1♣, 2N and above = shows next suit, wk or strong 2 suiter. |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 1NT = 15-18. Re-opening which is 11-14 |
| Responses: 3 suit transfers |
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| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| Jump cue = solid suit, asking for stop |
| Direct Cue/jump 2N = 2 suits, weak or strong |
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| DEFENCE TO 1NT OPENER |
| DOUBLE=PEN v weak NT ; both minors v strong NT or if passed. |
| 2♣=4H+ another suit, 2♦=4S+ another suit, 2N/3L= next higher suit. WJO or strong 2 suiter if new suit bid after transfer completion. |
| VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids) |
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| (WEAK2) - Cue =asks for stop or very strong 1-suiter |
| X=T/O (then LEB), strong jump overcalls, NT = Nat |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| As if 1♣ is NAT – may be v weak. |
| Over strong 2♣, Dble=majors, NT= minors |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| 2NT = good 4+ card raise, |
| XX = constructive raise |

| LEADS AND SIGNALS | | | |
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| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 4 th , 2 nd from bad, mud | 3 rd supported | |
| NT | 4 th , 2 nd from bad, | 3 rd supported | |
| Subseq | Std rem count or SP | Std rem count or SP | |
| Other: Top of doubleton, middle from xxx. 10/9=0 or 2 higher | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | Asks for ATT (LO=ENC) | Asks for ATT (LO=ENC) | |
| King | Asks for COUNT (LO=O) | Unblock/CT (LO=ODD) | |
| Queen | Asks for ATT (LO=ENC) | Asks for ATT (LO=ENC) | |
| Jack | Denies Q | Denies Q | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | ATT (LO=ENC) | Suit Pref | ATT (HI=ENC) |
| Suit 2 | CT (LO=ODD) | CT (LO=ODD) | S/P |
| 3 | Suit Pref | ATT (LO=ENC) | CT (LO=ODD) |
| | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| Most Dbls< game=competitive. Herb negative [0=8] response to t/o Dble | | | |
| Jump response with 9+ or less with shape. Cue = FSA | | | |
| 2NT response = either 2 places or puppet to 3♣ ELC over 2/3M openers | | | |
| Re-opening double can be very light; Neg & Resp Dbls | | | |
| COMPETITIVE DBLS/RDLS 1L-(D)-Redble= constructive raise | | | |
| Competitive double shows values at higher levels | | | |
| 1♣ (1♦)-D= H, 1m (1♥) Dbl = 4♠,1m (1♥) 1♠ = 5+Sp; Lightner, | | | |
| Anti-lead-directing dbles of own suit, (1L)-1M-(D) redble = top honour in M | | | |
| 1NT (DBL=PEN) RDBL=ART, (1NT) Dbl (2X) Dbl=T/O; | | | |
| DBL of Splinter asks for lead of lower suit | | | |

| W B F CONVENTION CARD |
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| <div> <div>CATEGORY: RED</div> <div> <div>NCBO:</div> <div>Scotland</div> </div> <div> <div>PLAYERS:</div> <div> <div>Mike ASH – Robert FERRARI</div> <div>1231818508</div> </div> </div> </div> <div>Jan 2022</div> |
| SYSTEM SUMMARY |
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| GENERAL APPROACH AND STYLE |
| 14-16 NT [BANZAI adjustments – see suppl. sheet note 5.] , 5-card majors, 2 over 1 forcing to game |
| 2♦ = 5-9, 5+ in a M or 17-23 3 suited hand |
| 2♥ = 5-9, 5+H, 4+S 2♠ = 5-9, 5+S, 4+H |
| SPECIAL BIDS THAT REQUIRE DEFENSE |
| 1♥-1♠=equiv to FNT, <5 spades. |
| 1♦-1M; 1N=either 6+D or 16+. |
| Transfer responses to 1♣ opener [see Note 1] |
| Defence to 1♣ opener as over 1NT. |
| SPECIAL FORCING PASS SEQUENCES |
| When we have established a strength showing sequence. |
| After PEN double of wk 1NT |
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| IMPORTANT NOTES |
| Over 1NT PEN DBL: (RDBL=1-suit, 2L=L+higher suit, |
| 2♠=Sp & minor, 2N=minors, 3L=pre-empt |
| 3 way CHECKBACK after all 1X-1Y-1Z:- |
| 1♥-1♠;1N=bal or H&S. 1♠-1N;2♣=bal or S&C |
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| ASH-FERRARI BID | ART | Min No | Neg Dbl Thru | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
|--------------------|------------|--------|--------------|---|--|--|--|
| 1♣ | | 2 | 4♦ | Natural or bal hand outside 1N range | Transfer responses [see note 1] 2♥/♠=5+M, 5-8hcps. 3L=GF, 3 suiters | 1♣-1R-1NT: 2♣ requires 2♦, to play or INV 2♦=GF, 2N = clubs, either to play or GF | If they overcall -Change of suit F1; |
| 1♦ | | 5(4) | 4♦ | 5 unless '4441' | 2♦=raise to 3. 1♦-2M=constructive raises. | 1♦-1M; 1N=16+ or wk 6+D. Now 2♣ = 8+. | Change of suit NF; Fit jumps |
| 1♥ | | 5 | 4♦ | natural | 1♠=FI, <5 spades., (can be weak raise); 1N=5+♠. 2♣=Gf, NAT or BAL [see note 3] 2♠=4+♥, INV; | 1♥-1♠; 1N=bal or 4S&5H | Drury: 2♣=3-card, 2♦=4-card Fit jumps 2N= long clubs, nf |
| | | | | | 2NT=FG, 4+♥; 3m=nat, INV, NF; 2♣ [see note 3] 3♥=pre-empt raise; 3N & 3♠/4m = SPL | | New suit NF |
| 1♠ | | 5 | 4♦ | natural | 1NT =F1. Other bids as 1♥ structure. | 1♠-1N; 2♣=bal or 5S&4C | 2♣=3-card, 2♦=4-card raises |
| | | | | | | | Fit jumps, new suit=nf |
| 1NT | | 2 | 4♦ | 14-16 bal or semi-bal BANZAI adjustments | Stayman, 4-suit transfers, Smolen, 3♣=5/5 minors, invitational; 3♦=both minors, GF, 3♥/♠=GF, (41)44 | 2N over o/call = to play in a suit or GF. Fast arrival shows stop. Dble of o/call=2N values | See Important Notes on front sheet for Wriggle |
| 2♣ | X | 0 | | 23+ bal or semi-bal | 2♦ = any positive, 2♥ = 0-3(4) or bal 5-8 HCP | After 2NT rebids, respond as if opening | Pass=semi-positive, dbl is |
| | | | | Or any FG | Other bids below 3N = conventional, 5-9 | 2♣-2♦; 2♥=natural or bal 25+ | Negative, bids natural +ve |
| 2♦ | Weak Multi | 0 | | 4-9, 5+ hearts or spades or 17-23 3 suited | 2♥=pass or correct.; 2♠=nf. 2NT=RELAY; 3m=NAT, nf. 4♣=play in opener's M | 2♦-2N; 3♣=any max. 3♦/♥=min with H/S. | |
| 2♥ | | 5 | | 4-9, 5+H, [4+S] | 2♠=nf. 2NT enquiry, 3L=nf | 2NT – 3♣= 4/5. Now 3♦ asks. | |
| 2♠ | | 5 | | 4-9,, 5+S, [4+H] | 2NT enquiry, 3L=nf | 2NT – 3♣ = 5/4. Now 3♦ asks. | |
| 2NT | | | | 20-22 bal or semi-bal | 3♣=asks for 4/5M, 3♦/3♥=TRF, 3♠ = both minors, | 2NT-3(Red suit)-3NT-4(new suit)=transfer | |
| | | | | May have singleton honour | 4♣=ask ctrls, 4♦=both M, 4M = slam try in a minor | TRF ACCEPT WITH SUPPORT | (then 3NT denies shortage) |
| 3♣ | | 6 | | PRE - aggressive NV | 3♦ = slam try, asks for A/K+Q trump. | | |
| 3♦ | | 6 | | PRE - aggressive NV | 4♣= as 3♦ above, 3M =nf but values, game bids nat | | |
| 3♥ | | 6 | | PRE - aggressive NV | 4♣= as 3♦ above, 3M =nf but values, game bids nat | | |
| 3♠ | | 6 | | PRE - aggressive NV | 4♣= as 3♦ above. | | |
| 3NT | X | | | Pre-empt in minor | 4♣ to play in minor, 4♦ asks for shortage, | | |
| 4♣/♦ | X | 6 | | Solid M or semi solid + A | 4♦/♥=interest. | | |
| 4♥/♠ | | 6 | | Nat, pre-emptive | New suit asks for control in suit above | | |
| 4NT | X | | | Asks for specific Aces | 5♠ = none, 5NT = 2, 6♣ = ♣A | HIGH LEVEL BIDDING | |
| 5♣ | | 7 | | PRE – very distributional | | KCA[14,30], KC minors and Exclusion KCA (0, odd, 2/4, 2/4+Q) DOPI, ROPI, , | |
| 5♦ | | 7 | | PRE – very distributional | | CUE FIRST AND SECOND ROUND CONTROLS EQUALLY, LAST TRAIN | |
| 5♥/♠ | | 7 | | Strong, very distributional | Bid 6 with 1 top trump, 7 with 2 | If cue is Dbled, Redble by either partner shows 1 st round control | |

ASH – FERRARI SUPPLEMENTARY SHEET

1. Responses to 1♣ opener:-
1♦ = hearts,) Now 1N rebid = 17-19 without 4 trumps.
1♥ = spades,) 3♦ = 17-19 with 4 trumps.
1♠ = bal hand or long dias, <13 hcps,
1N = clubs,
2♣ = dias, GF.
2♦ = club raise, 7-10
2M = 4-8, 5+ M, nf.
2N = GF, both minors,
3L = gf, 4441, short in other minor/major.
2. Defence to any 1♣ opener [including after 2 passes].
Dble = 12-15 ba; or any 17+
2♣/♦ = 4M & another [as over 1N opener]
2N, 3♣/♦ = weak in suit above or strong 2 suiter, including suit above
3♥ = majors
3. GF 2♣ over 1M opener
Rebids:- 2♦ = any min. Now 2♥ = asks, normally bal hand. After 2♥, 2♠ = Catchall, unable to 6 card suit, second suit of 5+.
Other rebids show 16+.
2N rebid [either directly or after 2♦-2♥] = 6 card suit.
4. 3 way checkback [XYZ]
2♣ requires opener to bid 2♦, now any bid is invitational.
2♦ = GF. Opener shows natural features
2N shows clubs. Opener bids 3♣, responder can Pass or bid shortage, GF.
3L=GF, distributional hand.
5. Banzai adjustments for all NT hands. A=5, K=4, Q=3, J=2, 10=1 & 5 card suit=2. 1NT=21-24, 2NT=30-33 Banzai.