

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>  |
| Simple overcalls are natural. Opening strength at the 1 level; 9+ at the 2 level over the 1 level (non-jump). RESP CUE INV+. |
| Weak Jump Overcalls 5-10 HCP 6+suit. RESP CUE INV+   |
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| <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>   |
| 15-17NT 2 <sup>nd</sup> /4 <sup>th</sup> Live, promises cover in the enemy suit. Systems ON                                  |
| 12-14 Reopening should have enemy suit cover. Systems ON   |
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| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>   |
| WJO 5-10 HCP 6+suit, 1+ of top 3 H. 2NT response is Ogust  |
| Unusual 2NT over a 1 level opening: at least 5-5 in 2 lowest unbid suits. NV 6+, V 10+ HCP                                   |
| Reopen: 10-15 HCP 6+card suit. 2NT response is Ogust.  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>  |
| (1x)-2x shows MIN 5-5 in 2 highest unbid suits. NV 6+, V 10+ HCP   |
| Unassuming Cue Bids show good raise INV+ in partner's suit   |
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| <b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>   |
| [D5] Penalty Doubles of 13-15NT and weaker NT Openings   |
| Double of a strong 1NT Opening shows 5+♠ and 4+♦   |
| 2♠ over a strong 1NT Opening shows 5+♠ and 4+♣   |
| 2♠ over a weak 1NT Opening shows 5+♠ and 4+m   |
| 2♣ at least (54) MM; 2♦ single suited; 2♥ shows 5+♥ and 4+m;   |
| 2NT shows at least 55 mm.  |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>  |
| Take out Doubles, 12-14 or strong, at least two places to play   |
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| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>   |
| Bids are natural but higher end of range   |
| Special defence to 3-way 1♣ systems (e.g. Polish) [H1]   |
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| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| Natural. New suit 5+cards F1. Stretch raises. RD 10+ HCP.  |
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| LEADS AND SIGNALS   |  |                              |                  |
|---|--|------------------------------|------------------|
| <b>OPENING LEADS STYLE</b>  |  |                              |                  |
|   | Lead   | In Partner's Suit            |                  |
| Suit  | 2 <sup>nd</sup> from bad 3+suit/4 <sup>th</sup> from H | Highest or protect an honour |                  |
| NT  | 2 <sup>nd</sup> from bad 3+suit/4 <sup>th</sup> from H | Highest or protect an honour |                  |
| Subseq  | Suit preference if anything                            | Distribution                 |                  |
| Other: "Bad" 3+ suit includes Jxx; Top of a sequence;<br>Shortage leads v trump; Top of doubleton; Exit leads |  |                              |                  |
| <b>LEADS</b>  |  |                              |                  |
| Lead  | Vs. Suit   | Vs. NT                       |                  |
| Ace   | Asks for Reverse Attitude                              | Asks for Reverse Attitude    |                  |
| King  | Asks for Standard Count                                | Asks for Standard Count      |                  |
| Queen   | Asks for Reverse Attitude                              | Asks for Reverse Attitude    |                  |
| Jack  | J10(x)(x)/J109(x)                                      | J10(x)(x)/J109(x)            |                  |
| 10  | Top of sequence or short                               | Top of sequence              |                  |
| 9   | Top of sequence, short or bad                          | Top of sequence or bad       |                  |
| Hi-X  | Shortage or bad suit                                   | Bad suit                     |                  |
| Lo-X  | Lo from H, short or bad                                | Lo from H or bad             |                  |
| <b>SIGNALS IN ORDER OF PRIORITY</b>   |  |                              |                  |
|   | Partner's Lead   | Declarer's Lead              | Discarding       |
| 1   | Reverse Attitude                                       | Standard Count               | Reverse Attitude |
| Suit 2  | Standard Count   | Reverse Attitude             | Standard Count   |
| 3   | Suit Preference  | Suit Preference              | Suit Preference  |
| 1   | Reverse Attitude                                       | Standard Count               | Reverse Attitude |
| NT 2  | Standard Count   | Reverse Attitude             | Standard Count   |
| 3   | Suit Preference  | Suit Preference              | Suit Preference  |
| Signals (including Trumps):   |  |                              |                  |
| Suit Preference applies in obvious situations   |  |                              |                  |
|   |  |                              |                  |
| <b>DOUBLES</b>  |  |                              |                  |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>  |  |                              |                  |
| Takeout Double of 1 of a suit opening shows a 4 card M or strong hand [E2]                                    |  |                              |                  |
| Takeout Double of a Weak 2 initiates Lebensohl  |  |                              |                  |
| Negative  |  |                              |                  |
|   |  |                              |                  |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>  |  |                              |                  |
| Most Doubles of NT and 3 <sup>rd</sup> double by partnership is for penalty [E3]                              |  |                              |                  |
| See "VS.NT" for artificial doubles of OPPT opening NT.  |  |                              |                  |
| Redouble when our 1NT opening is doubled shows a 5 card minor [D1]  |  |                              |                  |
| Double/Redouble may be used as a "step" in a competitive auction.   |  |                              |                  |
| Double/Redouble in contested 2M opening sequence asking for second suit.                                      |  |                              |                  |
|   |  |                              |                  |

| W B F CONVENTION CARD  |
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| <b>CATEGORY: Green</b>   |
| <b>NCBO: Scotland (SBU)</b>  |
| <b>PLAYERS: Alisdair McLeod (12152)</b>  |
| <b>Steven Pomeroy (11203)</b>  |
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| <b>SYSTEM SUMMARY</b>  |
| <b>GENERAL APPROACH AND STYLE</b>  |
| 15-17NT; 2/1-style; 5 card MM; 1m may be 3 cards   |
| 2M – weak 2-suiter, min 54 – bid suit and any other  |
| 2♦ Opening MULTI - wk 2M or 22-23 HCP BAL or 8 PT m  |
| 2♣ Opening is 8+ Playing Tricks or 24+ HCP BAL   |
| 2/1 GF; 1M-1NT F1  |
| WJO; WJS   |
| 1M-2NT GF w/4cd SUPP; Bergen-style raises  |
| INV+ CUE in comp and by passed hand [D3][D4]   |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>   |
| WJO  |
| WJS  |
| Wk 2-suiter 2M [A4][C1]  |
| MULTI 2♦ [A5][C2]  |
| Special defence to Multi-2 and similar [H2]  |
| Special defence to 3-way 1♣ systems (e.g. Polish) [H1]   |
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| <b>SPECIAL FORCING PASS SEQUENCES</b>  |
| When our opening or overcall 1NT is doubled. [D1] [E1]   |
| When we have freely bid to Game / bid to make Game   |
| When pass is a "step" showing values in a competitive auction                                      |
| When Pass used to deny stop [G2] [G3]  |
| <b>IMPORTANT NOTES</b>   |
| Lebensohl (FADS) when our opening 1NT is overcalled [D2] and opposite partner's Double of OPPT WK2 |
| <b>PSYCHICS: No</b>  |



## Alisdair McLeod / Steven Pomeroy Supplementary Notes

### A) Conventions used

#### 1 Opener's Reverses

A reverse by opener (bidding, at the 2-level, a higher ranking suit than the originally opened suit) shows a hand of quality that did not qualify for a 2C opener. Nominally 16+ HCP, but may be less with shape and good playing strength.

After opener's reverse, 2NT is "blackout", indicating a minimum hand. Pass or correct opener's 3C bid. Any other bid above 2NT by opener is GF.

#### 2 RKCB Responses

5C shows 1 or 4 keycards. 5D shows 0 or 3 keycards. 5H shows 2 keycards without the trump queen. 5S shows 2 keycards with the trump queen.

After a 5C or 5D response, the next non-trump suit asks for the trump queen. A response of the cheapest bid denies the trump queen. The 2<sup>nd</sup> cheapest shows the trump queen.

In the case of intervention DOPI/ROPI applies both to the initial responses and to the queen ask, in which case the "zero" bid being the cheapest, i.e. X or XX and the pass showing the trump queen.

A follow-on 5NT by the 4NT bidder asks partner to cue bid the lowest ranking king, so long as that does not bypass small slam.

#### 3 Jacoby 2NT Major Suits

A sequence such as 1S-(P)-2NT shows 12+ HCP and 4+ card support for opener's suit.

Opener bids 3new suit to show a shortage, bids 4suit as a cue (slam interest), bids 3 of the opened suit with 16+ HCP (without shortage). Otherwise bids 4 of the opened suit.

#### Minor Suits

A sequence such as 1D-(P)-2NT shows 10+ HCP, 4+ card support for opener's suit and no 4-card major. Opener's rebid of 3new suit is natural or cheapest to bid stop (F1), 3NT is to play, 3 of the opened suit is minimum and can be passed.

Note that in both cases, bidding 3 of the opened suit, by either hand, shows a minimum and can be passed.

#### 4 2H/2S Opening

Introduces a hand containing at least 5 cards in the bid suit and a side suit of at least 4 cards, 6-10 HCP. Position at table and vulnerability affect use of bid. Singleton or void in hand preferred but not required.

Raises are pre-emptive and to play. Non-jump new suit bid is to play. 2NT F1 for opener's second suit. Note that 2H – 2NT – 3H is low range 5+ hearts and 4+ spades; 2H – 2NT – 3S is same shape but upper range. Opposite all other sequences, return to first suit by 2NT bidder is game invitational.

#### 5 Multi 2 Diamonds

3-way. Either a weak 2 in a major (6-10 HCP), 8 playing tricks in a minor or 22-23 HCP balanced. 2H response is pass or correct with weak major option.

2NT F1. With a low range weak 2, opener bids 3m (3C – hearts; 3D – spades). With the upper range, bids 3M in his suit and with AKQ in his suit, bids 3NT. With a strong minor suit hand, opener bids 4m (in his suit) and with the strong balanced option bids 6NT.

6 **“Minorwood”-Style Responses**

A bid of 4C, when a minor suit has been agreed explicitly or implicitly is a Minorwood-style asking bid. Responses are 14-03 (i.e. 4D is 1/4, 4H is 0/3 etc.).

After a 4D/4H response, the next suit up is Q ask. 5m denies. 4NT shows the Qm but denies any side suit K below the level of the agreed minor. Any other bid shows the lowest ranking side suit K.

After a 4D/4H/4S response, 4NT is to play!

After any response, 5 of one suit higher ranking than the trump m asks for Ks. Responses are 6 of trump suit for no side-suit K, bid below 6 of trump suit for 1 K, bid above 6 of trump suit for 2Ks.

7 **Inverted Minors**

|        |   |  |
|--------|---|--|
| 1m-1NT | 5-9 HCP. Denies 4 card M. May have 4cd m support.   |  |
| 1m-3m  | 5-9 HCP. Denies 4 card M. Either 5+cd support or pre-emptive with 0-4 HCP and 4cd support.            |  |
| 1m-2m  | 10+HCP. Denies a 4cd M. 5+cd support. F1.<br>We are either going to play in 2NT, 3m, 5m, 3NT or slam. |  |
|        | 1m-2m-new suit  | Non-minimum. GF. Values in the bid suit.   |
|        | 1m-2m-2NT   | Minimum. Only a 3cd m. NF.<br>Responder can Pass, bid 3m to play or bid a new suit to show game values and a stop in the bid suit, or 3NT to play. |
|        | 1m-2m-3m  | Minimum 4+cd suit. No desire to play in NT. Generally an obstructive bid.  |
|        | 1m-2m-3NT   | 18-19HCP bal. Probably 3cd m.  |

8 **2-Way Checkback**

After 1suit-1suit-1NT:

2M (NAT) is S/O sequence.

2C (ART relay to 2D) or 2NT (ART relay to 3C) are INV sequences.

2D ART GF.

Jump bid GF - quality suit(s).

B) Leads and signals

C) Bids that may require a defence

1 **2H/2S Opening**

See [A4].

2 **Multi 2 Diamonds**

See [A5].

## D) Defensive and competitive bidding

### 1 **Double of our 1NT Opening**

When opponents penalty double our 1NT, systems are on, but note the following:

- 1NT-(X)-2C shows tolerance of all three higher ranking suits. Opener chooses their best one.
- 1NT-(X)-XX shows a 5+card minor in responder's hand. Opener relays by bidding 2C which may be passed or corrected to responder's 5 card suit.
- 1NT-(X)-P is forcing. Opener bids his 5 card suit, if he has one, otherwise redoubles. As responder didn't bid 2C, there is one of spades, hearts or diamonds that he cannot tolerate – so responder rebids the lowest suit he can tolerate. Opener passes with 3-card or better support or bids the next suit up, which responder passes or corrects to the other suit he can tolerate.

### 2 **Intervention of our 1NT Opening**

Lebensohl (FADS) sequences apply.

- If the intervention is conventional and identifies a specific suit, that is taken as the anchor suit for Lebensohl.
- If the intervention is conventional and doesn't identify a specific suit, the bid suit is taken as the anchor suit for Lebensohl.
- If a conventional double is used that does not identify a specific suit (e.g. both majors), spades is taken as the anchor suit.
- A double by partner where a Lebensohl bid could be made shows an awkward hand with values that doesn't have a Lebensohl sequence bid.

### 3 **Cue bid of opponent's suit opposite Opener**

1suit-(OPPTsuit)-2OPPTsuit\* has the same meaning and responses as 1suit-(P)-2NT.

### 4 **Cue bid of opponent's suit opposite Overcaller**

For example, (1D)-1S-(P)-2D\* shows 3+ card support and 10+ HCP. Overcaller can bid a change-of-suit to show game interest and a shortage.

### 5 **Versus Opponent's Opening 1NT**

Over an opponent's 1NT opening:

- If opponent's 1NT is strong (top of range is 16+ HCP), X shows S + D; 2S shows S + C. Min shape 5+S & 4+m.
- If opponent's 1NT is weak (top of range is <16 HCP), X is penalties; 2S shows S + m. Min shape 5+M & 4+m.
- 2C = MM. Min shape (54). In response partner can:
  - Bid 2D with equal length.
  - Bid 2M to play.
  - Bid 2NT as a strength enquiry. Responses are:
    - 3m shows less than an opening hand with C showing preference for H and D showing preference for S.
    - 3M shows opening hand or better with preference for the bid suit.
- 2D = either a poor single-suited (6+) hand (<10 HCP) or a strong single-suited hand (16+ HCP). In response, partner can bids 2H (P/C); 2NT F1 to ask for suit. With the strong hand, the 2D bidder jumps on the next round or bids 3NT or Doubles opponent's intervention.
- 2H = H + m. Partner's 2NT asks for the minor. Partner's 3H INV.
- 2NT = mm. Partner is expected to bid 3m to play; 3NT to play; 4m INV.
- 3suit with an intermediate (10-15 HCP or equivalent) hand with 6+ card suit.

## E) Doubles/Redoubles

- 1 **Redouble of opponent's double of our 1NT opener**  
1NT-(X)-XX shows a 5-card suit in responder's hand. Opener relays by bidding 2C which may be passed or corrected to responder's 5 card suit. See also [D1].
- 2 **Action opposite partner's T/O Double**  
(1suit)-X-(P)-1suit: NF. <10HCP.(1suit)-X-(P)-1NT: NF: <10HCP.(1suit)-X-(P)-2suit: F1, 8+HCP with 5+card suit or 11+HCP with 4-card suit.(1suit)-X-(P)-2opener's suit\*: Either good hand with 4-card major or 10+HCP without control in opener's suit.  
  
(1suit)-X-(1NT)-X: 11+ HCP. T/O. No preference for a specific unbid suit.  
  
(1suit)-X-(1suit)-X: 11+ HCP. Holding in RHO's suit.
- 3 The 3<sup>rd</sup> double by the partnership is always a penalty double.

## F) Back of card

## G) Others

- 1 **1NT Transfer Responses**  
In a sequence such as 1NT-(P)-2D\*-(P):
  - 2H = 2 or 3 hearts, any 1NT strength.
  - 3H = 4 hearts, minimum 1NT.
  - 2S/3C = 4 hearts, maximum, feature in suit bid. Note – do NOT bid the transfer suit (3D in this case), as partner needs that for a re-transfer.
  - 2NT = 5 hearts, any 1NT strength.
- 2 **Double of our Conventional Response to 1NT**  
In a sequence such as 1NT-(P)-2suit\*-(X):
  - Pass = No stop in the doubled suit.
    - If opener's LHO passes, XX by partner re-asks the original request. So, if the original response was a 2C Stayman bid, re-asks the Stayman question and if it was a transfer bid, requests the transfer again.
    - If opener's LHO bids, pass by partner shows intent to stop in part score, X shows game invitational hand or better, re-asks the question and can be passed for penalty.
  - The normal response shows a stop in the doubled suit.
- 3 **Overcalls of our Conventional Response to 1NT**  
In a sequence such as 1NT-(P)-2suit\*-(2 or 3 othersuit):
  - Pass = No stop in the overcalled suit.
    - If opener's LHO passes, X by partner re-asks the original request.
    - If opener's LHO bids, pass by partner shows intent to stop in part score, X shows game invitational hand or better, re-asks the question and can be passed for penalty.
  - The normal response shows a stop in the doubled suit.

In the case of an overcall over a Stayman sequence, 2NT by opener shows a stop and no 4-card major.

#### 4 **Distributional Bids in response to a 1NT Opener**

Opposite partner's 1NT Opening bid:

- 3D = Slam try in minors
- 3H/S = singleton in the bid major, 3 cards in the other, 5-4 in the minors, GF

### H) Prepared defences

#### 1 **Defence to Strong/3-way Club Systems**

Where the opponents play a strong 1C system or a 3-way (Polish-style) club system:

- (1C)-X shows both majors.
- (1C)-1D\* shows a single suited hand (6+ card suit).
- (1C)-1H\* is hearts and a minor.
- (1C)-1S\* is spades and a minor.
- (1C)-1NT\* is both minors.
- (1C)-2suit is 5 card suit with 10-15HCP.

#### 2 **Defence to Multi 2 diamonds and other similar conventional openings**

Any 2 level conventional opening bid that conceals either a weak spades OR weak hearts within its options (but not weak in BOTH) is handled by our multi defence.

As the first to act after the multi, e.g. 2D - ?

- 2H/2S - opening 1H-1S type hand. Responses are natural at the forced higher level.
- Double shows either a 12-14 NT type of hand or very strong hand. Responses are:
  - 2H or 2S if the 2D opener's partner passes is weak 5+ cards in that suit to play. (Obviously if opener's partner bids and you are weak you can just pass to get out of the auction).
  - 2NT is a Lebensohl-ish bid asking partner to bid 3C which you pass or correct to 3D (weak transfer to minors).
  - Responses at the 3 level are the same as if you'd opened or overcalled 2NT (3C puppet, 3D/H major transfers.).
- 2NT - 15-17 balanced. Standard 2NT responses.
- 3C/3D - Opening hand with a good minor suit, should be 6+ or a very good 5 card suit.

#### **When the multi is only weak in one suit**

Just treat the multi as if they've opened a weak 2 in the suit (that their convention identifies) for the purpose of overcalling, thus double shows other major with Lebensohl responses etc.