

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Aggressive 1 level (4+ cards); sound at 2 level. New suit F1R. Jumps = fit. 2N/jump-cue over 1M=4cd in good/mixed raise Transfer advances by 4 th /6 th from 1N..2suit
1NT OVERCALL
2 nd / sandwich / 4 th : 15-18 / 16-19, 11-14 hcp System on, unless 2 suits bid (3+ promised)
JUMP OVERCALLS
Preempt except strong over weak; 2N asks 2N = lowest two suits (weak or strong) 2N is ♦+other after 1M-P-2M 1X-P-P-2N : balanced 18-19 with system on
DIRECT and JUMP CUE BIDS
Shows 55+ in ♥+♠ or M+♣ or M+♦ Response : over major 2NT asks range+suit Cue natural in some 4 th seat positions Jump Cue : asks for stop; DJC = 10 tricks in a M
vs. NT (1N or strong 2♣/2N or gambling 3N)
2♣ : both majors (2♦ asks) 2♦ : one major (2♥/2♠ pass/correct; 2N asks) 2♥/2♠ : shows ♥/♠+ minor; (3♣/♦ pass/correct) Jump in 2 nd /4 th = long obstructive / constructive DBL : penalties; 2NT = minors or GF 2 suiter 1N-P-transfer-4m shows m+OM
vs. PREEMPTS
DBL = takeout. 3A-4A cue is ♥+♠ or m+OM 3♣-4♦ shows ♦+M <3any>-3N-<P>-4♣ asks, 3any-3N-4♦ for signoff
vs. ARTIFICIAL STRONG OPENINGS
Aggressive. X/1♦/1N = two suits (CRO). After 1♣-P-1♦ : X=♦+others, 1N=2 others 2N=minors. Lowest NT acts as cue bid
OVER OPPONENTS' TAKEOUT DOUBLE
XX penalty; jump is fit jump (over 1♦ is weak two)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partner's suit	
Suit	2 nd without J 4 th /6 th otherwise	3 rd /5 th	
NT		top from xxx(x) if length known	
Subs			
Other : strong K at NT, K above 3N for rev count strong 10, 2 nd from sequ in my suit or above 4N			
LEADS			
Lead	vs. suit	vs. NT	
Ace	AK+, A+	AK+	
King	KQ+, AK(+)	AKQ+,KQJ+,KQT9	
Queen	QJ(+)	AQJ, KQ+, QJ(+)	
Jack	J10(+), shortage		
10	Interior sequence, shortage		
9	109+,Q/J98+,shortage		
Hi-x	Top of 2, 2 nd of 3+ without J		
Lo-x	H to 3/4/5/6 cards		
SIGNALS IN ORDER OF PRIORITY			
Lead :	Partner's	Declarer's	Discarding
Against Suits and NT	High- DISC Low- ENC	High ODD	High ODD Low EVEN
	High odd		
	Suit pref	Suit pref	Suit pref
Signals: Reverse count if high cards known; often attitude is wrt obvious shift; many suit pref. Smith Peters (HiLo = surprise) v NT			
TAKEOUT DOUBLES			
Lots and lots; responsive to 4♥ (over ♥ denies ♠)			
ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
For unusual lead : of slam, or by preemptor or of high cue in my suit, or of splinter			
Support X/XX (3cds) of overcall/X in 4th Of artificial=suit, but Stayman of weak NT=values			

WBF CONVENTION CARD	
Category:	OPEN
Event:	CAMROSE (Dec 09)
NCBO:	WELSH BRIDGE UNION
Players :	PAUL DENNING & PATRICK SHIELDS
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
STRONG 1♣	CATCH-ALL 1♦
5 card majors and 1M-2m is GF	
2♣ clubs, 2♦ multi, other twos/3♣ two suiters	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♦ may have 0 diamonds	
1♦-1♥-X=spades, 1♦-1♥-1♠=minor(s)	
1X-1Y may be very weak (1♦-1M 3cds sometimes)	
Multi 2♦ : Weak 2M or 21+ 4441 or 23-24 Balanced	
Responses : 2M pass/correct; 2N asks; 4♦ for M	
2♥ : 5/5 ♥+m 3-9/5-10. 2♠&2N asks; ♣/♦ = p/c in comp	
2♠ : 5/5 ♠+m 3-9/5-10. 2N asks; ♣/♦ = pass/correct	
2N: preempt in ♣ or good preempt in ♦ (3♣=p/c,3♦=ask)	
3♣ : 5/5 ♣/♦ 3-9/5-10. 3♥ for M; 3♠ asks range; ♣♦ to play	
Transfer advances after 1A-1B-P/X and 1M-X	
3N in 1 st /2 nd : Running suit little else; 4♣ is p/c; 4♦ asks	
SPECIAL FORCING PASS SEQUENCES	
1♦/♥/♠ (DBL) RDBL = F1R We bid game on power and they bid on	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1any- 4cue = good 4M bid	
Psychics: very rare but light bids often	
Defence to multi 2♦ : X balanced 12-16 or strong, <2♦>-P then 2N is minors, <2♦>-4m=m+♥	
2N in competition after RHO bid is puppet to 3C for limited hand competing.	
After 1N-X-suit : X shows general values. Second double by second hand shows extra values & happy to defend.	
Leaping Michaels in many situations	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DOUBLE THRU	Paul Denning & Patrick Shields		Welsh Bridge Union		December 2009	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IN COMPETITION		
1♣	√	0	4♥	Most strong hands (16+)	1♦ negative, 1M/1N/2m natural GF; 2♥ minors or solid suit (no outside AK); 2♠...3♦ GF with 4441 shapes	1♣-suit-jump=two suiter 1♣-2♥-2♠/2N = asking 1♣-2♠...3♦-next bid = asking		X is 5-7 or 8+ and no suitable bid	
1♦	√	0	4♥	♣ suit or ♦ suit or weak NT <16 hcp	2m GF, 3m invitational 1M could be 3cnds if stuck	After 1♦-1♥-1♠, 1R-1M-1N 2♣ relay for invitational or ♦ 2♦ relay for GF hands 2N for clubs		1♦-<1♥>-X shows ♠ fit jumps at 3 level	
1♥		5	4♦	Natural, <16 hcp	1N is F1R; 2m is GF; 1H-2S/1S-2N shows support; 3m invitational; 1M-3M light 1H-3S/1S-3N shortage; other dj voids				
1♠		5	4♥						
1NT				15-17 could have singleton or 5M or 6m.	2♣ asks for M, 2(4)♦/♥ transfer; 2♠/2N show minor(s) and force 2N/3♣; 3X shortage; 4♣ asks for aces; 4♠ asks range	2♣-2♦-3M/4♥=♥+♠(diff ranges) 2♣-2M-3OM+ = support & asking; 2♠-2N-3m shows 55 ♣+♦ (wk/inv) 2♠-2N-3♥/♠ shows good ♣/♦ 2N-3♣-3M = shortage with ♣+♦		X at 2/3L=pen/takeo 2N is transfer to 3♣ If X, XX is bid 2♣ and suit is lower of two XX by opener => 5cnds	
2♣		6	4♥	Clubs, <16 hcp	2♦/♥/♠ transfers showing 4♥/4♠/5♦ 2N transfer for weak or strong with ♣ 3♣ constructive; jump is stopper + fit	Over 2♦/♥/♠ : accept = 3cnds, else 2N/newsuit=max, 3♣=min. After 2N-3♣ can ask about ♥♠			
2♦	√	0		MULTI Weak M or strong 4441 (21-27) or flat (23-24)	2(3)M pass/correct; 2N asks; 3m forcing, 4♦ asks M, 4M to play	2♦-2♥-3X = suit below, then asking 2♦-2♠-3X=♥ and 3N+ = suit below 2♦-2N-3♣/♦=♥/♠ nonmin, then asking			
2♥	√	5		55+ M+m, less than opener very occasional 3 rd seat 54	2♠=F1 asks, 2N={GF or weak}, 3m to play	2♥-2♠-2N lower range		Any ♣/♦ below game is pass/correct	
2♠	√	5			2N enquiry, 3♣/♦ pass/correct	2♠-2N-3M upper range with ♣/♦			
2NT	√				Preempt in ♣ or (good)♦	3♣/4♣/4♦ pass/correct, 3♦ asks	2N-3♦-3M=bad/good with ♣, 3N=♦		
3♣	√	5		55+ ♣+♦, less than opener	3(4,5) ♣/♦ to play 3♥ asks majors, 3♠ game try some minor	3♥-3♠/N=2+♥/2+♠ 3♠-3N accepts, creates GF			
3♣♦♥♠		6			If non-vul : 3M invitational, NF				
3NT	√			Long running minor 1 st /2 nd Less controlled in 3 rd /4 th	4♣ is pass/correct 4♦ asks singleton				
4♣♦♥♠		7			Over major, new suit is asking about losers there	HIGH LEVEL BIDDING (4♦,4♠) 4N ace asking with 5♣=1/4 and 5♦=0/3 and 5♥=2/5 no Q, 5♠=2/5+Q with 5N follow up for count of kings If void : 5N = even number, suit=odd number			
4NT	√	0		Asks specific aces	5♣=none, 5N=two, 6♣=club ace				
5♣/♦		7				Unusual jump asks with void; 5N is for count of kings			
						Over 4N-5m-ask : lowest response is no Q			
						Pass=lowest step if interference (but count on 4N-<suit>)			
						3N over M is serious slam try			

SUPPLEMENTARY DETAILS

Continuations after 1C opener

1C-1D-jump : F1: lowest=2nd neg, new suits F1
1C-1D-djmp : sets suit : cue/raise/NT with A/H/neither
1C-1D-1M : usually 5 cds: 1N=any 3-5 and 2m=6-7
1C-1D-suit : jump=splinter, dj=void, J2N = GF support
1C-1D-1N/2N : 18-20/21-22 flat, system responses
1C-1D-2m-lowest=artificial semi-positive
1C-1D-2H = Acol2 hearts or GF flat : 2S/2N relay (0-3,4-7) & all
but lowest NT shows hearts
1C-suit-jumpsuit : shows 2-suiter, suit+suit-above
1C-1N-3C : two suiter with clubs (3D asks)
1C-1N-3X : two suiter without clubs

1C-1N : flat 8+, 2C=Stayman and 2C-2D=12+ (or 10+)
1C-1N-2D/H/S : 2N=doubleton, suit=natural+3cd support,
raise=4cds, 3N=4cds min, 4M=3cds min
1C-1N-2N=C and over 2N 3C=support, 3X=4cds without

1C-2H-2S : 2N shows minors, else bid suit below solid
1C-2H-2N : 3C shows minors, else bid suit below solid
1C-2S-step1 : asks range (8-9,...) then controls (0-2,3,...)

1C-<2any>-2N-P-3C : asks (their suit shows clubs)
1C-1M-2N : balanced min, 3cd support

After game forcing raise/splinter in major and over splinter raise of
minor (unless bid is 3N) : lowest bid asks for count on controls
(A=2,K=1). And more asking bids.

Continuations after 1D opener

1D-1H-2C : at least 5-4 minors either way
1D-1M-2N = six diamonds and not 3 of M
1D-1M-3D = long diamonds and 3 of M
1D-1H-1S / 1D-1H-1N / 1D-1S/1N
2C : forces 2D; for invitational hand or weak D
2D : game force (2H/S/N show range if free)
2N : transfer to clubs (usually wto)
1D-1M-2M-next : asks for shortage, game try+
1D-2M-X-P, 2N=natural
1D-2M-2N : lebensohl style
1D-1S-2C-2D = artificial game try+
1D-1N-2M : shows fragment and short in other major
1D-2C-3H/3S/3N : shortage with club support
1D-2C-2D : flat or diamonds, 1D-2C-2M M+5diamonds
1D-2C-2N : flat with 4cd club support
1D-2m-2N-3om : initially checkback
1D-2N-3C = both minors (NF)
1D-2N-3M = short and both minors or long diamonds (GF)

Continuations after 1M opener

1H-1S-1N : 12-15 flat and 2C/2D/2N relays as after 1D-1M-1N
1H-1S-1N-jmp: NF in M, GF with 55 if m
1M-1N : forcing (show 4H/6M/better minor)
1M-2M : constructive 3cd raise
1M-2M-next : no singleton, asks for one, game try+
1M-2M-3X : short suit trial bid (with 1H-2H-2N for S)
1S-2N-3C and 1H-2S-2N = maximum or min short club
1S-2N-3D and 1H-2S-3C = medium or min short diamond
1S-2N-3H and 1H-2S-3D = min short other major
1M-2N-4new = showing void in suit bid
1H-3S-3N and 1S-3N-4C : ask to show singleton
1H-3N/4C/4D and 1S-4C/4D/4H : shows voids in suits bid
1H-1S-2N = six hearts and not 3 of S

BROWN STICKER ANNOUNCEMENT FORM

Names: Patrick Shields & Paul Denning
Country WALES **Event** HOME INTERNATIONALS

Our opening of 2NT **at** any vulnerability

Shows: either any pre-empt in clubs or a good pre-empt in diamonds

Applies: All the time

Detailed Description:

Any hand that without system we would open 3C, and any hand where without system we would open 3D and accept with reasonable confidence an offer of 3N – on these we open 2N.

Meanings of other advances and follow ups:

3C : to play opposite a club pre-empt; it can continue with a non-forcing bid if the opener converts to 3D to shows diamonds.

3D : asks and in response 3H shows bad pre-empt in clubs, 3D a good pre-empt in clubs, and 3N diamonds. After that new suit continuations are slam tries in the long suit.

3H/3S : natural and strongly invitational if non-vul, F1 if vulnerable

3N : natural, to play (unusual)

4C/4D/5C : are all pass/correct

4M : is to play there

4N : is asking for count of aces.

With what hands will advancer pass the overcall?

Responder can pass if that looks the best option. This is rare and might be constructive, hoping to make 2N, or might be desperate if the hand looks a mis-fit. We will bid 3C on a balanced weak hand.

Competitive Agreements

Responses after opponent's DBL system unchanged over intervention when undisturbed, XX suggests collecting a penalty

Responses after opponent's bid: undisturbed system is unchanged except after natural 3C; X of overcall is penalty.

Proposed Defence

2N-X shows strength, usually balanced

2N-X-3C-X : responsive, takeout of clubs

2N-X-3D-X : diamonds

2N-P-3C-X : takeout of clubs, or too strong for a simple overcall in suit outside clubs

2N-P-3D-X : diamonds and value for a 2-level overcall

All else is as if you had just heard a 3C opening bid.