

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

John Lavery & Michael Coffey      Northern Ireland      Camrose

Opening Bid of      2 Hearts in any seat any Vulnerability

Shows 5+ either Major & 5+ either minor      4 – 10 HCP

### Responses and Rebids in Uncontested Auctions

Pass      To Play      may or may not have Hearts

2 Spades      To Play if Openers Major

#### Openers Responses after 2 Spades

Pass =      Spades & minor

3 minor =      That minor & Hearts minimum

2NT =      Max any Major & minor extra shape 6/5 or 6/6

#### Responders Rebids After 2NT

3 Clubs      = Pass or convert to Diamonds

3 Diamonds      = Pass if minor else bid Major

3 Hearts      = Pass or Convert to Spades

3 Spades      = Pass if Openers Major Else bid minor

3 NT      = TO Play

2NT      =      Forcing Enquiry Constructive 13+ HCP

#### Responses after 2NT

3 Clubs      =      Clubs & Hearts

3 Diamonds      =      Diamonds & Spades

3 Hearts      =      Hearts & Diamonds

3 Spades      =      Spades & Clubs

#### Rebids by Responder

3NT      = To Play

4 of Other minor      = RKCB in Openers minor

4NT      = RKCB in Openers Major

3 Clubs      =      Pass or convert to Diamonds

3 Diamonds      =      Invitational in Openers Major

3H / 3S      =      That Major & minimum

4H / 4S      =      That Major 6 card suit or Max

#### Good five card Suit

3 Hearts      =      Pass or Convert to Spades

3 Spades      =      Natural & Inv. Good 6+ Spade Suit

3 NT      =      To Play

If Opponents Double 2 Hearts

Pass = To Play opp. Hearts { Pass followed by Double is for Penalties }  
Redouble = Opener must bid if next hand passes 2 spades if Major or else his minor  
Any other bid as System

If Opponents Bid 2S / 3C / 3D Double is Takeout

If Opponents Bid 3Hearts or Higher Double is for PENALTIES  
Bids are Pass or Convert Pre-emptive in Nature

DEFENCE TO 2 HEART OPENING BID = 5+ ANY MAJOR & 5+ ANY minor  
4-10 HCP

AS Devised by John Lavery

Directly Over 2 Heart Opening

Double= 14+ Balanced or any Hand to Strong to Overcall { 19+ }  
2 Spades = Natural  
2NT = 16 – 19 Balanced  
3C/D = Natural  
3H?S = Strong Good 6+ Suit  
3NT = To Play 20+ Balanced  
4C/D = Strong Two Suiter That Minor & Either Major

After 2 H – P – 2S

Double= 14+ Balanced or Any Strong Hand  
2NT = 16 – 19 Balanced  
3C/D/H/S = Natural  
3NT = To Play 20+ Balanced  
4C/D = Strong 2 Suiter That Minor & Either Major

After 2H – P – 2NT

Double= Strong Hand  
3C/D/H/S = Natural Good 6+ Suit  
3NT = Strong Balanced



Defence to 2 NT Opening Bid Showing at least 5 / 5 Majors or minors 4-10 HCP

As Devised by John Lavery

Directly Over 2NT Opening

Double= 14+ Balanced Or Hand to Strong to Overcall  
3C/D/H/S = Natural Good Suit  
3NT = To Play

2NT - P - 3C/D/S or 4C/D

Double= 14+ Balanced or Hand to strong to Overcall  
Bids = Natural  
3NT = TO Play

2NT – P - 3 Hearts { Constructive }

Double= 14+ With Good Hearts  
Bids = Natural



# WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
AGRESSIVE = REASONABLE SUIT		Lead	In Partner's Suit	
RAISES = PRE - EMPT [OVER 1 MAJOR 3C / 3D = LIMIT RAISE ]	Suit	3rd & 5th Mud Journalist	3rd & 5th Mud Journalist	
CUE BID = SUPPORT or GOOD HAND	NT	3rd & 5th Mud Journalist	3rd & 5th Mud Journalist	Category: BROWN Note#4
JUMP SHIFT = GOOD SUIT 2/3 TOP HONOURS & SUPPORT	Subseq	3rd & 5th Mud Journalist	3rd & 5th Mud Journalist	Country: IRELAND
NEW SUIT = FORCE 1 ROUND [ SELF SUPPORTING IF NO FIT ]	Other:			Event: CAMROSE
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			Players: John Lavery & Michael Coffey
16 - 18 RESPONSES AS 1NT OPENING	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
11 - 15 IN 4th SEAT [ 11 - 16 OVER 1S ]	Ace	Asks for Attitude	Asks for Attitude	GENERAL APPROACH AND STYLE
IF BOTH OPPONENTS HAVE BID 1NT = WEAK 5+/ 5+ other Suits	King	Asks for Count	Asks for Count	MODIFIED PRECISION
	Queen	KQx{+} Except Shortage	KQT{+}	AGRESSIVE COMPETITIVE STYLE
	Jack	QJx{+} Except Shortage	QJx{+} AQJx	SPECIALIZED 2 LEVEL OPENINGS
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	JTx{+} Except Shortage	JTx{+} HJTx{+}	PRE-EMPT RANDOM IN 3rd SEAT COULD BE TACTICAL
1-Suit: WEAK - GOOD SUIT VULNERABLE MAY BE 5 CARD SUIT N.V.	9	T9x{+} Except Shortage	T9x{+} HT9x{+}	ie QUITE STRONG
2-Suit:	Hi-x	Even No. Cards	Even No. Cards	1NT Openings: 14 - 15 H.C.P. may have a 5 Card Major
	Lo-x	MUD	MUD	2 OVER 1 Responses: 12 + pts
Reopen:	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
GHESTEM	Suit:1st	ATTITUDE	ATTITUDE	ATTITUDE
CUE BID = EXTREMES	2nd	COUNT	COUNT	COUNT
2NT = 2 LOWEST SUITS	3rd	SUIT PREFERENCE	SUIT PREFERENCE	SUIT PREFERENCE
3C = DENIES C's & SUIT OPENED	NT: 1st	ATTITUDE	COUNT	ATTITUDE
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	COUNT	ATTITUDE	COUNT
Vs STRONG [ 13 - 15 + ] X = SINGLE SUITER 2C = C & A.N.O.	3rd	SUIT PREFERENCE	SUIT PREFERENCE	SUIT PREFERENCE
2D = D & MAJOR, 2H = MAJORS ,	Signals (including Trumps): SMITHS PETERS [ i.e. Low Odd Card = Encourage]			
2S = S's [ Weaker Than X then 2S ]				
Vs WEAK NT X = PENALTIES 2C = SINGLE SUITER				
2D = D & MAJOR, 2H = H & S/C, 2S = S & C , 2NT = MINORS	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	SHAPE SUITABLE OPENING BID or TO STRONG TO OVERCALL			
X = TAKE OUT, 2NT = 16 - 19 BALANCED				
LEBHENSOL OVER DOUBLE OF WEAK 2				
OVER WEAK 2H/S 4 minor = 5+ / 5+ THAT SUIT & OTHER MAJOR				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			After 1C - X - XX - ANY - Pass = FORCING
Vs 1C X = H', 1D = S , 1H = 2 same COLOUR, 1S = 2 same RANK	NEGATIVE DOUBLE WITHOUT 5 CARD SUIT to 4S			After 1C - Overall - Bid - New Suit - PASS = Force to 2 NT
1NT = 2 ODD SUITS	RESPONSIVE & COMPETITIVE to 4D			
Vs 2C X = H, 2D = S, 2H = 2 same colour, 2S = 2 same RANK	DOUBLE OF 1C = 16+ H.C.P. UNBALANCED 19+ BALANCED			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2NT = 2 ODD SUITS. VS 2D X = EITHER MAJOR	DOUBLE OF 1C [ STRONG ] = HEARTS			
OVER OPPONENTS' TAKE OUT DOUBLE	DOUBLE OF STRONG 2C = HEARTS			
XX = 9+ H.C.P. PENALTY ORIENTATE,	DOUBLE OF STRONG 2D = EITHER MAJOR			
EXCEPT OVER 1C - X - XX = 5 to 7 H.C.P. & 4 + C	DOUBLE OF 1NT = SINGLE SUITER [ EXC. Directly over 12- 14 ]			Psychics: Rare Except N.V. Vs VUL in 3rd Seat
NEW SUIT =NATURAL & F1, 2NT = GOOD RAISE				
RAISES = PRE- EMPT, JUMP SHIFT = GOOD SUIT & FIT,				

