DEFENSIVE AND COMPETITIVE BIDDING

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

Natural- 8-15

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

15-18 in all positions, system on, except after intereference

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

Reopen: jump overcalls weak, jump to 2NT= unusual

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

Direct cue bid= both M over 1m, other M and a mover 1M

2NTjump= 2 lowest suits.(unusual 2NT)

Jump cue= either a long solid minor asking for stopper, or any strong 2 suiter- 55 or better and GF

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

Dbl=minor/major(longer minor)

2C=majors

2D= single suited major

2H= H and minor(longer H), 2S=spades and minor(longer spades

2NT= both minors

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

Take out doubles

3NT=to play, 4NT= 2 suited

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

Double=majors, NT=minors

OVER OPPONENTS' TAKEOUT DOUBLE

Rdbl= 10+, support at any level= weak, 2NT= good raise

1NT= 6-9, other bids at the 1 level natural 4+cards

After passed hand, over 1H or 1S op by partner, major minor-1

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	2/4	2/4
Subsequent	attitude	attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx, AKJX	AKx
King	AK, KQJ, KQT, KQX	KQJ, KQT,
Queen	QJ,	QJ, KQX
Jack	JT-no higher	JT- no higher
10	TX AJT, KJT,	TX, KJT, AJT
9	9X, KT9, QT9, AT9	9X, KT9, AT9, T9
Hi-X	Natural or from 4 small	Natural or from 4 small
Lo-X	3 card or longer , or above	3 card or longer, or above

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	attitude	Count	udca
Suit 2	Count	Suit preference	Residual count
3			
1	Attitude or count	Count where appl.	udca
NT 2	Suit preference	Suit preference	Residual count
3			

Signals (including Trumps):

udca

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Natural -3 card support for other suits or 16+any

Responses: jump -9-11/12, cue bid=GF

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Responsive doubles

Lead directing doubles

Lightner doubles

Double of a slam=2 defensive tricks in direct pos, 0/1 def Trick in last pos

Support doubles

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NCBO:

PLAYERS: Brian Pincus & Diniar Minwalla

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1, 5542, udca

1NT=15-17

2NT=20-22 balanced

2C = 20+ any distribution(not 20-22 balanced)

2D=weak in a major

2H and 2S =intermediate(8-10, may be 5 cards)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Gambling 2NT

Bergen

Drury

Splinters

Good bad 2NT

Lebhensol after a reverse

1C opening may be only 2 cards

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: extremely rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	12-19,	2c= 11+, 3c=weak, jump shift=weak		
1♦		4	3S	12-19	2D=11+, 3D= weak, jumpshift= weak		
1♥		5	3S	12-19	2H-8-10, 3H=weak, Bergen, splinters, 1NT-F1		Drury 2C= 4 card support,
					2NT=jacoby		Drury 2D= 3 card support
1♠							
INT				15-17	2C stayman, 3c puppet, 4 way transfers,		
2♣		0		20+, any. Not 20-22 bal	2D=semi positive, 2H= bust, 2NT=hearts(good suit), 2S, 3C and 3D= +ve, good suit		
2♦		0		Very weak in M	2NT= enquiry	3C= weak in H, 3D= weak in S	
						3H in strong in S, 3S= strong in H	
2♥		5		8-10	2NT= enquiry	3C= weak with 5, 3NT=strong with 5	
						3D= strong with 6, 3M= weak with 6	
2♠				8-10	2NT=enquiry	Same as above	
2NT				20-22 balanced	Transfers and puppet		
3♣		6		6-11	natural		
3♦		6		6-11	natural		
3♥		6		6-11	natural		
3♠		6		6-11	natural		
3NT				Gambling- solid minor	4C= pass or correct, 4D= slam invite		
4♣		7		6-11	natural		
4♦		7		6-11	natural		
4♥		7		6-11	natural		
4♠		7		6-11	natural		
4NT				Ace ask in simple blackwood			
5♣		7/8		6-11	natural		
5♦		7/8		6-11	natural	DOPI	
5♥		7/8		6-11	natural	RKCB(1430)	
5♠		7/8		6-11	natural	MINORWOOD	