

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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partner's suit	
Suit	mostly 2 <sup>nd</sup> without J 4 <sup>th</sup> /6 <sup>th</sup> otherwise	3 <sup>rd</sup> /5 <sup>th</sup>	
NT		top from xxx(x) if length known	
Subs			
Other : strong K at NT, K above 3N for rev count strong 10, 2 <sup>nd</sup> 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 (+falsecard)		
10	Interior sequence, shortage (+falsecard)		
9	109+,H98+,shortage		
Hi-x	Top of 2, 2 <sup>nd</sup> 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
	High ODD		Low EVEN
	Suit pref	Suit pref	Suit pref
<b>Signals:</b> If high cards known, primarily attitude wrt obvious shift, else rev count; 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 (3cnds) of overcall/X in 4th Of artificial=suit, but Stayman of weak NT=values			

WBF CONVENTION CARD	
Category:	OPEN
Event:	EUROPEAN TEAMS (Jun10)
NCBO:	WELSH BRIDGE UNION
Players :	<b>PAUL DENNING &amp; PATRICK SHIELDS</b>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<b>STRONG 1♣</b>	<b>CATCH-ALL 1♦</b>
5 card majors and 1M-2m is GF	
2♣ clubs, 2♦ multi, 2♥/2♠/3♣ two suiters	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♦ may have 0 diamonds	
1♦-1♥-X=spades, 1♦-1♥-1♠=minor(s)	
1A-1B may be very weak (1♦-1M 3cnds 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 1D-X,1M-X	
3N in 1 <sup>st</sup> /2 <sup>nd</sup> : Running suit little else; 4♣ is p/c; 4♦ asks	
SPECIAL FORCING PASS SEQUENCES	
1♥/♠ (DBL) RDBL = F1R; <1N>-X-<2m>-P is forcing; 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	
1♦-<1M>-2M : shows 55+ in OM+m	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DOUBLE THRU	Paul Denning & Patrick Shields			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IN COMPETITION
1♣	✓	0	4♥	Most strong hands (16+)	1♦ negative, 1M/1N/2m natural GF; 2♥,2♠,2N artificial GF positives	1♣-suit-jump=two suiter 1♣-2♥/2♠/2N-onwards = 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 weak ♦ 2♦ relay for GF hands 2N for clubs	1♦-<1♥>-X shows ♠
1♥		5	4♦	Natural, <16 hcp	1N is F1R; 2m is GF; 1H-2S/1S-2N shows support; 1M-3m invitational; 1M-3M light 1H-3S/1S-3N shortage; other dj voids	2♦ relay for GF hands 2N for clubs 1♦-1♠-2♥ = good raise to 2♠+	fit jumps at 3 level
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) artificial responses; 3X shortage; 4♣ asks for aces; 4♠ asks range	2♣-2♦-3M/4♥=♥+♠(diff ranges) 2♣-2M-3OM+ = support & asking; 2♠-2N-3m forcing 2♠-any-3♥/♠ shows good ♣/♦ 2N-3♣-3M = shortage with ♣+♦	X at 2/3L=takeout 2N is transfer to 3♣ If X, XX is bid 2♣ and suit is lower of two; opener XX is 5cd suit
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 2♣-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♦-X-XX says bid 2♥
2♥	✓	5		55+ thatM+anym, 3-10 hcp very occasional 3 <sup>rd</sup> 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		constructive in 2 <sup>nd</sup> seat non-constructive if ♦	If non-vul : 3M invitational, NF		
3NT	✓			Long running minor 1 <sup>st</sup> /2 <sup>nd</sup> Less controlled in 3 <sup>rd</sup> /4 <sup>th</sup>	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, artificial  
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 : flat 8+, 2C=Stayman and 2C-2D=12+ (or 10+)  
1C-1N-2D/H/S/N : some transfers and artificial continuations  
1C-1N-3C : two suiter with clubs (3D asks)  
1C-1N-3X : two suiter without clubs

1C-<4441 positive>-step1 : asks range (8-9,...) then asks controls (0-2,3,...)

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

After suit agreement, in GF situations, some asking bids to discover shape and number of controls.

### 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 (weak or GF)

1D-1M-2M-next : artificial, game try+  
1D-2M-X-P, 2N=natural  
1D-2M-2N : lebensohl style transfer to 3C  
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 (or 1444)  
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 : artificial, 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** EUROPEAN TEAMS, 2010

**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, 3S 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, or might be a balanced weak hand. Pass then takeout over a X is pass/correct.

### 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.