

DEFENSIVE AND COMPETITIVE BIDDING			
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>			
Usually 7+ hcp with a 5cd+ suit. Sound overcalls vulnerable.			
New suit forcing unless RHO bids			
Responses: 1NT = 8-11, 2NT = 12-14, 3 level jumps are min- Splinters, raise to 3 level shows an 8 loser hand			
Cue raises			
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>			
15-18 over M's 11-14 over m's in 4 <sup>th</sup> position 15/18 in 2 <sup>nd</sup> .			
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>			
Weak jumps vulnerability related			
Cue bids, new suit forcing			
2NT = 2 lowest but Suction over art 1D see notes			
Reopen: Intermediate			
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>			
Michaels			
Over 1M: 2M = other major+ C's 3C-OM +D's			
Responses: 2NT = F1, cues = GF			
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>			
2♠ = Majors			
2♦ = Multi (weak or strong)			
2♥ / ♠ = Nat. medium strength			
2NT = Minors			
X of weak NT = penalties 5m and 4M if passed hand			
X of strong NT = Penalties but 5cd minor and 4cd major if passed hand or 4 <sup>th</sup> seat.			
<b>VS. FREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>			
Double = T/O. Leaping and unleaping! Michaels 4NT = distributional T/O			
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠</b>			
Double = M's. 1NT and 2NT = m's all other bids nat.			
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>			
New suit forcing, redouble = 10+ hcp and penalty oriented, 1NT = 8-10 hcp XX after 1♠=4+C			

LEADS AND SIGNALS			
OPENING LEADS STYLE			
		Lead	In Partner's Suit
Suit		3 <sup>rd</sup> from even, low from odd	same
NT		Attitude	As above
Subseq		Attitude	As above
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	Reverse attitude		Reverse attitude
King	Reverse att(but count at 5C+)		Unblock or UDC
Queen	Top		Reverse attitude
Jack	Top or Internal sequence		Reverse attitude
10	Top or Internal Sequence		Top or internal
9	Top		Top or internal
Hi-X	Doubleton		Doubleton or top
Lo-X	3 <sup>rd</sup> from even, low from odd		Reverse attitude
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Reverse attitude	Reverse count	Low = ENC
Suit 2	Reverse count	Suit preference	Suit preference
Suit 3	Suit preference		
NT 1	As above	As above	As above
NT 2	As above	As above	As above
NT 3	As above	As above	As above
Signals (including Trumps):			
Reverse attitude, reverse count, normal suit preference, rev Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound in direct position. Natural responses and jumps. Cue forcing to suit agreement (unless from passed hand). Levenson! after X at 2 level from unpassed hand.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBL/SRDLs			
Game try X except where we have had a chance to show a good hand and have passed, any double is penalties.			
Support X's and XX's.			

W B F CONVENTION CARD KNOCK OUT	
CATEGORY: Green	
NCBO: NZ	
PLAYERS: M L Cornell / A N Bach	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
NAT 14.5 -17 NT	
2+♠ 5 card other suits	
Transfer responses over 1♠ opening	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♠ (P) 1♦ = 4+♥ 4+ hcp	
1♠ (P) 1♥ = 4+♠ 4+ hcp	
1♠ (P) 1♠ = no M 4+ hcp	
1♠ (P) 2♦ = 5+♠ 4+♥ 3-7 hcp	
2♦ = 6M 4-7 or 22-23 bal	
Suction over 1C and 1D see SUPPLEMENTARY NOTES	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS occasional but may open very light in 3 <sup>rd</sup> seat.	
Druy	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♣	11-20 hcp	1D=4+H,1H=4+S,1S=no M,1NT 10-12 nom 2C =4+C GF 2D=5+S,4+H,3-7 2M=7-10 6M 2NT=11/12 4+C 3C, 3D,3H,3S=pre 3NT=13/15 4+C	Over 1♦ resp 1♥ = 3♥ or 4♥ unbal 2♥ = 4♥ bal 2NT = 18-19+hcp bal  Over 1♥ responses follow similar pattern	
1♦		4	4♠	11-20 hcp	1♥/♠ = nat, 1NT=8-10, 2♣ = nat GF, 2♦ = inverted 10+, 2♥/♠ = 6cd 8-11, 2NT = 10-12 (usually 4+♠), limit ♦ 10-12, 3♦ = pre-empt, 3H,3S,4C= sp/s	1♦ - 1M - 2NT = 18/19 hcp bal, then Transfers at 3 level.	
1♥		5	4♠	11-20	2♥ = 6-10 3cd, 2♠ = 8-11 6+♠, 2NT = GF 4+♥, 3♣ = 6-9, 3♦ = limit 10-11 3♥ = Pre, 3♠ = splinter, 9- 13 3NT = 13-15 3♥ bal, 4♠/♦ = splinters 9-13	1♥ - 2NT new suit by opener = shortage 2NT over 1NT response = GF 3m over 1nt response = 5+GF	Drury
1♠		5	4♥	11-20	Similar pattern to 1♥	As for 1♥ but 3H after 1NT response = 5+ GF	
INT		1	4♠	14+17	Slayman, transfers, 3♦ = minors, 3♥/♠ = splinter With 4cd other M 4♠, 4d, slam int ♥ and S		
2♠		2	4♠	Game Force	2D=waiting, all others nat good suits except 2NT=m's	2nd -ve over 2M	
2♦		1		6M 3-7 or 22-23 bal	2NT Inq All suits Nat NF but 4C asks opener to bid his M-1 and 4D asks opener to bid his M	3C = min H, 3D=med H 3H=minS,3S=maxS,3NT=maxH	
2♥		6	No	8/11hcp	2♣ = enquiry, 2NT = 5+♠ If 2S overcall 2NT=inq with naturalish responses.	Over 2♠, 2NT = min + shortage, 3♠ = max + shortage, 3♦ = max no shortage, 3♥ = min no shortage	
2♠		6	No	8/11hcp	2NT = enquiry, similar pattern to above		
2NT		2	4♠	20/21 may contain any 5cd	3♣ = puppet slayman, transfers, 3♠ = minor suit Stay 4C= Slam int erest in H's 4D same for S's		
3♠		6	No	Undisciplined NV	New suit forcing		
3♦		6	No	Undisciplined NV	New suit forcing		
3♥		7	No	Undisciplined NV	New suit forcing		
3♠		7	No	Undisciplined NV	New suit forcing		
3NT		0	No	Gambling no outside ace/king	4♠/♦ = pass or correct		
4♠		7	No	Undisciplined			
4♦		7	No	Undisciplined			
4♥		7	No	Undisciplined			
4♠		7	No	Undisciplined			
4NT		0		Specific ace ask			
5♠		7		Preempt			

HIGH LEVEL BIDDING

5♦		7		Preempt			4NT = RKCB (1430) DOP1, ROP1, DOPE (5H+) Exclusion below 5 level 1430 Exclusion from 5C Responses are 0, 1, 1+Q, 2, 2+Q Cue 1sts and 2nds. Leaping Michaels over all 2 and 3 level pre-empts.
5♥							
5♠							1

## SUPPLEMENTARY NOTES (1)

Cornell / Bach (New Zealand Open Team)

### SUCTION OVER a 1C OPENER THAT IS NOT EXCLUSIVELY STRONG and

#### OVER ANY 1D OPENER

#### General Principles

An Overcall shows a single suiter in next suit up (or) 2 suiter in other 2 suits  
A Dble or NT show 2 suiter hands (or) strong hand

#### OVER 1 CLUB

#### OVER 1 DIAMOND

X =	normal T/O	x =	H or S+C or 19+ BAL
1D =	H or S+D	1H =	S or H + C
1H =	S or H+D	1S =	T/O
1S =	D or majors	1NT =	Natural
1NT =	15-18 pts, natural	2C =	Natural
2C =	Majors, 5+5+, weak	2D =	H+S (approx 8+HCP 4+ 4+) or Strong T/O with 0/1D 17+
2D =	H or S+D	2H =	H + S (5+5+)
2H =	S or H+D	2S =	C weak or H + S 5+ 5+ strong
2S =	D or majors	2NT =	H + C 5+5+
2NT =	Majors, 5+5+, good hand	3C =	S + C 5+ 5+
3 level =	nat pre-empt	3D =	Stopper Ask

ALL HIGHER BIDS ARE NATURAL

## SUPPLEMENTARY NOTES (2)

Cornell / Bach (New Zealand Open Team)

### SUCTION RESPONSES AND RECOMMENDED DEFENCE

#### RESPONSES TO SUCTION

Note: all point ranges are a guide only - we will frequently upgrade or downgrade.

A. RHO passes.

1. The bid of the next suit simply denies good values and primary support for both suction options.
2. INT = 12-17 and will only be in the lower range when vulnerable.
3. 2C = 9+ guarantees primary support for one of the suction options.
4. All other bids are natural, NF. There are no Pass/Correct situations.

B. RHO doubles.

1. The bid of the next suit shows 3+.
2. All other bids are as above.

C. RHO bids

1. Pass = no meaning but usually no strong primary support
2. X = strong primary support, usually 9+
3. Cue bid = longer primary support
4. All other bids are as above.

#### RECOMMENDED DEFENCE

1. Bid naturally if possible but define whether a new suit is forcing or not. We suggest treating a new suit as a one round force.
2. X = values usually 7+
3. INT over a 1 level suction bid = 8-10 with a stopper in the next suit above the suction bid.