


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Wide range. Sound at 2-level.
<b>In response:</b> New suit=NAT F1; CUE=sound raise;
Jump raise=PRE-EMPT; Jump shift=FIT; NT responses NAT;
Jump CUE=4-card raise (1-level overcall) or SPLINTER (higher overcall)
<b>NT OVERCALL</b>
1NT (2 <sup>nd</sup> and 4 <sup>th</sup> live): 15-18, responses as for 1NT opening
1NT (reopening): 10-14 (10-16 if Major) 2♣ asks range/shape, else as 1NT opening
2NT (direct non-jump): 15-18, responses as for 2NT opening
2NT (reopen non-jump): 14-17, responses as for 2NT opening
2NT (reopen jump): 18-21, responses as for 2NT opening
<b>JUMP OVERCALLS</b>
<b>1-Suited:</b> Natural and weak (2N asks feature)
<b>2-Suited:</b> 2N=Lowest suits, 3♣=Extreme suits (55+ Weak/Strong)
4♣/♦ (over 2-bids) LEAPING MICHAELS (♣/♦ + ♥/♠)
<b>Reopen:</b> Suit jump = Good suit, opening values
<b>DIRECT &amp; JUMP CUE BIDS</b>
(1m)2m=♥+♠; (1M)2M=Other major+♦ (55+ Weak/Strong)
...then: 2N=invitational; CUE=FG; 4 <sup>th</sup> suit=natural NF
3-level CUE asks for stopper (except 3♣ shows majors)
(1x)P(1y): X=takeout; 2N=distributional takeout
<b>DEFENCE VS. NT (any strength)</b>
X=Penalty; 2♣=♥+other; 2♦=♠+other;
X of Stayman = penalty X of 1N; X of transfer = bid suit
<b>BY PASSED HAND:</b> X = Majors or minors
<b>DEFENCE VS. PREEMTS</b>
<b>vs WK 2:</b> X=T/O (then 2N=scramble); 4♣/♦=LEAPING MICHAELS
<b>vs MULTI 2D:</b> X=balanced 13-15 or Strong; 2NT=16-18;
P&X=T/O (2N scramble); P&2NT=♣+♦; 4♣/♦=LEAPING MICHAELS
<b>vs WK 3:</b> X=T/O; CUE=2-suited
<b>DEFENCE VS. ARTIFICIAL STRONG OPENINGS</b>
Over STR 1♣
DISCO (2 suiters)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=strong; New suit=NAT (F1 1-level); Raise/Jump raise=weak;
2N=limit raise or better; Jump shift = fit jump

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b> 4 <sup>th</sup> and 2 <sup>nd</sup> Traditional honour leads	3 <sup>rd</sup> and 5 <sup>th</sup>	
<b>NT</b> 4 <sup>th</sup> and 2 <sup>nd</sup> (K asks for count/unblock)	3 <sup>rd</sup> and 5 <sup>th</sup>	
<b>Subseq</b> Attitude	Same	
<b>Other:</b> Against suit contract, K from AK when switching to singleton		
<b>LEADS</b>		
<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b> Ax(+), any AK	Any AK (for attitude)	
<b>King</b> Any KQ, Kx (AK + singleton)	Str AK/KQ (for count/unblock)	
<b>Queen</b> QJ, QJx(+), Qx	Any KQ/QJ (for attitude)	
<b>Jack</b> J10, J10x(+), KJ10x(+), AJ10x(+), Jx		
<b>10</b> 109, 109x(+), Q109x(+), K109x(+), A109x(+), 10x		
<b>9</b> 9x	9x,	
<b>Hi-X</b> Sx, xSx, xSxx(+)	Sx, xSx, xSxx(+)	
<b>Lo-X</b> HxS, HxxS, HxxSx(+)	HxS, HxxS, HxxSx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>		
<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
1 Hi/Lo=DISCRG	Hi/Lo=Odd	Lo=ENCRG
<b>Suit</b> 2 Hi/Lo=Odd	Suit Pref	Lo=E
3 Suit Pref		Suit Pref
1 Hi/Lo=DISCRG	Hi/Lo=Odd	Lo=ENCRG
<b>NT</b> 2 Hi/Lo=Odd	Suit Pref	Lo=E
3 Suit Pref		Suit Pref
<b>SIGNALS (other)</b>		
S/P or Count on opening lead when obvious. Trump Echo = Suit Pref		
Subsequent cards played in a suit are count or S/P (count is default)		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES</b>		
May be semi-balanced over 1♣/♦, otherwise shape suitable		
RESPONSIVE X if 3 <sup>rd</sup> hand raises		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
NEGATIVE X thru 4♥		
RESPONSIVE X after partner's X or Overcall		
COMPETITIVE X LIGHTNER X		

WBF CONVENTION CARD

<b>CATEGORY:</b> Green 6 <sup>th</sup> May 2008
<b>NCBO:</b> England
<b>PLAYERS:</b> Andrew Thompson – Ross Harper
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
NATURAL 5-card majors, better minor
2-over-1 response is game forcing
1N Opening: 14-16 1 <sup>st</sup> & 2 <sup>nd</sup> (may have 5-card major)
15-17 3 <sup>rd</sup> & 4 <sup>th</sup> (may have 5-card major)
Natural weak 2-bids in ♦/♥/♠ (6-card suit 3-10)
FIT-SHOWING bids in competition and by passed hand
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Uncontested Auctions:</b>
...2♠ response to 1♥ shows any side-suit shortage
...3♥ response to 1♠ shows any side-suit shortage
...3NT opening shows solid minor (no outside A/K)
<b>In Competition:</b>
...WEAK raises, FIT jumps, CUE is sound raise or better
...2-suiters: GHESTEM, UNT, LEAPING MICHAELS
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have doubled 1N for penalties, and the opponents rescue to 2♣/♦, then PASS is forcing (and double is penalty)
<b>IMPORTANT NOTES - DON'T FIT ELSEWHERE</b>
4th suit ARTIFICIAL FG
After reverse, a rebid or 2NT may be weak, other bids FG
<b>PSYCHICS:</b> Rare

OPENING	MARK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGATIVE DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	Natural or better minor	1N=5-11; 2♣=INVERTED F1; 2♦/♥/♠ = Natural weak NF (6-card suit) 2N=balanced invitation 11-12; 3♣=pre-emptive; 3♦/♥/♠=Natural weak NF (7-card suit)	1♣-1♥/♠-1N=11-13 (1 <sup>st</sup> & 2 <sup>nd</sup> ) 12-14 (3 <sup>rd</sup> & 4 <sup>th</sup> ), then: 2♣=Checkback: Reverse/Jump/2N=INV; Other=Weak (After 2♣ checkback, 2-level bids INV, 3-level bids FG) 1♣-1♥/♠-2N=17-19 (Then 3♣=Checkback)	As for unpassed hand
1♦		3	4♥	Natural or better minor (may be 3-card suit if 4432)	1N=5-11; 2♣=natural F1; 2♦=INVERTED F1 2♥/♠=Natural weak NF; 3♣ natural invitational 2N=balanced invitation 11-12; 3♦=pre-emptive; 3♥/♠/4♣=Natural weak NF (7-card suit)	1♦-1♥/♠-1N=11-13 (1 <sup>st</sup> & 2 <sup>nd</sup> ) 12-14 (3 <sup>rd</sup> & 4 <sup>th</sup> ) 2♣=Checkback; Reverse/Jump/2N=INV; Other=Weak (After 2♣ checkback, 2-level bids INV, 3-level bids FG) 1♦-1♥/♠-2N=17-19 (Then 3♣=Checkback)	As for unpassed hand
1♥/♠		5	4♦	5+♥/♠ 10-22	1♠=natural F1; 1NT=5+ F1 2-over-1 natural FG Jump raise=pre-empt 2N= raise FG; 3♣= limit raise 3♦ = raise with 5-9 points; 2♠/3♥ = 15+ any shortage Double jump shift= Limited SPLINTER	1♥-1♠-1N=11-14 (Then as for 1♦-1♥/♠-1N above) 1♥-1♠-2N=17-19 (Then 3♣=Checkback) After 1♥/♠-2N: 3new suit= shortage; 3 suit non-min bal 4 suit = minimum. After 1♥-2♠ 2NT asks for shortage. After 1♠-3♥ 3NT asks for shortage	Fit jumps. Otherwise as for UPH
1NT		-	3♠	Balanced 14-16 (1 <sup>st</sup> & 2 <sup>nd</sup> ) 15-17 (3 <sup>rd</sup> & 4 <sup>th</sup> ). May have 5-card major.	2♣= 5-card Stayman; 2♦/♥/♠/N=TRANSFER; 3♣/♦/♥/♠=Natural invitational 4♣ Gerber. 4♥/♠=to play	1N-2♣-2♦: 2♥=4 spades; 2♠=4 hearts not 4 spades; 2N=Invitational (does not promise a major); 3♣/♦=NAT FG (does not promise a major); 1N-2♣-2♥: 2N=INV; 3♣/♦=NAT FG; 3♠/4♣/♦=control [Similarly for 1N-2♣-2♠] Transfer breaks (majors): 2N=Max, Raise=Min Transfer breaks (minors): Step below 3 of the suit =no fit	Same as UPH
2♣	X	-	3♠	Artificial FG or Balanced 23+	2♦=Negative ; Suit=Good 5+card suit	2♣-2♦-2♥=KOKISH (Balanced FG or ♥)	Same as UPH
2♦		6	2♠	Weak 3-10	2♥/2♠= constructive; 3 new suit = NAT F1		Same as UPH
2♥/♠		6	2♠	Weak 3-10	2♠=Constructive; 2N=Feature?; 3 new suit=NAT F1		Same as UPH
2NT		-	3♠	Balanced 19-20 (1 <sup>st</sup> & 2 <sup>nd</sup> ) 20-22 (3 <sup>rd</sup> & 4 <sup>th</sup> )	3♣=5-card Puppet Stayman; 3♦/♥=TRF; 3♠=minors;	2N-3♣-3♥: 4♣/♦=NAT FG [Same for ♠] 2N-3♣-3♦: 4♣/♦=NAT FG; Transfer breaks: 3N=Max (then re-transfer), Raise=Min	Same as UPH
<b>HIGH LEVEL BIDDING</b>							
3♣/♦ 3♥/♠		6	No	Natural pre-emptive	New suit=Natural (To play if GAME, F1 if below GAME) 4N=RKCB	CUE BIDS (may show 2 <sup>nd</sup> round control before 1 <sup>st</sup> round control) SPLINTERS (some VOID-showing)	
3NT	X	-	No	Solid 7+♣/♦, no A/K in 1 <sup>st</sup> or 2 <sup>nd</sup>	4♣=Ask for suit; 4♦=Ask for shortness		
4♣/♦ 4♥/♠		6	No	Natural, pre-emptive	4♥/♠ over 4♣/♦/♥=To play; Other new suit (non-jump)=CUE; 4N=RKCB	4N RKCB 1/4, 0/3, 2, 2+Q ( DOPI over 5♣/♦) 5N after response to RKCB asks responder to name the cheapest King	
4NT	X	-	No	Asking for specific aces	5♣=none; 5♦/♥/♠=the bid Ace; 5N=2 Aces; 6♣=A♣	5N=JOSEPHNE GSF (The better the trumps, the higher the response)	