


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEAD STYLE			TYPE: Strong Club	
1-level aggressive; 2-level sound; Can have very good hand	Lead	In Partner's Suit		NCBO: CANADA 	
New suit=FIR; Cue bid=support; Raise weak; Jump raise mixed;	Suit	3 rd from even; lowest from odd	Same		
Jump shift=Fit; Jump cue=4-card mixed raise;	NT	4 th best; 1 st /2 nd from poor suit	Top from 3 if raised	PLAYERS: CARRUTHERS, John	
Dbl after opponents' raises or bids NT=Takeout	Other: After trick 1, 3 rd and lowest vs. all contracts			KIRR, Martin	
2NT=raise of our overcalled major	LEADS			EVENT: All	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
15-18: 2-Way Stayman responses (NOTE 6)	Ace	A(x) / AK(x); asks attitude	Asks attitude	GENERAL APPROACH AND STYLE	
4 th seat INT=12-16; 2♣ range ask; Cue =GF Stayman	King	AK(x) / KQJ(x); asks count	Asks unblock or count	Strong 1♣ 17+	
4 th seat 2NT=19-21, 4-Suit transfers (NOTE 7)	Queen	KQ(x); asks attitude	KQ(x) / QJ(x); asks attitude	1♦ 2+♦ (10) 11-16	
4-way transfers of non-jump 2NT overcall	Jack	QJ(x)	109(x); A109(x); K109(x)	1♥/1♠ 5+M (10) 11-16	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	J10(x) / KJ10(x)	J10(x); AJ10(x); KJ10(x);	INT Response Semi-Forcing (UPH)	
Weak after one-level opening, except (1M)-3♣	9	109(x) / K109(x) / Q109(x)	109(x) / K109(x) / Q109(x)	2/1 Game force (UPH)	
Strong after weak opening except (1M)-P-(P)-3♣	8	8x or 3 rd (K98, etc.)	Top of nothing	INT 14-16	
(1M)-3♣=OM+♦	Hi-X	Doubleton/singleton	1 st / 2 nd from poor suit	2♣ 6+♣ (10) 11-16	
4m over 2M weak=other major + the bid minor	Lo-X	3 rd from even, lowest from odd	4 th best	2♦ 3-suited, short ♦ (10) 11-16 (NOTE 17)	
Reopen: Intermediate 10-15, good 6-card suit	SIGNALS IN ORDER OF PRIORITY			2♥ 4-9, weak (5) 6♥ (NOTE 18)	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	2♠ 4-9, weak (5) 6♠ (NOTE 18)	
Ghestem: (i) direct, (ii) after INT response and (iii) reopening:	Suit 1	Hi=Enc; Lo=Disc	Hi=Even; Lo=Odd	Hi=Enc; Lo=Disc	3NT Solid minor (NOTE 2) plus outside A or K
(1♠)-2♠=♥+♣; (1♥)-2♥=♠+♣;	2	Hi=Even; Lo=Odd	Suit preference	Hi=Even; Lo=Odd	OTHER BIDS THAT MAY REQUIRE DEFENSE
Cue bid after weak two-bid=bid 3NT with a stopper	3	Suit preference	Top from = H	Suit preference	Artificial Jump Shifts: 1♦-2♥=4-9 5♠/4♥; 1♦-2♠=(11) 12-13
Jump cue to 3-level=bid 3NT with a stopper;	NT 1	Hi=Enc; Lo=Disc	Hi=Even; Lo=Odd	Hi=Enc; Lo=Disc	Bal, 14+ Bal, or FG ♦ raise; 1♥-2♠=FG raise;
VS. NT (vs. Strong/Weak; Reopening;PH) (NOTES 8 & 9)	2	Hi=Even; Lo=Odd	Suit preference	Hi=Even; Lo=Odd	1♥-2♠ & 1♠-3♥=Limit raise (NOTES 22, 23, 11)
2♣=4+♣ + 5-card major; both majors vs. Weak NT	3	Suit preference	Top from = H	Suit preference	Unusual over unusual & Michaels (NOTE 3)
2♦=4+♦ + 5-card major; one major vs. Weak NT	Trump Hi-Lo=Ruff			Leaping Michaels (NOTE 4)	
2♥=4♥ + 5+-card minor; ♥+minor vs. Weak NT	Trump suit preference			Drury Fit (NOTE 5)	
2♠=4♠ + 5+-card minor; ♠+minor vs. Weak NT	Reverse Smith vs. NT			Ghestem 2-suiters over 1M	
2NT=minors	Classic Remainder Count			Fit jumps in competition and by passed hand	
Dbl=one-suiter or both majors: 2♣=relay; Pen. vs. Weak NT	DOUBLES			Transfers after 1♦-(2♣) & 1M-(2M)	
3-level weak vs. Strong NT, intermediate vs. Weak NT	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES	
	Usually shape-disciplined; Cue bid=F to game or suit agreement; If			Vul v NVul if we are FG (except after our preempt)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Responder shows values, NSF;			(INT)-Pen Dbl-(2m)-Pass=F, but (2M)-Pass=NF	
Dbl=Takeout; Cue bid=bid 3NT with a stopper; Jumps=strong	Cue bid or jump shift forcing after min. non-jump response			INT-(Dbl)-Rdbl=F through 2NT	
Jump to 4m=other major (or a major+bid minor over Multi);	2NT=Scramble after our double if game is not in the picture				
NT bids natural	2NT=Lebensohl after our double of weak 2-bid or raised major				
Over their strong 2NT: Dbl=♣; 3♣/3♦/3♥ Transfers	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Negative through 4♠; Responsive through 4♠; Competitive through 4♠;				
Dbl=majors; NT=minors	1♦-(1♥)-Dbl denies four ♠; 1♣-(Any)-Dbl/Redbl = 5-7 HCP thru 2♠				
	Game try Dbls through 4♣; After our overcall, Dbl of INT=Takeout;			IMPORTANT NOTES	
VS. OPPONENTS' TAKEOUT DOUBLE	Dbl of the 3 rd suit=Takeout; Tolerance Rdbl; Lightner Slam Doubles;			Penalty passes of some redoubles: (NOTE 1)	
New suit=FIR; Jump in new suit=fit; Preemptive jump raises;	Dbl of 3NT: 1. Not our suit; 2. Leader's suit; 3. Dummy's 1 st bid suit			Anti-cue bids of RHO's suit	
1M-(Dbl)-2♣=raise; 2NT=limit raise all suits	4. Unusual lead. Support doubles and redoubles (NOTE 24); Anti-lead			Psychics: Almost never	
Rdbl=usually no fit; if fit, then stronger than raise to same level	doubles of one's own suit; Lead-directing splinter doubles (NOTE 25)				

Opening Bid	Art?	Min. #	Neg. X Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	—	Strong, artificial, forcing: 17+ HCP	1♦=0-7 HCP, 0-2 controls; 1♥=8+ HCP, 0-2 controls; 1♠=3 controls; 1NT=4; 2♣=5; 2♦=♥ & 2♥=♠, good 6-card suit, 4-7 HCP; 2♠=11-13 Bal, <3 controls; 2NT=6+ controls; 3/4 suit=good 7/8-card suit, 4-7 HCP; 3NT=solid 6-card suit. (NOTE 27)	Birthright; Transfers after NT rebid; (NOTE 15). Dbl/Rdbl=semi-pos. thru 2♠; pos. >2♠; Dbl=T.O. at first chance; suit bid=pos.	Same as for unpassed hand (UPH) (NOTE 28)
1♦	No	2	4♣	Nebulous, 10-16	1M natural; 1NT=7-10; 2♣ natural GF; 2♦=weak raise; 2♥=5♠/4♥ 5-9 HCP (NOTE 21); 2♠=(i) (11)12-13 Bal (ii) 14+ bal or (iii) FG in ♦ (NOTE 22); 2NT=5-9 both minors; 3♣/3♦ natural, invitational; 3M=PRE; 3NT=16-17 HCP (NOTE 29)	1NT rebid=11-13: 2-Way Checkback (NOTE 10). 2NT jump rebid=6♦+3M (NOTE 19); 2♣ rebid=5/4 either way; 1♦-1♥-2♥-2♠ & 1♦-1♠-2♠-2NT=Relay, Inv.+ (NOTE 20)	Same as for UPH
1♥	No	5	4♣	Natural, 10-16	1♠=natural, FIR; 1NT=FIR; 2♣/2♦=Natural, FG; 2♥=5-9; 2♠=limit raise (NOTE 11); 3♥=Mixed raise; 2NT=FG raise; 3NT=16=17 bal; 3♣/3♦=natural, invitational; Splinters (NOTE 12)	Min NT=11-13 balanced; 2m=3+ after 1NT resp; 1♥-1NT-2m-2♠= strong raise; 1♥-1NT-2NT: 6♥+outside trick; Spl; 1♥-1♠-2♠-2NT=art (NOTE 20); 1♥-1♠-2NT	Jump shift=Fit F to 3♥ 1NT=NF; Reverse Drury (fit promised); 2NT=Inv with ♣
1♠	No	5	4♥	Natural, 10-16	1NT=FIR; 2♣/2♦/2♥=Natural, FG; 2♠=5-9; 2NT=FG raise; 3♥=limit raise; 3♠=mixed raise; 3NT=16=17 (4x3) (NOTE 11) 3♦/3♥=natural, invitational; Splinters (NOTE 12)	Minimum NT=11-13 balanced 2m could be 3 after 1NT response Splinters	Jump shift=Fit F to 3♠ 1NT=NF; Reverse Drury (fit promised); 2NT=Inv with ♣
1NT	No		3♣>>3♠	14-16 balanced or semi-balanced	2♣=NF Stayman; 2♦=GF Relay; 2♥/2♠ to play; 2NT=Pup; 3♣/3♦=Inv.; 3♥/3♠=shortage, both minors, inv.; 4♣=Gerber; 4♦ & 4♥=Texas; 4♠=Quant., no major worth bidding (NOTE 6)	Garbage Stayman (NOTE 13); 1NT-2♦-2NT-3♣=Relay (NOTE 14)	Same as for UPH
2♣	No	6	4♣	Natural 10-16, 6+♣; can have other suit (4/5M, 4♦)	2♦=Relay, at least inv. strength; 2♥/2♠=Good suit, constr., 2NT=Puppet; 3♣=8-10; 3♦/3♥/3♠=natural, GF; 4♣ PRE; 4♦=big ♣ slam try	Over 2♦: 2♥=either M; 2♠=no M, max; 2NT=max bal; 3♣=min; 3♦=max, 4♦/6♣; 3♥= 5/6; 3♠=solid♣; 3NT=5♠ Over 4♦, 4M/4N=short, 5♣ no short	Same as for UPH
2♦	Yes	0	Of 3♦/4♦ only	10-16, 3-suiter short in ♦ (NOTE 16)	2M/3♣ to play; 2NT relay inv.+; 3M/4♣ inv; 3♦ relay for controls	To 2NT: 3♣=bad hand/bad suit; 3♦=bad hand/good suit; 3♥=good hand/bad suit; 3♠=good hand/good suit; 3NT=AKQxxx	Same as for UPH
2♥	Yes	(5)6		Weak 2, 4-9, (NOTE 16)	2NT inv+ relay; 3♦ asks controls; 3M/4♣ inv.	After 2NT: 3♣ any min.; 3♦ both M, max; 3M that major, max. Control asks	Same as for UPH, but better hand
2♠	No	(5)6		Weak 2, 4-9 (NOTE 17)	2NT asks minor; all ♠ bids to play; 3♥ FIR; 3♠ to play; 3♦ slam try; jump shift natural, forcing	3♠ after minor ask is invitational; 3♥=slam try in ♠; 4 other minor slam try in minor shown	Same as for UPH, but better hand
2NT	No			21-22 bal/semi-bal	3♣=Stayman; 3♦/3♥ Transfers; 3♠ Puppet to 3NT with minor-suit slam try; Texas; Smolen	Major 2-suiters go thru 3♣ Accept xfer with 3; 3NT with 2 After 3♠, show minor or shortness	Same as for UPH
3 Suit	No	(6)7		Weak, preemptive	NSF		Same as for UPH
3NT	Yes	7/8m		Solid 7/8-card minor with 1 outside A or K (NOTE 2)	4♦=asks shortness; Any other minor suit bid=P/C; 4NT asks location of outside card; 4M to play	To 4♦: Bid suit or major (4NT=no short) To 4NT: Bid suit or major (NOTE 24)	Same as for UPH
4 Suit	No	7		Natural	Asking bids except 4♠ over 4♥	Steps: 1=no control; 2=2 nd rd.; 3=1 st rd.	Same as for UPH
4NT	Yes	5/5		Preemptive, both minors	HIGH LEVEL BIDDING		
5NT	Yes	5/5		Preemptive, both minors	Cue bid 1 st /2 nd round controls; RKCB 1430; queen ask; Gerber; Super Gerber; GSF; 5NT=Pick a slam; EKCB; 6KCB; DOPI, DEPO, ROPI, REPO; Pass & pull strong; Jump to 5M=asks control their suit, 2. asks trumps 3. Quant. Non-Serious 3NT (NOTE 30); Last Train (NOTE 31).		
Others	No			To Play			