


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Wide ranging. Can be weak or 4 cards at 1-level.
Responses: Raises shaded. TRF ADVANCES from cue to raise. Jump fits. 2NT adv over 2X overcall = F. Mixed raise
Reopening: Nat, but limited as interemdtate jump available Responses as over 2nd
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15-18
Responses: As over opening 1NT
"Sandwich 1NT = 17-20. Responses natural.
4th position: 11-16.
Responses: 2C asks range & Ms, else as over 1NT opening.
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: WEAK
Bids at 3 level promise a sound suit, possibly 7 cards
Responses: Raise pre-emp. Cue = F. 2NT = asking.
Unusual notrump: Only in direct position, = lowest 2 suits
Reopening: Intermediate in suit. 2NT = 19-21
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: 2-suited. 5/5(4). 2m = both M. 2M = oM + m.
Jump cue= good 1-suiter
Responses: 2NT asks usually values. Over 2M, 3C = p/c.
Reopening: As 2nd.
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: "Multi-Landy". 2C= M/M; 2D = 1 major; 2M= M/m, 2NT= m/m or strong. X= top of opening range + As 2nd, but see below if passed
Passed Hand: As unpassed but x = competing;
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = takeout, 2NT/3NT natural. 2/3 level suits natural.
3 or 4 level cue (e.g. 2H-3H; 3C-4C) = "Michaels" style.
2M/3M-4m = 6 card minor + 4 of other major
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♠: Bid= suit+ suit above; X= C+H, 1NT+ D+S ; After 1C- 1D, as above, but X= D+S and 1NT= C+H. WJOs..
OVER OPPONENTS' TAKE OUT DOUBLE
xx= <3M or 4m. TRFs after 1M- (dble.)- ? Also after 1NT o/c

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 4th. 2nd from poor suits Same, but hi from even if known to be long.
NT 4th. 2nd from poor suits Same
Subseq Small = Hon, else Hi Same
Other: "Strong 10s" Same
LEADS
Lead vs. Suit vs. NT
Ace Asks rev. attitude Asks rev. attitude
King AK/KQ. Asks for count Asks for unblock or count
Queen QJx.. (KQ?) for rev att. as suit
Jack J10x(x..), as suit
10 H109x; HJ10x; or 10x. as suit
9 109x(x..) or 9x as suit
Hi x 2nd or shortage as suit
small x usually 4th usually 4th
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST Distributional Distributional 1st disc= rev.att.
2 ND Suit pref if req. Suit Pref. Distributional
3 RD (Att. if A/Q/J) - 2nd card suit pref
NT: 1 ST Distributional Distributional 1st disc = attitude
2 ND Suit pref if req. Suit Pref. Distributional
3 RD (Att. if A/Q/J) - 2nd card suit pref
* Distributional signals NORMAL - HI-LO = EVEN no,
* Attitude signals REVERSED (LO = ENCOURAGING):
SMITH PETERS - peter from either ptr. encourages suit led
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: Can be light with good distribution.
Can be 2 suited with equal level correction of C to D
Responses: Cue F to suit agreement. 2NT sometimes scramble
Reopening: Same as 2nd
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Negative double through 4D.
Responsive X after takeout double and raise (or NT)
Most low level doubles in competition are takeout
Double suggests penalty if pass = F.
Support doubles and redoubles, all suits except clubs.

WBF Convention Card

Category: GREEN
NBO (Country): SCOTLAND
Event: All events.
Players: BRIAN SHORT & ALAN GOODMAN - October 2020
SYSTEM SUMMARY
NATURAL
GENERAL APPROACH AND STYLE:
NATURAL – Strong NT, 5-card Majors,
1C opening = 2+ clubs, 1D opening = 4+ diamonds;
2C = strong. GF except for 2C- 2D- 2NT
2D = MULTI, 5-10, 6 card Major (5 possible 3rd in hand)
2H = 5-10, both Majors (5/4+ either way, 5/5 likely vul.).
2S = 5-10 with 5S & 4+m, usually 5m vul.
2 over 2 response GF apart from 1D/1H/1S - 2C
1NT opening: (14) 15-17 (6m or singleton possible, 5M unusual)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
3NT opening = Soundish 4H or 4S opening.
2H opening, weak, both Majors
Responses - TRANSFER responses to 1C
1C- 2D = Multi-meaning. (D inv. OR m/m inv. OR various NT.
1D- 2C = Multi-meaning. (Clubs GF or various NT)
1H- 2C = 3-way. 2-over-1 GF, OR good 2H, OR weak with D.
1S- 2C = 4-way. 2-over 1 GF, OR strong raise to 2S
OR 6+ H, less than GF strength, OR weak with long D
Conventional Major raises.
SPECIAL FORCING PASS SEQUENCES
When we've bid to game on high card values, made a strong splinter, or forced to a yet unreached level.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1 of a suit openings may be light in high card points
Responses to 1 of a suit openings may be light in high card points.
Raises of overcalls can be light in high card points
Psychics: Very rare

Opening	ART.	Min.	Neg. Dble	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	?	2	4D	10+ hcp, NATURAL, or flat 12-14 or 18+ <u>Only 2 if 4M4M3D2C</u>	1D/1H/1S are TRF responses, F. (1S= 5+D). 2C= inverted, GF ; 1NT= 6- 10; 1C- 2D multi-meaning (m inv. or various. NT) ; 1C- 2M = 7-10, 6 cards ; 1C- 2NT= 17-18, bal, 4cM possible.	1C- 2C- 2D shows 4+C, with 2H now a GF relay 2-way checkback over 1NT rebid	New NF, jump fits; still inverted
1♦	-	4	4D	10+ hcp, NATURAL	Inverted raises ; 1D- 2M= wk; 1D- 2C= multi-m. ; 1D- 3C= invite	4m bids in strong sequences are RKC	As 1C
1♥	-	5	4D	9+ hcp, NATURAL	2/1(not 2C); 1NT= S/F; 2S=mini SPL ;2NT=4H,GF, 3C/3D= 4S/3S inv., 3H= 4H, 3-7 ; double jump = SPL; 2C= C GF, 8-10,H or wk D.	1H- 1S/1NT- 2C (F) is H+C, 11-14 or any 15+. TRF after 1M- (x) .	Drury, mini- & maxi-SPL. jump fits..
1♠	-	5	4D	9+ hcp, NATURAL	As 1H, but 1S-2C includes weak 6H. S raises as for H, 1 "step up".	1S- 1NT- 2C (F) is= S+C, 11-14 or any 15+	Similar to over 1H.
1NT	-	-	-	(14) 15-17, singleton or 6m poss. 5M unusual	2C= Stayman, 4 transfers; 3any = shortage in suit above; 4C= Gerber ; 4D/4H = TRF ; 4S/4NT= weak/strong quantitative.	Break M transfer to 3M with 4 if weak, to values if strong ; Break m TRF to suit.	As unpassed
2♣	yes	-	-	Strong, usually GF	2D= weak or waiting, 2M/3m = Positive. 2NT= 10-12.	2H "Kokish" rebid.	
2♦	yes	6(5)	no	MULTI- 5-10, 6(5)M	2NT = asking, usually strong. 2M/3M/4H all p/c. 3m= NF.	Conventional responses to 2NT.	
2♥	-	5/4+	no	5-10, 5/4+ both Majors.	2S/3M/game= to play. 2NT+ asking, usually strong. 3m= NF	Conventional responses to 2NT.	
2♠	-	5/4+	no	5-10, 5S/4+ minor	3c= p/c, 2NT= asking, usually strong. 3S/game= to play, 3D= NF	Conventional responses to 2NT	
2NT	-	-	-	20-21 flat (5M/6m or singleton all possible)	3C= 5 card Stay.; 3D/3H/3S = TRF ; 3NT = 5S/4H; 4C = M/M; 4D= H; 4H= S; 4S= Gerber	Advances after 2NT- 3S- 3NT show various minor based hands.	As unpassed
3♣	-	7(6)	-	4-10	Raises pre-emptive, new suit F1. 3D for singleton	Natural, unless showing singleton	As unpassed
3♦	-	7(6)	-	4-10	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3♥	-	7(6)	-	4-10	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3♠	-	7(6)	-	4-10	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
4♦	-	7	-	5-10, Diamonds	4M to play; 4NT= RKC		
4♥	-	6+	-	To play- 2-suited poss.	4NT= RKC		
4♠	-	6+	-	To play- 2-suited poss.	4NT= RKC		
4NT	yes	-	-	Asking for specific aces	5C=none; suit/5NT(C) = ace. Higher = 2. (cro)	HIGH LEVEL BIDDING RKCB - 5C = 1/4, 5D = 0/3 of 5 aces ; 5H = 2/5 aces; 5S = 2/5 aces + trump Q. "Minorwood" Exclusion (3041) Forcing passs and some strong pass & pull	
5♣	-	7	-	To play			
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			