


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Wide ranging. Sound at 2 level
Responses: Raises natural. Unassuming cue. New suit by unpassed hand is F1. Jump fits.
Reopening: Nat, but limited as intermediate jump available
Responses as 2nd
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2nd position: 15 - 18
Responses: As over opening 1NT
4th position: 11-14
Responses: As for opening 1NT.
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: WEAK, with sound 6 card suit.
Bids at 3 level promise a sound suit, possibly 7 cards
Responses: Natural. Cue = F.
Unusual notrump: 2nd position, = lower 2 unbid suits
Cue = F1.
Reopening: Intermediate jump in suit. 2NT = 19 - 22
Respond as for 2NT opener.
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels, 5/5. 2m = both M. 2M = other M + m.
Jump cue= big 1-suiter. Now 3NT= stop, relay= weak, bid=vals
Responses: Natural.
Reopening: As 2nd.
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: X = penalty. 2C = Majors. 2D= 6-card Maj.
2M = 5M/4m+, 2NT= m/m or strong x/x.
Reopening: As 2nd
Passed Hand: As above, except X = 6-card minor..

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 4th highest 2nd from poor suits As elsewhere, but may lead small from xxx
NT As for suit As for suit
Subseq Attitude overtones Attitude overtones
Other:
LEADS
Lead vs. Suit vs. NT
Ace Asks rev. attitude signal as suits
King Asks for rev. count Asks for unblock or count
Queen For attitude (KQ+ poss) as suits
Jack J10x(+) or Jx as suits
10 K/Q109x, KJ10x, 10x K/Q109x, KJ10x, 10x,
9 109x(+) or 9x as suits
8 4th or 2nd as suits
small x usually 4th, or Hxx as suits
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST Distributional* Distributional* 1st disc = attitude
2 ND Att. if A/Q/J led Suit Pref.- Distributional*
3 RD s. pref if switch - 2nd card suit pref
NT: 1 ST Distributional* Distributional* 1st disc = attitude
2 ND Count on king Suit Pref Distributional*
3 RD Attitude A/Q/J - 2nd card suit pref
NOTE- * Distributional signals REVERSED (hi-lo= ODD no.),
- * Attitude signals REVERSED (lo = encouraging):
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)

WBF Convention Card

Category: GREEN
NBO (Country): SCOTLAND
Event: All International events
Players: Samantha Punch and Anne Symons
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
NATURAL - 5-card Majors, 3+ card minors.
With 3C/3D open 1C. 1D = 3 only if 4432 .
With 4C/4D may open either. Suit strength or rebid are issues..
Openings, particularly 1H/1S may be light in points with shape.
1NT opening: (14) 15-17 (6m or singleton possible).
2 over 1 Response: Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
1 Major openings can be light on hcp (9+) if shaply.
2D opening = EKREN. 5-10. 5/4+ Majors (either way).
2C= art. GF, except 22-23 flat.
2H/2S = WEAK (5-10, usually 6 cards)
2NT= 20-21.
SPECIAL FORCING PASS SEQUENCES
Where we have not reached the level to which we have forced.

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)				Style: Can be light with good distribution. Emphasis on other M		Opponents compete over our game bid on high card values.	
X = takeout, 2NT/3NT natural. 2/3 level suits natural.				Can be 2 suited with lowest suit missing.			
3 level cue (e.g. 2H-3H) = "Michaels" style.				Responses: Cue F to suit agreement. 2NT sometimes scramble			
2M or 3M- 4m = 6 card minor + 4 of other major				Reopening: As 2nd. Possibly shaded.		IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
						We can respond to openings with light values (4+)	
				SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
VS. ARTIFICIAL STRONG OPENINGS				Negative double through 3S.			
vs strong 1□: Weak jumps; Simple bid = suit.				Responsive X after takeout double and raise (or NT)			
x = Majors ; 1NT= minors..				Most low level doubles in competition are takeout			
OVER OPPONENTS' TAKE OUT DOUBLE				Support doubles and redoubles		Psychics: Very unusual	
XX= support over m, shortage over M. 2NT= nat. over minor				.			
and limit raise+ over Major.							
Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1C	-	3	3S	11+ hcp, NATURAL	Nat. Inverted raises. 1NT= 6-10. Weak major j-shift	Conv. after 1C -2C.	Natural
1D	-	3	3S	11+ hcp, NATURAL	As for 1C. 3 only if 4432	Conv. after 1D- 2D.	Natural
1H	-	5	3S	9+ hcp, NATURAL	1NT+ "semi-F"; Bergen raises; 2/1 = GF.	Gazilli variant. 2C rebid = nat or 15+	Drury, m-spl, Jump fits.
1S	-	5	3S	9+ hcp, NATURAL	As 1H	As 1H	As 1H
1NT	-	-	-	15-17, singleton, 6m poss. 5Major unlikely	2C=Stayman; 4 transfers.; 3M= inv.; 3m slam try	TRF to m then M = shortage	As unpassed
2C	Yes	-	-	GF except 2NT rebid	2D waiting, Others sound positive	2C- 2D- 2H = Kokish. 2NT = 22-23.	--
2D	Yes	-	3S	5-10, (5/4+), H+S	Raises or 3m to play. 2NT asks, usually strong.		--
2H	-	6(5)	3S	5-10, 6H usually.	Raises to play. 2NT asks, usually strong. New = F1.		
2S	-	6(5)	3S	5-10, 6S usually	As for 2H..		
2NT	-	-	-	20-21 singleton, 5M, 6m all possible	3C= 4-card Stayman; 3D/3H= TRFs; 3S TRF to 3NT	After 2NT-3C-3D, Smolen	
3C	-	7(6)	-	<u>All 3x bids -</u>	Raises pre-emptive, new suit F1. 3D slam try		
3D	-	7(6)	-	6+ cards, wide-ranging	Raises pre-emptive, new suit F1. 4C slam try		
3H	-	7(6)	-	4-11 hcp approx.	Raises pre-emptive, new suit F1. 4C slam try		
3S	-	7(6)	-	Sound 2nd, 3rd= flex	Raises pre-emptive, new suit F1. 4C slam try		
3NT	Yes	7+	-	Solid minor, little else	4C/4D/5C = pass or convert.		
4C	-	8(7)	-	Pre-emptive in C	4M to play; 4NT= RKC		
4D	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = RKC		

4H	-	6+	-	To play	4S= to play. 4NT= RKC		
4S	-	6+	-	To play	4NT= RKC.		
4NT	yes	-	-	Asking for specific aces	5C=none; 5other = ace. higher=2.	HIGH LEVEL BIDDING	
5C	-	7	-	To play		Roman Key Card Blackwood. 4NT 5C= 1/4 aces, 5D= 0/3 aces (trump K= 5th ace). 5H= 2/5 aces. 5S= 2/5 aces + trump Queen 5NT=0-2 aces plus void. 6any= 1-3 aces + void as bid. Follow- ups ask for Trump Q and Kings.	
5D	-	7	-	To play			
5H	-	6+	-	Bid 6/7 with HA/HAK			
5S	-	6+	-	Bid 6/7 with SA/SAK			
5NT	-	-	-	-			