


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

LEADS AND SIGNALS
<b>OPENING LEADS AND SIGNALS</b>
Lead In Partners' suit
Suit 4th or 2nd from poor suits Same, but hi from even if known to be long.
NT 4th, 2nd from poor suits Same
Subseq Same or attitude later. Same, or attitude later
Other: "Strong 10s" Same
<b>LEADS</b>
Lead vs. Suit vs. NT
Ace Asks rev. attitude signal Asks rev. attitude signal
King Asks for count Asks for unblock or count
Queen Asks rev. attitude For rev. att. (KQ+ poss)
Jack J10x(x.), as suit
10 H109x; HJ10x; or 10x. as suit
9 109x(x.) or 9x as suit
8 2nd or shortage as suit
small x usually 4th usually 4th
<b>SIGNALS IN ORDER OF PRIORITY</b>
Partner's Lead Declarer's Lead Discarding
Suit: 1 <sup>ST</sup> Distributional Distributional 1st disc = attitude
2 <sup>ND</sup> Suit pref if req. Suit Pref. Distributional
3 <sup>RD</sup> (Att. if A/Q/J) - 2nd card suit pref
NT: 1 <sup>ST</sup> Distributional Distributional 1st disc = attitude
2 <sup>ND</sup> Suit pref if req. Suit Pref. Distributional
3 <sup>RD</sup> (Att. if A/Q/J) - 2nd card suit pref
NOTE- * Distributional signals - HI-LO = EVEN no, * Attitude signals REVERSED (lo = ENCOURAGING): SMITH PETERS- peter from either ptr. encourages the lead
<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>
<b>Style:</b> Can be light with good distribution. Can be 2 suited with equal level correction of C to D
<b>Responses:</b> Cue F to suit agreement. 2NT sometimes scramble
<b>Reopening:</b> Same as 2nd
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>
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

<b>Category:</b> GREEN
<b>NBO (Country):</b> SCOTLAND
<b>Event:</b> ALL
<b>Players:</b> BRIAN SHORT & ALAN GOODMAN Sept 2015
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE:</b>
<b>NATURAL - 5-card Majors, 2+ Clubs, 4+ diamonds;</b>
2C = strong, GF except 2C- 2D- 2NT.
2H /2S = WEAK
2D= "EKREN" Weak with BOTH Majors.
Signals - NORMAL Distribution and REVERSE attitude
<b>1NT opening: (14) 15-17 (6m or singleton poss. 5M unusual)</b>
<b>2 over 1 Response: GF- except 1ANY - 2C (multiple meanings)</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>Openings:</b>
<b>3NT opening = Soundish 4H or 4S opening.</b>
<b>2D opening = 5-10 with both majors – 5-4 +</b>
<b>Responses -</b>
<b>1C- 2D = Multi-meaning.</b> (D inv. OR m/m inv. OR various NT.
<b>1D- 2C = Multi-meaning.</b> (Clubs GF or various NT)
<b>1H- 2C = 3-way. Normal 2-over-1 GF, OR strong raise to 2H, OR weak with long D</b>
<b>1S- 2C = 4-way. Normal 2-over 1 GF, OR strong raise to 2S OR 6+ H, less than GF strength, OR weak with long D.</b>
<b>Bergen style Major raises</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we've bid to game on high card values, made a strong splinter, or forced to a yet unreached level.
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Many "Lebensohl" type or scramble 2NT sequences
1 of a Major openings may be quite light in high card points
<b>Psychics:</b> Very unusual

Opening	ART.	Min.	Neg. Dble	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	?	2	4D	10+ hcp, NATURAL, or flat 12-14 or 18+	Inverted raises (off after x); 1NT= 6- 10; 1C- 2D = multi-meaning (D inv, m/m inv. or var. NT) ; 1C- 2M = weak ; 1C- 2NT= 17-18	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= weak; 1D- 2C= multi-m. ; 1D- 3C= inv.	4m bids in strong sequences are RKC	As 1C
1♥	-	5	4D	9+ hcp, NATURAL	2/1 (ex. 2C) ; "Bergen"; 1NT= semi-F; mini SPL ; 1H-3S/1S-3NT= void/SPL; 4new/3NT= w/spl; 2C= 3-way, clubs GF, S raise, or D.	1H- 1S/1NT - 2C is Gazilli variation TRF after 1M- (x) .	Drury, mini- & maxi-SPL. jump fits..
1♠	-	5	4D	9+ hcp, NATURAL	As 1H, but 1S-2C= 4-way (C(GF), D(weak), S raise or 6+H not GF.)	1S- 1NT- 2C = Gazilli variation	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	5/4+	no	M//M Weak, about 5-10	2NT = asking, usually strong. 2M/3M/4M to play.	Conventional responses to 2NT.	
2♥	-	(5)6	no	Weak, about 5-9	2S/3m= inv.; 2NT=enquiry, rebid weak, new= feature	Natural	
2♠	-	(5)6	no	Weak, about 5-9	3m = inv.; else as for 2H.	Natural	
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)	-	Pre-emptive in C	Raises pre-emptive, new suit F1. 3D for singleton	Natural, unless showing singleton	As unpassed
3♦	-	7(6)	-	Pre-emptive in D	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3♥	-	7(6)	-	Pre-emptive in H	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3♠	-	7(6)	-	Pre-emptive in S	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3NT	Yes	-	-	Sound 4Major opening	4C = bid suit under yours; 4D asks singleton; 4M= p/c	4M over 4D = 7222	Opening sound in 3rd
4♣	-	7	-	Nat., pre-emptive	4M to play; 4NT= RKC		
4♦	-	7	-	Nat., pre-emptive	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)	<b>HIGH LEVEL BIDDING</b>	
5♣	-	7	-	To play		Roman Key Card. 5C = 1/4, 5D = 0/3 of 5 aces; 5H = 2/5 aces; 5S = 2/5 aces + trump Q. Various followups. Exclusion (3041) Forcing passes and some strong pass & pull situations.	
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			