

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
6-17 HCP and possibly good 4-card suit at one-level. Sound at two-level, but more aggressive when opponents have a fit.
Responses: All raises weak. New suit F1 [23]. Jump in new suit=FIT, Double jump=SPL below game in our suit [8]. CUE=F1 with support, limit+. If two cues are available the lower shows 3 trumps and the higher 4 trumps. Jump cue=SPL with 4 trumps.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT: 2nd "live"=15-18. 4th "live"=16-19. Reopening=11-15 (11-16 over 1♠). Responses as over 1NT opening.
PEN DBL after intervention.
Reopening 2NT=19-21 BAL with responses as over 2NT opening. (1X)-(2X)=NAT with continuations as over a 2NT opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: WEAK. New suit response F1, 2NT=relay for side card.
2-suit: Constructive 55+. (1m)-2NT=♥+om, (1M)-2NT=♦+♣, 1♦-3♣=♥+♠, 1♥/♠-3♣=OM+♦. 4th "live" 2NT=2 unbid suits.
Reopen: Intermediate (10-15) including natural 3♣.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
2NT = 2 LOWEST, CUE = 2 HIGHEST, 3♣ = EXTREMES
4th seat 2NT after two passes = 19-21 BAL., CUE = MICHAELS
VS. NT (vs. Strong / Weak; Reopening; PH)
2♦ One Major, 2♣ Both Majors, 2M = That M plus a minor
P/H DBLE = 4M 5+m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O. LEB AFTER T/O DBL OF 2M [2]. (2x)-2NT=15-18. (2x)-3x asks for stop. (2x)-4m=LEAPING MICHAELS.. Natural continuations after (3x)-3NT. (3x)-4x=any 2-suits STR. [3], [17].
VS. ARTIFICIAL STRONG OPENINGS
Over strong 1♣: X=♥, 1♦=♠, 1♥/♠/NT=2 suits CRO [12], 2NT=strong 2 suiter. X/INT/2♣ also CRO after 1♣-1♦ and strong 1♦.
Over strong 2♣/♦: DBL=bid suit, 2NT=any 2 suits.
OVER OPPONENTS' TAKEOUT DOUBLE
All direct raises=weak. FIT-SHOWING JUMPS (Limit+) with 4+ trumps. Double jump=splinter. 2NT=Limit raise+ with 4 trumps.
RDBL=10+HCP BAL/semi-BAL with penalty possible.
New suit NF if opener has 11-13BAL. Pass then DBL=T/O.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partnership Suits	
Suit	4th best; 2nd from xxx(+)	3rd/low	
NT	4th best; top from xx/xxx	3rd/low	
Subseq	ATT	ATT	
Other: Ace for ATT. King for count v suit. King for unblock or count v NT. Trump leads are suit preference.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(+)	AK(+), A(+)	
King	AK(+), KQ(+), Kx	Strong holding, Kx	
Queen	KQ(+), QJ(+), Qx	KQ(+), QJ(+), Qx	
Jack	J10(+),AJ10(+),KJ10(+),Jx	J10(+),AJ10(+),KJ10(+),Jx	
10	109x(+), H109(+), 10x	109x(+), H109(+), 10x	
9	9x, H98(+)	9x, H98(+)	
Hi-x	Sx, xSx(+)	Sx	
Lo-x	HxxS(+), HxS	HxxS(+),HxS,xxxS(+),xxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi=DISC [5]	Hi=odd [6]	Hi=DISC [7]
Suit 2	Hi=odd [5]	Suit preference[6]	Hi=odd [7]
Suit 3	Suit preference[5]		Suit preference[7]
NT 1	Hi=DISC [5]	"SMITH" [6]	Hi=DISC [7]
NT 2	Hi=odd [5]	Hi=odd [6]	Hi=odd [7]
NT 3	Suit preference[5]	Suit preference[6]	Suit preference[7]
Signals (including Trumps): TRUMP SIGNAL=Suit preference.			
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DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Any strong hand or 3+ card support for unbid suits,opening values.			
CUE forcing to suit agreement.			
After a RDBL of any T/O DBL then Pass=to play.			
SPECIAL, ARTIFICIAL AND COMPETITIVE DBLE/RDBL			
NEG DBL: 1♣-(1♦)-DBL=<4♥ and <5♠, 1m-(1♥)-DBL=<4♠.			
1m-(1♠)-DBL=4+♥ or 11+ BAL. SUPPORT X and XX up to 2♠ after 1 or 2 level response (but not over 1NT intervention). T/O X:			
(a) OPPT have agreed a suit and auction is live, (b) partner has overcalled, (c) after a 3 level overcall of our 1NT opening or o'call.			
PENALTY DBL (at least Hxx under) after (1NT)-DBL-(2X) and (1NT)-DBL-(2X)-P-P. DBL after 1X-1NT (2Y) is PEN unless partner has unusual distribution. Game try DBL when no space.			

WBF Convention Card

CATEGORY: **Green**
 NCBO: **England**
 PLAYERS: **Brian Senior & Paul Hackett**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 4-card majors, frequently 11-13 BAL. 1 bids usually follow rule of 19. Jump shift responses
 1NT Opening: 14-16 1st & 2nd position. 15-17 3rd & 4th position.
 2 OVER 1: mostly FG with no COMP [1]. F1 with COMP [23].

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

WEAK JUMP RESPONSES at 2-level. Invitational at 3-level.
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LEB-VARIATIONS [2] after take-out double of a major.
 SCRAMBLING 2NT [2] after reopening take-out double of 2M.
 Weak PRE 1+3 seat NV; others sounder. Wide-range overcalls,
 COMPETITIVE CUE=LIMIT RAISE or better.
 FIT-SHOWING JUMPS in COMP.
 Occasionally open 4M before 5m [11].

SPECIAL FORCING PASS SEQUENCES

Opponents bid below 2x after 1x-(DBL)-RDBL.
 Opponents 2♣/♦/♥ after (1NT)-DBL.
 Any time we have shown the high card values for game.
 After our penalty RDBL.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lower of 4th Suit/2NT = Weak facing reverse (1x - 1y - 2z)
 PSYCHICS: Occasional 1M response on 3 cards.

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1x		4	3♠	Most BAL 11 HCP hands are opened. UnBAL hands usually follow rule of 19. With (4432) 11-13 choice is ♥ 1st, ♠ 2nd, ♦ 3rd. With (4432) 17+ either suit may be opened. Occasionally open 4 card suit with lower 5 card suit when weak	1M may be 5 HCP or less with fair suit. 1♣-1M BYPASSES DIAMONDS (<11 HCP). 1♣-1NT=8-11 with 4+♣; otherwise 1NT=5-11 (semi-F). 2 OVER 1 usually FG[1]. 1x-3x PREEMPTIVE WEAK JUMP RESPONSES at 2-level (<10). 2NT=limit raise or 16+ with 4+ card support. Intermediate jump responses at 3-level; usually denies 3-card support. Double jump=SPL. 3NT=12-15 BAL with 4+ support (NF after 1m). See [14] for responses after 2 suited overcall	1x-1y-1NT=11-13 (singleton y rare) with 2♣ PUP to 2♦[9]. 1x-1y-2NT=18-19 any continuation is F but responder can pass simple preference. After 1♠-1NT-2NT: 3m=to play, 3♥=5+♥ FG. 1x-1y-3NT=long suit 1x-2y-2NT=11-13 or 17+ (responder assumes 11-13). LONG SUIT TRY after a raise or 2NT response. FSF is FG except 1♣-1♦-1♥-1♠ [15]. Jump in 4th suit = NAT 2-suited FG. Splinter jumps after a 2-level response. See [15] for other continuations.	FIT-SHOWING JUMPS 2NT=good raise to 3.
				14-16 BAL 1st & 2nd pos.		1NT-2♣-2♦-2♥-2♠=4♥ F1. 1NT-2♣-2♦-2M-2any-3m=	
1NT				15-17 BAL 3rd & 4th pos. 5332 with 5M is usually opened 1NT. (5422) 6m possible. Singleton honour possible	“PUPPET STAYMAN” (NT rebids by RESP deny 4M). FOUR-SUIT TRANSFERS (2♠=♣, 2NT=♦). 3x=SPL, (4441)or(5431) with poor 5m. 4♣=ace ask. 4♦=♥+♠ 55+ seeking preference.	NAT FG. 1NT-2♣-2x-3M=invitational, 1NT-2♣-2x-3m=FG. 1NT-2♦/♥-2M-3M=slam try. 1NT-2♦/♥-2M-3 new suit=F1 (not FG). After 1NT-2♠/NT: 1st step=no fit and 2nd step=fit; over these a new suit=NAT. See [4] & [13].	
					1NT(2x)DBL=PEN but 1NT(3x)DBL=T/O.		
2♣	4			22-24 BAL or FG.	2♦=waiting. Suit positive shows 2 of top 3 honours. 2NT=8-11 BAL. 2♣-(2x)-DBL=PEN, 2♣-(2x)-P-P-DBL=22-24 BAL.	2♣-2♦-2♥=NAT or 22-24 BAL with 2♠ relay(or 2NT=both minors 0-4, 3m=Qxxxxx 0-2, 3♥=5+♥&<4♠ FG). 2♣-2♦-2♠-3♣ & 2♣-2♦-3♣-3♦=-ve or nat. Jump by responder=SPL.	
2♦/		5		3-10 (3-13 in 3rd, 9-13 4th		After 2x-2NT: 3x=MIN, 3y=best side card non-MIN, 3NT=	
2♥/				5+ cards NV	2x=NAT constructive NF. 2NT=(R). Over 2♥/♠	4 cards in OM (or good suit after 2♦), 4y=SPL.	
2♠				Usually 6 cards VUL.	3x lower than raise=F1	.	
						2NT-3♣-3NT=5♥. 2NT-3♣-3♦=4M or 3♠.	
2NT				19-21 1st & 2nd. 20-22 3rd & 4th. 5M frequent. (5422) and 6m sometimes.	“PUPPET STAYMAN” 3♦/♥=TRF. 3♠ asks for 4 card minor 4♣=ace ask. 4♦=♥+♠ 55+ seeking preference. 4M=NAT slam try NF.	2NT-3♣-3♦-3♥-3♠=4♥. 2NT-3♦/♥-3NT=5 cards in OM. See [22] for other continuations.	
				Singleton honour possible.			
						HIGH LEVEL BIDDING	
						CUE first round controls before second except K in partner's suit. NON-SERIOUS 3NT	
3x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	New suit F1.	4NT=NAT when raise of NT or same hand bid 3NT on previous round or partner's last bid was a NAT F 4m, eg 1♥(3♠)4m(P)4NT. Otherwise 4NT=RKCB (3041) for agreed or last bid suit. See [19] for continuations, [20] for 6AB when 2 agreed suits and [21] for EKCB.	
3NT	4			To play. Often a long suit.		Over intervention: DBL/RDBL= PEN, Pass=0 or 3, 1st step=1 or 4, etc. 5NT (5♠ when ♣	
4x		6		PRE.	New suit over 4M=CUE asking for control in any bypassed suit [16].	trumps) asks for trump honours when trump suit is known. Otherwise 5NT is 'pick a slam'. When cuebid is doubled pass is encouraging and RDBL by either side=1st round control. Pass then pull stronger than direct pull when pass is F. Unnecessary jump=SPL. LIGHTNER.	

NOTE 1: 2-over-1 GF EXCEPT 1M – 2♣ is TWO-WAY

1M – 2♣ is either NAT GF or similar to a Drury bid, occasionally four-card support and very balanced, but usually only three-card support, somewhere in the 8-11 range.

In response, 2M shows a weak NT type with only four M, 2♦ shows a fifth spade but fewer than four hearts

NOTE 2: 2NT AFTER PARTNER'S TAKE-OUT DOUBLE

After a T/O of a major when partner has not yet bid and at least one hand is not limited, eg (2M)DBL, (1M)DBL(2M), (2♦multi)P(2M)DBL, 1x(2M)P(P)DBL then

2NT=PUP to 3♣. Direct suit bids are NF but show invitational values; suit bids after the PUP are weaker. Direct 3NT denies a stop; 3NT after the PUP shows a stop.

After a T/O of a major when both hands are limited, eg (1M)P(2M)P(P)DBL, then 2NT is SCRAMBLING with any 2 suits below the M. After a T/O of 2M where

partner has already bid, eg 1x(2M)DBL then 2NT is NAT. After a T/O DBL of a minor then 2NT is NAT.

NOTE 3: DEFENCE TO MULTI 2♦ OPENING

DBL=13-16 BAL or strong, 2NT=16-19, 2M=NAT

Pass then DBL=T/O. DBL then DBL=strong BAL or any 19+. After (2♦)DBL(2M) then DBL is PEN

(2♦)P(2M)DBL=T/O + LEB [2].

NOTE 5: SIGNALS ON PARTNER'S LEAD

The initial signal is ENCRG/DISCG except on K lead or when ENCRG is impossible. The initial signal is then count. The initial signal is only suit preference when partner is expected to retain the lead and a switch is evident or there is a singleton or void in dummy v suit. If there is a singleton in dummy v suit and 3rd hand is

known to hold length in both trumps and the suit led then middle cards encourage a continuation.

The second card in the same suit is reverse original count unless already known. Subsequent cards are suit preference.

NOTE 6: SIGNALS ON DECLARER'S LEAD

The initial signal is always count unless "SMITH" or partner is winning the trick and a switch is evident. Subsequent signals in the same suit are suit preference.

With "SMITH" high-low from either defender encourages the suit led. If a "SMITH" signal is not available in the first suit played by declarer, eg because a defender

only had one affordable card or because dummy has a long suit with no side entry, then the first discard or the next suit played by declarer (whichever is sooner) is a

"SMITH" signal. All trump signals are suit preference.

NOTE 7: DISCARDING

The first discard in each suit is ENCR/DISC unless already known. Subsequent discards in the same suit are reverse original count first followed by suit preference.

NOTE 8: JUMPS IN COMPETITIVE AUCTIONS

Single jump below game in partner's suit=FIT, double jump below game in partner's suit=SPL, any jump above game in partner's suit=NAT.

NOTE 9: DEVELOPMENTS AFTER A 1NT REBID

After 1x-1y-1NT, 2♣ is a PUP to 2♦ then: 2M=INV, 2NT=INV with 5y, 3x=INV in a minor but FG with 3 card support in ♥, 3y=6+card suit mild slam try, 3z=54 FG, 3NT shows 5y if a M, 4z=65.

Without the puppet: 2 suit=weak, 2NT=INV only interested in 3NT, 3x=3+ card slam try, 3y=6 card suit slam try, 3z=55 FG, 4z=66.

2♦ is GF ASK

NOTE 12: CONTINUATIONS AFTER OUR 2 SUITED INTERVENTION OVER A STRONG 1♣

Over a 2 suited CRO bid:- 1NT=constructive enquiry for the longest suit and suit bids are pass/correct. If next hands bids or doubles then DBL/RDBL shows a wish to

play in own suit instead of the CRO bidder's suits; bids are still pass/correct.

NOTE 14: RESPONSES AFTER OPPONENT'S 2 SUITED OVERCALL

If the overcall shows 2 specific suits then lower cue=limit raise+, higher cue=unbid suit FG, unbid suit=NF, simple raise=weak, jump cue=SPL, dbl=bal values suggesting penalty, 2NT (if available)=NAT.

If the overcall only shows one specific suit then cue=limit raise+, new suit=F1, simple raise=weak, jump cue=SPL, dbl=bal values suggesting penalty, 2NT (if available)=NAT.

NOTE 15: CONTINUATIONS AFTER 1 LEVEL OPENINGS

1x-1y-1z is F1 if responder has 6+ HCP. A jump to 2z is either a cue bid (A or K) agreeing responder's suit or natural FG close to a 2C opening in values. Responder

assumes a cue bid. Opener must rebid the 3rd suit for it to become natural. Opener's minimum rebid at the 2 level is NF after a 1 level response.

After 1♣-1♦-1♥-1♠ opener raises with 4♠, jumps (FG) to 2NT or 3 of a suit with 15+ HCP, rebids 1NT with a spade stop and <15 HCP or bids 2♣/♦/♥ with <15

HCP if unsuitable for 1NT. Opener's non-jump rebids are NF.

After 1x-1y and a 2 level reverse by opener then the lower of 4th suit and 2NT is ART and creates a NF sequence; any higher rebid by responder is FG; any lower F1.

If responder bids the 4th suit or 2NT then a 3rd round jump in the 4th suit is a SPL agreeing opener's last bid suit, eg 1♣-1♠-2♦-2♥-2♠-4♥.

1M-2NT-3NT=slam interest opposite 16+ but no slam interest opposite a limit raise.

NOTE 17: DEFENCE TO 3NT OPENING SHOWING A LONG MINOR

Db1=bal values, 4m=3 suited take-out short in the other minor, 4M=NAT.

NOTE 18: OTHER CUE BIDS

After (1M)-(2M):- 3M asks for stop, 4m=LEAPING MICHAELS.

After (1X)-(1NT):- 2M=MICHAELS, 3M asks for stop.

After (2♣=natural):- 3♣=any 2 suits.

NOTE 19: RKCB RESPONSES WITH A VOID AND DEVELOPMENTS AFTER AN RKCB RESPONSE

With a void the responses to RKCB are 5NT=2 key cards+an unspecified void, 6x below trump suit=3 key cards+void in the named suit, 6 trump suit=3 key cards+

higher ranking void. With less than 2 key cards the normal key card response is given.

After an initial RKCB response, the next step asks for the trump Q (trump suit denies; new suit=lowest side king + trump Q, jump in trump suit=trump Q with no side

K, 5NT=a hand for which no response is available below 6 of trump suit). 5NT after the RKCB response asks for specific kings (lowest first). 5 of a new suit above the

trump Q enquiry asks for 2nd round control and 6 of a new suit asks for 3rd round control except that in 2 suited auctions the lowest new suit offers choice of the 2 suits

NOTE 20: SIX ACE BLACKWOOD

When 2 suits have been agreed then 4NT is six ace Blackwood with responses 5♣=0 or 3, 5♦=1 or 4, 5♥=2 or 5 with neither Q, 5♠=2 or 5 with one Q, 5NT=2 or 5

with both queens. After 5♣ or 5♦ the responses to a Q ask are:- 1st step=0, 2nd step=1, 3rd step=2 + king in bid suit.

NOTE 21: EXCLUSION KEY CARD BLACKWOOD

A jump to a level above that for a splinter is exclusion key card Blackwood with responses:- 1st step=0 or 3, 2nd step=1 or 4, 3rd step=2 without trump Q, 4th step=2+

trump queen. Continuations are as over RKCB.

NOTE 22: CONTINUATIONS AFTER A 2NT OPENING

2NT-3♣-3♦-4m and 2NT-3♣-3♦-3M-3NT-4m are NAT. After 2NT-3♦/♥-3M then 4NT=NAT and 5NT asks opener to choose between 6M and 6NT.

NOTE 23: CONTINUATIONS AFTER ONE-ROUND FORCES

After a new suit response to an overcall a raise of responder's suit or a repeat of opener's suit are NF; 2NT or a new suit response are F.

After a 2 over 1 in competition only 2NT is NF; any suit bid below game is F.