

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive style. May be 4-cards at 1-level with HHxx. Raises are PRE, cue usually has 3-card support, jump 2NT over 1M shows 4-card support. Jump are fit-showing. Reopening almost always 5 cards, may be a king weaker. Simple change of suit F at 1&3 level, NF at 2 level.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd, 11-15 reopening. Responses are as to 1NT. Responses to reopening 1NT: 2♣ asks for range and Majors, others are transfers as after opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Weak
2-suit: Leaping Michaels
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Cue=Michaels. Jump cue in 2nd and 4th asks for stopper. If opponents have bid two suits, jump cue shows stop in bid suit and asks for stop in the other.
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣=♥+1 other, 2♦=♠+1. With both Ms, 2♣=shorter♥, 2♦=shorter♠ or equal
2NT asks for the 5 card suit.
x=PEN, PH x=Ms or ms. Same vs wk/str NT
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
x=T/O, then over wk2, 2NT = Lebensohl, 3any = INV. 2NT overcall NAT, respond as to 2NT opening. Over 3NT, 4♣=Range enq, 4♦=end signal for M
4M=constructive. Leaping Michaels - jump to 4m=5-5 with m+M.
Non leaping Michaels. (3♣)4♦=♦+M
VS. ARTIFICIAL STRONG OPENINGS
vs 1♣, x=Ms, 1NT=ms. 2-level jumps are weak in the suit bid.
1♣-1♦: x=Ms, 1NT=ms.
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble=10+, penalty-seeking, (oppo can't play the 2-level undoubled).
Over 1♣, 2NT weakish with ms, jump shift=weak
1♦/♥/♠: 2NT=high-card raise to 3+. Fit-showing jumps, raises=PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th (2nd fm bad suits)	3rd/5th	
NT	same	3rd/5th	
Subseq	same	same	
Other: King requests count, ace/queen attitude			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AK, asks for ATT	Usually AK, asks for ATT	
King	KQ or AK asks for count	Asks for count/unblock	
Queen	QJ (x.) or KQ, asks for ATT	QJ or KQ, asks for ATT	
Jack	J10 (x.), KJ10	J10, KJ10, AJ10	
10	109, Q109 etc.	H109, 109 (x.)	
9	shortage	shortage	
Hi-x	Sx, xSx(x.)	Sx, xSx(x.)	
Lo-x	HxS, HxxS, HxxSx(x.)	HxS, HxxS, HxxSx(x.)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi odd	Hi odd	Hi odd
	2 Hi DISC	Hi DISC	Hi DISC
	3 SP	SP	SP
NT	1 Hi odd	Hi odd	Hi odd
	2 Hi DISC	Hi DISC	Hi DISC
	3 SP	SP	SP
Signals (inc. trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
May be weak if shape-suitable.			
Reopening double may be a king weaker.			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Most low-level doubles are for take-out, unless one of us has shown a BAL hand in a constructive auction and the opponents have not bid and raised a suit, or we have redoubled to show strength. If we have bid and raised a suit MAX doubles apply. After a take-out double, responsive doubles apply to 3♣			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>Green</u>
NCBO: <u>England</u> EVENT: <u>All events</u>
PLAYERS: <u>Heather DHONDY</u>
<u>Nevena SENIOR</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors. 1♣ NAT or BAL; 1♦ 4+ cards, 18-19 bal or 11+ unbal
2♠ NAT and weak, 2♥=weak with both Ms (5-4 NV, 5-5 VUL)
2♦ = weak 2♥ or strong in a m
1NT opening: 15-17 (6m or 5M possible).
2 over 1 response: NAT game forcing
Wide-range overcalls.
Many NEG and COMP doubles, T/O doubles emphasise unbid majors.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ 12-14 BAL (may have 5♦) or 18-19 BAL or NAT
2♥ Weak with ♠+♥. 5-4 possible NV, always 5-5 VUL, 5-9 hcp (pos 1,2,3 only)
2♠ Weak, 5-9 NV 6-10 VUL, usually 6 card suit vulnerable.
3NT Gambling 1st/2nd, to play 3rd/4th
1♣ - 2♣ INV+ with ♣s
1♥/♠ - 2NT FG with support
Fit showing bids in some auctions
2♦ Weak in ♥ or strong in a minor (pos 1,2,3 only).
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: No specific types.



OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	3♣	(11)12-14 BAL(may have 5♦) or NAT or 18-19 BAL	NAT, may bypass ♦ to show 4M, 2♦♥♠=weak		2♣=constructive NF 1♣1X -1NT=11-14 then 2♣ ENQ 1♣1M-3♦ 18-19 BAL with 4 card SUP	1♣(x) 2♣= weak
1♦		4	3♣	5 cards unless 17+ BAL or 4441 any sing except ♦	NAT. Inverted raises, jump shift=strong		1♦-1M-1NT=11-14 with 2♣ ENQ	Jump=Suit+♦ fit
1♥		5	3♣	NAT, 11+ hcp	2NT=FG with ♥. 3♠/4m=splinter, jump-shift=strong 3NT=limited splinter		1♥ - 1♠ 1NT =11-14 with 2♣ ENQ	Jump=Suit+♥ fit
1♠		5	3♥	NAT, 11+ hcp	2NT=FG with ♠ 4m/♥=spl 3NT=limited SPL.			Jump=Suit + ♠ fit
1 NT			3♣	15-17 BAL, may have 6m, or 5M,	2♣=4 card Stayman, 2♦=♥, 2♥=♠ 2♣=♣, 2NT=♦, 3any=Slam try	After 2♣2NT, break with fit After xfer new suit=FG, jump=auto splinter Smolen:2♣2♦3M=4M, 5OM, GF		3any=INV, good suit
2♣	✓	0		23+ BAL or any FG	2♦=0-7, others NAT		2♣2♦2♥ Kokish (23-24 or 28+ or ♥s). 2♣2♦ 2NT 25-27	Unchanged
2♦	✓	0		Weak in ♥ or strong in m Intermediate NAT in 4th	2♥ to play facing weak 2. 2NT relay. Others NAT, F			Unchanged
2♥		5		Weak, both Ms (54)/55NV, 55V Intermediate NAT in 4th	2♣=to play. 2NT=relay 3/4♦=asking for longer/better M			
2♠		5		Weak, 5-9 (6-10 VUL) (5)6 cards Intermediate NAT in 4th	2NT=relay. New suit=F1			
2 NT				20-22 BAL	3♣=Pup Stay, 3♦=♥, 3♥=♠, 3♠ = ms, 4s=2below S/T			
3 bids				NAT Pre, New suit=F unless Game	4m response assumed to be cue			
3NT	✓			Solid m and < K outside 1st/2nd	45♣=p/c, 4♦=p/c			
4♣				NAT PRE				
4♦				NAT PRE				
4M				NAT PRE				
							HIGH LEVEL BIDDING	
							RKCB (3041). DOPI, Cue bids can be 1st or 2nd round control	
							If cue is x then xx=1st round control,	
							Void showing responses 5NT=odd no of keycards +Q, 6any=even no of keycards +Q (6trump suit=higher ranking void)	