

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Agressive, usually at least a 5-card suit

New suit NF, cue promises fit opposite 1 level overcall, 2NT good 4card raise opposite 1M overcall if next player passes, transfers after neg dbl

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17, system on. Reopening: 12-16 over 1M, 12-14 over 1m.

### JUMP OVERCALLS (Style; Responses; Unusual NT)

Intermediate.

### DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Michael's cue bid.

1♣-2♣=54M 10-15, 1♣-2♦=55M

Jump cue bid asks for stopper.

### OVER OPPONENTS' 1NT

Double=44+M or good 2♠. 2♠=5♠/4+m. 2♦=4♠/5+m. 2♥=5+♥. 2♠=nat, limited and usually 6-card suit. 2N=minors

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Take out doubles through 4♥.

2NT = 15-18 (system on)

3NT = to play

Leaping Michael's

### VS. ARTIFICIAL STRONG OPENINGS

1♣ - (X) = Majors

1♣ - (1♦/♥/♠) = natural

1♣ - (1NT) = Minors

1♣ - (2♣) = natural

Otherwise double of an artificial bid is lead directing.

### OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 9+penalty orientated

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd/5th	Same but may lead high if supported
NT	4th. Middle from Hxx or xxx, may lead high if wants an immediate switch	Same
Subseq.	3rd/5th, some attitude. 9+promises higher honour	Attitude

### LEADS

Lead	vs. Suit	vs. NT
Ace	AKx+	AKx+
King	KQx, AK	KQx, AKJ10
Queen	QJx	QJx, KQJ
Jack	J10x, HJ10x	
10	1098, 10x, Ht9+	1098, same
9	987, 9x,	Short or H9x
8	8x, H98x	

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Std attitude	count	Rev attitude
	2 Count/s.p	suit preference	Count/s.p
	3		suit preference
NT	1 Std attitude	Smith, hi enc	Rev attitude
	2 count		count
	3 suit preference		suit preference

Rev Attitude and Standard Count, Standard Attitude at trick 1

SUIT PREFERENCE: HI=FOR HIGHER SUIT

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

Emphasis on unbid majors. Equal level conversion

Cue FG opp double of 1M but opp double of 1m is usually 7-10 both majors or bidding on. Two cues set up FG

### SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLE

Negative double

Support double and redouble

Lead directing double

## WBF Conventon Card



Country: **ENGLAND**

Event: European Championships 2014

Players:

**David Gold**

**David Bakhshi**

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

1♣=natural or 12-14/15-17 bal. 1♦= natural or 18-19 bal

5-card Majors

1NT = 15-17 V, 11+-14 NV

Variable two-bids depending on vul

Agressive preempts and light openings NV

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦NV 1-3 = 5/4+MM 5-9 or 25+bal. V and 4th=25+bal or

♣♦♠single-suited FG or♦and 4M FG

2♥/♠NV 1-3=5M/4+m 5-9. V=5-10 weak 2 (10-13 in 4th)

3N opening=strong 4M opener

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

## HIGH LEVEL BIDDING

RKCB 1430

Minor-suit RKCB

EKCB 3041

PMKC facing a preempt

## OTHER CONVENTIONS

Opening	Artificial?	Min. cards	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣	X	2	Nat or any 12-14 bal V/15-17 bal NV	1♦ nat, occasionally 3 cards. 1M nat, 1N 6-11 4+♣. 2♣=5♣+FG. 2♦=5♠/4+♥ 6-11. 2♥=inv NT. 2♠=5+♣ inv, 2N=nat FG, 3X=nat weak	
1♦	X	2	Nat or any 18-19 bal	2♣=FG 5+♣, 2♦=nat NF, 2♥=4+♥/5♠ 6-11, 2♠=4+♦ inv+, 2N=nat FG, 3♣=inv, 3♦=mixed 3M=weak	
1♥		5	NV unbalanced unless 15+	1♠=0-4♠, 1N=5+♠. 2♣=art FG, 2♦=good raise 8-12, 2♥=weak raise, 2♠=any mini-splinter, 2N=6+♦ FG, 3♣=inv, 3♦=limit raise, 3♥=pre/mixed, 3♠=void, 3N=void♦, 4♣=void, 4♦=good 4♥ bid Passed hand bidding: 2♣=best raise to 2♥, 2♦=sound raise	Gazzili after 1♥-1♠, 1♥-2♣-2♦ any 15+
1♠		5	NV unbalanced unless 15+	1NT = F1, 2♣=art FG, 2♦=5+♥ FG, 2♥=good raise 8-12, 2♠=weak raise, 2N=6+♦ FG, 3♣ mini-splinter in a minor, 3♦=limit raise, 3♥=mini-splinter, 3♠=pre/mixed, 3N=void♥, 4m=void, 4♥=nat Passed hand bidding: 2♣=5+♥, 2♦=best raise to 2♠, 2♥=sound raise	Gazzili after 1♠-1N, 1♠-2♣-2♦ any 15+
1NT			NV: 11+-14 bal/semi bal, 5M/4m/4441 routinely. V: 15-17 bal/semi bal	2♣=relay to 2♦, 2♦/♥=transfer, 2♠=range ask, 2N=F to 4m (shows/asks for low dblton), 3♣/♦/♥/♠=FG short in a suit above, 4♣/4♦=Texas, 4NT=good quant	
2♣	X		NV: 23-24 bal or any FG V: 23-24 bal or various FG hands - ♥onesuiter / ♠+another / onesuiter with bad suit / ♣+another / ♠+longer ♦	2♦=neg or relay, 2♥/♠=nat positive (can be light), 2N/3♣=trsf, 3♦/♥=trsf showing 6card suit and limited values, 3♠=55m	
2♦	X		NV: 1st-3rd 54+M 5-9 or 25+bal V: and 4th 25+bal or singlesuited FG with c, d or s or FG d+4M	NV: 2N asking, 3m NF, 4♣/♦=PMKC for ♥/♠ V: 2♥=relay, 2N=positive with ♥	
2♥			NV: 1st-3rd 5M4+m 5-9 V: 1st-3rd W2 5-10 6+♥ 4th 10-13 6♥	NV: 2♠ NF, 2N asking, 3♣ p/c, 3♦ g/t for M V: 2N asking for feature	NV: 2M-2N- 3m nat, 3M max 55 with linked m
2♠		6	NV: 1st-3rd 5M4+m 5-9 V: 1st-3rd W2 5-10 6+♠ 4th 10-13 6♠	NV: 3♥ NF other responses like after 2♥	
2NT			20-22 bal	3♣=puppet, 3♦/♥=trsf, 3♠=minors, lvl 4=two below slam try	2N-3c - 3♥=no M, 3N=5♥
3♣		6	NV: agresive, could be like normal W2 V: sound	NV: new suit=NF, om=relay	
3♦		6			
3♥		6			
3♠		6			
3NT	X	7	Strong 4M	4♣=slam try, 4♦=bid your M, 4M=slam try with at most x in the bid M, 4N=RKCB	3N-4♣ - 4♦/4♥ trsf then new suit splinter
4♣/♦		(6)7	Natural preemptive	4♠-4♦=art slam try, 4♦-5♣=art slam try	
4♥/♠		7	Natural		
4NT		7	Good 5m (about 10 trick hand		
5♣/5♦		7	to play		