



WBF Convention Card

Category: Green
NBO (Country): SCOTLAND
Event: CAMROSE 2006
Players: JOHN MATHESON & BRIAN SHORT

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

NATURAL - 5-card Majors, 3+ card minors.

2C = strong, nearly GF

2D = multi - weak 2 in a Major only.

2H/2S = Lucas style, weak, 5M & 4+ m.

Signals - REVERSE distribution and attitude

INT opening: (14) 15-17

2 over 1 Response: Game Forcing - except 1S-2D (=H), F1.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:

Multi 2D opening (weak 2H/2S only)

"Lucas" style 2H/2S openings (5-11 hop, 5M bid & 4+ m)

Openings can be very light with distributional hands

"Bergen" style Major raises

TRANSFER responses to overcalls in some sequences. Also

after 1M is doubled, and after our INT is overcalled

Fit jumps in competitive auctions

2D response to 1S shows HEARTS, F1, may be weak.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

Many "Lebensohl" type or scramble 2NT sequences

Psychics: Very unusual

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

Suit	Lead	In Partners' suit
3rd (even)	Lowest (odd)	Same
Top or 2nd from 4/6 small		
4th, high from poor suits.	xxx (raised suit), lead top	
NT	Attitude.	Attitude
Subseq		
Other:		

LEADS

Lead	vs. Suit	vs. NT
Ace	Asks for attitude signal	Asks for attitude signal
King	Asks for count	Asks for unblock or count
Queen	For attitude	For attitude (KQ+ poss)
Jack	J10x(xx), or Jx. Attitude.	J10x(xx), or Jx
10	0 or 2 higher (eg. KJ10x)	0 or 2 higher (eg. KJ10x)
9	0 or 2 higher (eg. K109x)	0 or 2 higher (eg. K109x)
8	Even no. - 3rd or poor suit	4th or high (poor suit)
small x	usually lowest of odd	usually 4th

SIGNALS IN ORDER OF PRIORITY

Suit	1 st	2 nd	3 rd	NT: 1 st	2 nd	3 rd
Partner's Lead	Distributional*	Suit pref. if req.	(Att. if A/Q/J)	Distributional*	Suit Pref.	(Att. if A/Q/J)
Declarer's Lead	Distributional*	Suit Pref.	-	Distributional*	Suit Pref.	-
Discarding	Distributional* 1st disc = attitude	Distributional*	-	Distributional* 1st disc = attitude	Distributional*	-
2 nd card suit pref	-	-	-	-	-	-

NOTE: * Distributional signals REVERSED (hi-lo= ODD no.), * Attitude signals REVERSED (lo = ENCOURAGING);

SMITH PETERS

DOUBLES

TAKENOUT DOUBLES (Style, Responses, Reopening)
Style: Can be light with good distribution. Emphasis on other M
 Can be 2 suited with equal level correction of C to D
Responses: Cue F to suit agreement. 2NT sometimes scramble
Reopening: Same as 2nd

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Negative double through 3S.
 Responsive X after takeout double and raise (or NT)
 Most low level doubles in competition are takeout
 X of weak INT penalty.
 X of Strong NT = "Woolsey".
 Double penalty if pass = F.

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: Wide ranging. Can be quite weak.
Responses: Raises natural, shaded. TRF responses if "gap".
 Otherwise cue starts forcing sequence. Jump fits.
Reopening: Nat, but limited as intermediate jump available
 Responses as over 2nd
INT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15-18
Responses: n As over opening INT

Bids showing opponent's M show singleton in that suit.
4th position: 11-14 (11-16 over M); Sandwich= (16) 17-19
Responses: Over M, 2C= range/Ms, else as over 2nd.
Bids showing opponent's major have special meanings
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: WEAK, usually with 6 card suit.
 Bids at 3 level promise a sound suit, possibly 7 cards
Responses: Natural. Cue = F.
Unusual notrump: Only on 2nd position, = lower 2 suits
 Responses nat. with cue = F.
Reopening: Intermediate in suit. 2NT = 19-21(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= strong one suiter. Specific responses.

Responses: Natural, except 2NT over 2M.
Reopening: As 2nd.

VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: vs. Weak - X = penalty. + Woolsey
 vs. Strong (16+) - Woolsey

Reopening: As 2nd
Passed Hand: Woolsey

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
 X = takeout, 2NT/3NT natural. 2/3 level suits natural.
 3 level cue (e.g. 2H-3H) = "Michaels" style.

2M or 3M-4m = 6 card minor + 4 of other major
 3C-4D = good D/M two suiter. Multi style responses
 3D-4C = good C/M two suiter

VS. ARTIFICIAL STRONG OPENINGS
 vs strong 1*. dble./1D = H/S, constructive. Else 1 bids
 natural, 2-bids = suit bid or two higher.

OVER OPPONENTS' TAKE OUT DOUBLE
 XX(M)= 7+, exactly 2M. 2NT= sound raise; Jump fits.
 TRFs after 1M - x - ? Otherwise as no double.

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♠	-	3	3S	10+ hcp, NATURAL	Inverted raises. Weak 2M resp. 2D resp= stronger 2M	After ALL 1 of a suit OPENINGS -	ALL - New NF, jump fit
1♦	-	3	3S	10+ hcp, NATURAL	Inverted raises. Weak 2M resp.	NT rebids 12-14; 17-19. 2C/3C = conv.	Over M- Drury, mini-
1♥	-	5	3S	9+ hcp, NATURAL	1H&1S-"Bergen" raises, 1NT=semi-F, weak & str. spl	Reverse = F1; long suit game try.	mid- & maxi- splinters.
1♠	-	5	3S	9+ hcp, NATURAL	2/1 GF, but- 1S - 2D= H (F1), 1S- 2H = D, GF.	Special rebids over 1S-2D.	2NT= S jump fit over H.
1NT	-	-	-	(14) 15-17, 5M/6m possible	2C= M/Stay. 2S=m/Stay. 2 other= TRF; 3D= M/M; 3M= shortage. 4D/4H = TRF game only, or RKC.	Break M transfer with 4M and not poor minimum.	As unpassed
2♣	Yes	-	-	Strong, usually GF	Control responses. 2D= 0-1 control, 2H= 2, etc.	2H rebid= H or 24+, flat.	As unpassed
2♦	Yes	-	3S	MUL.TI- 5-11hcp, 6 M.	2H/2S/3M/4H all p/c. 2NT= F, enquiry; 3m= inv.	Conv. after 2D-2H-2S and after 2NT.	As unpassed
2♥	Yes	5	3M/4m	6-11 hcp. 5H & 4+m	2S/3H to play. 2NT strong relay. 3D= H inv.; 3C=m	Rebid after 2H-2NT = conv.	
2♠	Yes	5	3M/4m	6-11 hcp. 5S & 4+m	3S/3H to play. 2NT strong relay. 3D= S inv.; 3C=m	Rebid over 2S-2NT = conv.	
2NT	-	-	-	20-21 flat (5M/6m)	3C= 5 card Stay.; 3S = m Stay. 3D/3H/4D/4H= TRF	After 2NT-3C-3D, puppet.	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	-	Pre-emptive in H	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3♠	-	7	-	Pre-emptive in S	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3NT	Yes	-	-	Solid minor- little else.	4C & 4D = pass or correct. 4M to play.	Over 4D, opener shows sing with C.	
4♣	-	8(7)	-	Pre-emptive in C	4M to play; 4D= Kickback; 4NT= general slam try	Show control over 4NT	As unpassed
4♦	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = general slam try.	Show control over 4NT	As unpassed
4♥	-	6+	-	To play	4S= Kickback; 4NT= general slam try.	Show control over 4NT	As unpassed
4♠	-	6+	-	To play	4NT= Kickback		As unpassed
4NT	yes	-	-	Asking for specific aces			
5♣	-	7	-	To play			
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			
5NT	-	-	-	-			

HIGHER LEVEL BIDDING

"KICKBACK" Roman Key Card Blackwood. 5C = 1/4 aces, 5D = 0/3 aces (trump K= 5th ace). 5H = 2/5 aces. 5S = 2/5 aces + trump Queen
Follow-ups ask for trump Q, Kings, or controls.
Doubles beyond 3S mainly "action", showing values.