



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Aggressive 1 Level, Sound 2 Level		Lead	In Partner's Suit	
New suit = NF opp 1L, F opp 2L; New suit JUMP = Fit, Simple RAISE=courtesy	Suit	4th, 2nd from poor suits	same	
Jump RAISE=PRE, CUE= GOOD 3/4 card raise	NT	as above	same, but xxS	Category: Green
MIXED RAISE(JUMP CUE 1.5-2 tricks + 4+ support)	Subseq	as above, or ATT	as above, or ATT	Country: Scotland
GOOD-BAD 2NT	Other: K asks CT (or UB v NT), A/Q asks ATT			Event: All
(1m)1M(2L) CUE=GOOD 3 card raise 2NT= GOOD 4+ card raise				Players: Les Steel James McGeorge
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd= 15+ - 18HCP Responses as over 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Protective= 11-14 over 1m, 11-16 over 1M, 2♣ ENQ over 11-16	Ace	AK,AKx(+),Ax(+),AKJ10(+)	AK,AKx(+),Ax(+)	5-card Majors 1st & 2nd 5 (4) card Majors 3rd & 4th
Protective by PH= max pass	King	AK(+),KQ(+),Kx	AKJ10(+),KQ(J/10)x(+),KQ109(+)	Light openings
	Queen	QJ(+),KQ(+),KQ10(+),Q(+)	QJ(+),KQ(+),AQJx(+)	Conventional 2 Level Openings
4th live NAT 16-19 or source of tricks	Jack	J10,J10x(+),KJ10x(+),(A/K)J10x(+)	J10(+),(A/K)J10x(+),KQJx(+),Jx(x)	Weak jump shifts / jump overcalls
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109x(+),10x, 109x(+)	H109x(+),10x, 109x(+)	Fit Jumps in competition, many TO doubles, 2NT rarely nat in comp
1-Suit: WEAK, 5-card possible NV	9	9x, 109x(+)	9x, 109x(+)	
2-Suit: (1m) 2NT= ♠+om; (1M) 2NT= ♣+♦	Hi-x	Sx,xSx,xSxx,HxS,HxxS(+)	Sx,xSx,xSxx,HxS,HxxS(+)	1NT Openings: 14 - 16
	Lo-x	Sx,xSx,xSxx,HxS,HxxS	Sx,xSx,xSxx,HxS,HxxS(+)	2 OVER 1 Responses:FG generally 12+ HCP
Reopen: Intermediate 10-14, 6+ cards; 2NT=19-21 as 2NT opener	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
(1m)2m = M's; (1M)2M=OM + m, 2NT now INV+ ENQ resp as our 2M-2NT	Suit:1st	Hi=DISCRG	Hi/lo=O	Hi=DISCRG
JUMP CUE ASKS STOP	2nd	Hi/lo=O	S/P	Hi/lo=O
reopen CUE=any good 2 suiter	3rd	S/P		S/P
	NT: 1st	Hi=DISCRG	Smith HI= ENC	Hi=DISCRG
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O
Vs Weak NT: X=PEN, 2♣:♥+?, 2♦:♠+? (usually 9+ cards) with both M's shorter first	3rd	S/P	S/P	S/P
2♥/♠ NAT normally 6+ cards; 2NT = F ENQ	Signals (including Trumps): Smith Peters v NT HI = ENC			Gambling 3 NT in 1st & 2nd. 3rd/4th to play could be anything
2NT=♣+♦ or any STR 2 suits	1st discard may be count HI = O			4 card Bergen style raise of 1♥/♠, simple raise normally 3 cards
By passed hand X= m's or M's 2♣/♦=that +M	S/P poss at any time			Good bad 2NT
X of stayman/transfer=PEN X of 1 NT	DOUBLES			Scrambling 2NT
Vs Strong NT: X= m's or M's 2♣/♦=that +M	TAKEOUT DOUBLES (Style; Responses; Reopening)			After o/call Cue = Good raise 4+ cards over 1♣/♦, 3 cards over 1♥/♠
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Generally shape suitable unless very strong			1♥/♠ (O/call) 2NT = Good 4 card raise
X=TO	May be very light in protective seat			1♥/♠ (Dble) 1NT/2♣/2♦/(2♥) = Transfer, 2M = weak raise
LEB after (WK2x)-DBL-(P)-, (WK 2M) 4♣=OM+♣, 4♦=OM+♦	2NT (non jump response) Lebensohl or scramble			
CUE asks stop for NT, 4NT=2 suiter	CUE= F suit agreement or 3M, (1x)DBL(1M)2M = NAT			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			We bid game constructively
Vs 1♣: X=♥, 1♦=♠, 1♥=♠/♦ or ♥/♠, 1♠=m's/M's, 1/2/3/4NT= ♣/♥ or ♦/♠	Most doubles = TO tending to values at 3L+			Any penalty taking auctions
JUMPS = That suit or next 2, e.g. (1♣) 2♣ = ♣ or ♦+♥	1m-(1♥)-DBL = denies 4♠ poss xxxx			
Same v 2♣ only big bid, but bid constructively v ACOL 2 style	OBAR doubles			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Lightner doubles of slams			4SGF but not in 2/1 GF auctions or 1♣-1♦-1♥-1♠
OVER OPPONENTS' TAKE OUT DOUBLE	Support doubles if below 2 of responders suit			NT rebids may contain unbal shapes
Over 1m raises = PRE, 2NT= Good raise, Fit Jumps	Most redoubles are not to play			Developments after 2NT type bids e.g. 2♦-2♥-2NT
Over 1M system on except 1NT to 2M = T-FER	1N-(X)-XX=PUP to 2♣, X of SPL suggests sacrifice at NV v V			Psychics: Light openings in 3rd otherwise rare
REdble=10+ PEN interest	otherwise asks for lead of suit below SPL			

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	7♥	NAT or 11-13/17-19 BAL	1♥/♠ may conceal longer m 1NT=6-10 HCP	1NT=11-13(14); 2♣=PUP 2♦, 2♦=GF CHECKBACK	2/3♣=nat Limit 2♦/♥/♠=FIT 2NT=5+♣ limit
1♣					2♣/3♣=INVERTED, 2♦/♥/♠ 3-8 6+ cards, 2NT13-15 BAL 4♣	2NT=17-19; 3♣=WOLFF SIGNOFF, 3♦=CHECKBACK	
1♦		3	7♥	3 cards Only if 4-4-3-2	1NT=6-12HCP, 2/3♦ INVERTED, 2♥/♠=weak, 2NT 13-15 BAL 4♦	As 1♣ No 4SF in 2/1 GF Auctions	2/3♦=Nat Limit
1♥		5 (4)	7♦	5+ cards 1st/2nd, 4+cards 3rd/4th	2♣=FG4+♥, 2NT=6-9 4+♥, 3♣=INV 4+♥, 3♦=Inv 3♥ 3♥=PRE	As 1♣ No 4SF in 2/1 GF Auctions	2♣=3♥, 2♦=4♥ 8+HCP, 3♥=6-8 4♥, 2♠= ANY SPL
1♥					3♠=Any Void 4♥, 3NT= ♠ Spl 9-12, 4♣/♦= Spl 9-12		2NT=♣ FIT, 3♣=♦ FIT, 3♦=♠ FIT
1♠		5 (4)	7♥	5+ cards 1st/2nd, 4+cards 3rd/4th	As 1♥ but 1 higher e.g. 2NT= GF 4+♠	As 1♥	2♣/♦ As 1♥, 2NT=ANY SPL, 3♣/♦/♥=FIT, 3♠=6-8 4♠
1NT			7♥	14-16 HCP, 5M or 6m OK	2♣=5cd PUP STAY, 2♦=♥ or BAL INV no M or BAL SLAM TRY		
1NT					2♥=♠, 2♠=♣, 2NT=♦, 3♣/♦=INV ♥/♠, 3♥=3, 1(5,4) 3♠=1, 3(5,4)		
2♣	X		3♠	23+ BAL or FG UNBAL	2♦=4+HCP 2♥=0-4HCP 2NT=♥ +VE		
2♦	X		2/3M only	WEAK 2♥/♠ or 20-22 BAL	2♥=PASS/CORRECT, 2♠=INV OPP ♥, 2NT= ENQ	2♦-2NT-3♣/♦=♥/♠ MIN or MAX 3♥/♠= GOOD NON MAX	2♦-2NT-3♣-3♦= GAME TRY OPP MIN
2♥	X	5		5♥+4+m 4-9 HCP(POSS 5332 NVW)	2NT=ENQ, raises PRE, 3/4♣= PASS/CORRECT	2♥-2NT-3♣=min ♣ 3♦=min ♦, 3♥=max ♣, 3♠= max ♦	
2♠	X	5		5♠+4+m 4-9 HCP(POSS 5332 NVW)	As 2♥	As 2♥	
2NT	X			5-5+ m's 3-9 HCP	m's PRE 3♥/♠= F		
3♣		5		NAT LOOSE PRE, 4th MIN opening	NEW SUIT= F1 4♦=RKCB		
3♦		5		NAT LOOSE PRE, 4th MIN opening	NEW SUIT= F1 4♣=RKCB		
3♥		6		NAT LOOSE PRE, 4th MIN opening	NEW SUIT= F1 4♠=RKCB		
3♠		6		NAT LOOSE PRE, 4th MIN opening	NEW SUIT= F1 4♣=RKCB		
3NT	X			SOLID m 1/2, To play 3/4	4♣/♦=PASS/CORRECT 4M=TO PLAY		
4♣				PRE			
4♦				PRE			
4♥				PRE	4♠= NAT 4NT=RKCB		
4♠				PRE			
4NT				Asks specific Aces			
HIGH LEVEL BIDDING							
RKCB RESPONSES- 1ST 1/4, 2ND 0/3, 3RD 2/5-Q, 4TH 2/5+Q							
6 ACE RKCB, EXCLUSION RKCB							
NORMAL CUE BID STYLE IS 1ST BEFORE 2ND							
SPL, LAST TRAIN CUE BIDS							
OVER INTERFERENCE UP TO 5♥ PASS = 1/4 X/XX= 0/3 1ST ST= 2-Q							
ABOVE 5♥ X=DISCRG PASS=ENCRG							
5NT = PICK A SLAM OR GSF							