



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Natural. New suit = constructive NF; Jump in New suit = Nat, F		Lead	In Partner's Suit	
(1x)-1M-...cue = 3 card raise, Inv+	Suit	3rd and 5th	3rd and 5th	
(1x)-1M-...2N = 4+ card raise, Inv+	NT	Attitude	Attitude	Category:
Jump in opponent's suit = mixed raise	Subseq			Country: England
	Other:			Event:
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			Players: Alexander Allfrey and Andrew Robson
Direct = 15-18, system on	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
Protective = 11-16, system on, except 2* = range enquiry	Ace	AK(x)	AKx(x)	GENERAL APPROACH AND STYLE
	King	KQ(x)	AKJ10(x), KQx(x)	5 Card Majors
	Queen	QJ(x)	KQ109(x), QJ(x)	1* = 1+
	Jack	J10(x), KJ10(x)	J10(x), A/KJ10(x)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), H109(x)	109(x), H109(x)	
1-Suit: Weak; responses as for weak 2 opener	9	9x	9x(x)	
2-Suit: 2N = 2 lowest unbid suits	Hi-x	xx	xxx(x)	1NT Openings: 15 - 17
	Lo-x	xxx, Hxx	Hxx(x)	2 OVER 1 Responses: FG
Reopen:	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
Cue = Michaels; (1m)-2m = MM; (1M)-2M = OM+m	Suit:1st	Hi = Disc	Hi - Even	Hi = Disc
Jump cue asks for stopper in opponent's suit	2nd	Hi - Even		Hi - Even
	3rd			
	NT: 1st	Hi = Disc	Smith (Hi = Enc)	Hi = Disc
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi - Even	Hi - Even	Hi - Even
Dbl = Majors	3rd			
2* = s+M	Signals (including Trumps): Suit preference overtones when attitude/count known			2* = Bad weak 2 in M (3-8)
2* = s+M				2M = Good weak 2 (9-12)
2M = Nat				Transfer responses to 1*
2N = minors	DOUBLES			1*-2* = Multi, weak in a Major
	TAKEOUT DOUBLES (Style; Responses; Reopening)			1*-2* = 4/5 Majors, weak
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Equal level conversion after T/O dbl			1*-2* = 5/5 Majors, weak
Dbl = T/O	After T/O dbl of M, responder's cue = FG			1M-3*/ = 3/4 card limit raise
Leaping Michaels vs Weak 2s/Multi	After T/O dbl of m, responder's cue = 4/4 Majors or any FG			Transfers after 1x-1y-1N; 1x-1y-2N
Transfers after (Weak 2)-2N				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Dbl = MM; NT = M+m	Responsive, Competitive, Support dbls and rdbls			
	1*-(1*)-dbl = 4+s; 1*-(1*)-dbl = 4+s			
	1*-(1*)-dbl = 4+s; 1*-(1*)-1* = T/O, less than 4*s			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	(1x)-1y-(dbl)-rdbl = competitive (8-10)			
OVER OPPONENTS' TAKE OUT DOUBLE	Anti-lead dbls (only of cue in our suit)			
New suit = F1				
1*/M-(dbl)-2* = Good raise to 2*/M				Psychics:
Jumps = Weak (except jump in OM = mixed raise)				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thro	Description	Responses	Subsequent Auction	Passed Hand Bidding
1•		1	7•	Natural or balanced or 4441	1•/•=4+•/•; 1•=no 4M; 1N/2•=5+•/•FG; 2•=6+M(4-8);	1•-1•-1•=3 •s; 1•-1•-1•=3 •s; then 2•/•=Art FG/Inv	
1•					2•/•=45/55MM(5-9); 2N=55mm, weak or FG; 3L=Pre	1•-1N/2•-2•/•=R	
1•		5	7•	Natural	2•=inv raise; 2•=FG raise; 3•=Pre; 3•=•Inv; 3M=Spl	1•-2•-2•=enquiry	
1•		5	7•	Natural	2•=mixed raise; 3•/•=3/4 card raise Inv	Transfers after 1•-1•-1/2N	2•/•=3/4 card raise
1•					2N=FG 4+ card raise	Long suit game tries; 1M-2M-2N=Any slam try	Jumps = Spl (except mixed raise)
1•					3•=4+ card raise with unspecified void		
1•		5	7•	Natural	As 1•, but 3N=unspecified void; 1•-3•=mixed raise		
1NT			7•	15-17, may have 5M or 6m	2•=Relay; 2•/•=•/•; 2•=Bal Inv, •/•Inv or •+•FG	1N-2•-2•-2N=FG asking	
1NT					2N=FG with xx or •s,weak; 3m=spl; 3M=spl with 4OM	1N-2N-3• asks, then responder bids suit below xx	
1NT					4•/•=•/•	Second Transfers; 1N-2•-2N/3•=min/Max	
2•	yes	0		FG or 23+ balanced	2•=4+; 2•=0-3; 2N=•s; 3M=Nat	2•-2•/•-2N respond as for opening 2N.	
2•	yes	5		weak 2 in a Major (3-8)	2M=p/c; 2N=enq	2•-2N-3•=Max(5); 3•/•=min •/•; 3•/N=Max •/•(6)	
2•		5		Weak (9-12)	2N=enq	2M-2N-3M=min; 3NT=good suit; 3L=feature	
2•		5		weak (9-12)	2N=enq		
2NT			7•	20-22, may have 5M or 6m	3•=puppet stayman; transfers; 3•=mm; 4x=2 below s/t	2N-3•-3•=at least one 4 M, then 3•/•=•/•	
3•		6		Natural	4•=s/t		
3•		6		Natural	4•=s/t		
3•		6		Natural	4•=s/t		
3•		6		Natural	4•=s/t		
3NT	yes			Solid minor	4• asks for shortage		
4•		7		Natural			
4•		7		Natural			
4•		7		Natural	4•=to play		
4•		7		Natural			
4NT	yes			Asks specific aces	5•=0, 5N=2		
5•		7		Natural			
5•		7		Natural			
5•							
5•							
5NT							

HIGH LEVEL BIDDING

RKCB (1430); over intervention dbl=pen, pass=1, next step=2, 2+Q, 3, 4

Last train, cue bids

Exclusion RKCB (5 level only)

6 Ace Blackwood (2 suits agreed)

5N often pick a slam; when GSF, 6T=worst holding, then 6•
