

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
opposite 1M overcall, cue = 3 card raise; 2N = 4 card INV+ raise;
New suit = constructive, NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, with system on
Protective 1N = 12-14(16), with 2♣ = enquiry; 2♦/♥ = transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate jump overcalls
2N = two lowest unbid suits
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1m)-2m = MM; (1M)-2M = oM + m; (1m)-4m = good 4M overcall
Jump cue = stopper ask
VS. NT (vs. Strong/ Weak; Reopening; PH)
Dbl = 5+m & 4+M or 19-20 bal (can be less vs weak NT);
2♣ = MM; 2♦ = 5M & 4+m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Dbl = T/O; Michaels & Leaping Michaels;
(3♣)-4♦ = 6♦+4M; (3♦)-4♣ = 6♣+4M; (3M)-4m = 5m+5oM
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1/2♣; Dbl = MM; NT = M+m; 1/2/3L = suit bid or suit above;
OVER OPPONENTS' TAKEOUT DOUBLE
Weak jumps opposite 1♣; Transfers from 1N to 2M-1 opposite 1M

LEADS AND SIGNALS

OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd & 5th		
NT	4th (2nd from xxx)		
Subseq			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AKx(x)	
King	KQ(x)	AKJ10(x), KQx(x)	
Queen	QJ(x)	QJ(x)	
Jack	J10(x), KJ10(x)	J10(x), A/KJ10(x)	
10	109x, H109(x)	109x, H109(x)	
9	9x	9x	
Hi-x	xx	xx, xxx	
Lo-x	xxx(xx), Hxx(xx)	xxxx(xx), Hxxx(xx)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low=ENC	Low=Odd	Low=ENC
	2 Low=Odd		Low=Odd
	3		
NT	1 Low=ENC	Smith (Hi=ENC)	Low=ENC
	2 Low=Odd	Low=Odd	Low=Odd
	3		
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Cue opposite a T/O double = 2 places (NF), or any FG			
Equal level conversion			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Doubles usually take-out without a fit			
Support doubles and redoubles (mainly opposite 1♦ opening)			
Game-Try Doubles			
Anti-Lead Doubles			
Responsive/Competitive			
1m-(1♥)-dbl denies 4♣			

WBF Convention Card



Category: _____

NCBO: England EVENT: _____

PLAYERS: Tony Forrester

David Bakhshi

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card Majors (1♣ = 2+); 14-16 NT; 2/1 FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = weak two in ♥ or ♠ (3-8), 24+-26 balanced, or any 4441 (17-20)

2M = good weak two (9-12)

3N = good 4M opening

1♥-1♠ = F1, 0-4♣; 1♥-1N = 5+♠

Transfers after 1♥-1♠; 1♥-1N and 1♠-1N

1♣-2♦ = 6♥ or 6♠ (4-8)

1♣-2♥ = 5♠+4♥ INV

1♣-2♠ = 6+ card minor INV

1♣-1♦ = Relay (1M = 5+ cards)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS:

OPENING	TICKET	AIRTIME	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	7♥		natural, (11)12-13 balanced or 17-18(19) balanced	1♦=no 5M; 1M=5+cards; 1N/2♣=♣/♦, FG or (3-6); 2♦=6♥/♠ (4-9); 2♥=5♠+4♥; 2♣=6+♣/♦ INV; 2N=mm (5-9)	1♣-1♦-1♥ = natural, balanced, minors or ♣+ any (15-18); 1♣-1♦-1N = 17-18(19) bal 1♣-1M-1N=17-18(19) balanced; 1♣-1♥-2♣ and 1♣-1♠-2N = 6/3 INV+ or 3+ card raises	
1♦		4	7♥		Natural, 5+ cards unless 4441	2♦=natural, F3♦; 3♣=natural INV; 3M/4♣=Void SPL	1♦-1M-1N=17-18(19) balanced; 1♦-1♥-2♣ and 1♦-1♠-2N = 6/3 INV+ or 4 card raises 1♦-1N-2♣=INV+ relay; 1♦-1N-2M=SPL (6331 type, 15-17)	2M = Fit jump
1♥		5	7♥			1♣=F1, 0-4♣; 1N=5+♠; 2♠/3m=SPL (5-7) or xx (8-10) 2N=FG raise; 3♥=INV; 3♣=any SPL(9-12); 3N/4m=Void ♣/m	Transfers after 1♥-1♠ and 1M-1N	2♣=INV 3+ card raise Jumps=SPL (7-9);
1♠		5	7♥			1N=F1; 3m/♥=SPL (5-7) or xx (8-10); 3N=any SPL(9-12);		
1 NT			7♥		14-16 (semi)-balanced, may include 5M or 6m	2♣=puppet to 2♦; 2♦/♥=4+♥/♠; 2♠=bal INV, one minor INV, or minors FG; 2N=FG with xx, or ♣NF; 3L=xfer SPL; 4m=♥/♠	1N-2♣-2♦-2♥=MM, NF; 1N-2♣-2♦-2♠=MM, INV; 1N-2♣-2♦-2N=FG relay	
2♣	✓				FG or 22+ balanced	2♦=FG (4+); 2♥=any 0-3; 2N=♥ positive		
2♦	✓				weak two in ♥ or ♠ (3-8), 24+-26 bal, or any 4441 (17-20)	2/3M=Pass or correct; 2N=enquiry; 3m=NF; 4♣=transfer to your Major; 4♦=bid your Major	2♦-2M-3L=suit below singleton; 2♦-2N-3m=non-min with linked Major	
2♥		6			good weak two (9-12)	New suit=constructive, NF; 2N=enquiry	2M-2N-3L=natural(ish), non-min; 3M=min; 3N=choice of games	
2♠		6			good weak two (9-12)	New suit=constructive, NF; 2N=enquiry		
2 NT					19-21 (semi)-balanced	3♣=puppet STAY; 3♦/♥=♥/♠; 3♠/NT=♣/♦; 4L=2 below S/T	2N-3♣-3♦=at least one 4 card Major, then 4♣/♦=MM Slam Try/Game only	
3 bids					natural	New suit at 3 level=NF (NV)		
3NT	✓				good 4M opening	4♣=transfer to your Major; 4♦=general S/T	3N-4♣-4♦/♥: New suit=control ask	
4♣					natural			
4♦					natural			
4NT	✓				minors, at least 6/5		HIGH LEVEL BIDDING	
							RKCB (1430); 6 Ace Blackwood (2 suits agreed)	
							5N = often pick-a-slam; if GSF, then 6♣=worst holding	
							Exclusion (5-level), with step 1 = 0	
							Last train cue bids	