


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Wide range. Sound at 2-level.
<b>In response:</b> New suit=natural F1; CUE=sound raise;
Jump raise=PRE-EMPT; Jump shift=FIT; 1/2/3NT responses natural;
Jump CUE= SPLINTER
<b>NT OVERCALL</b>
1NT (2 <sup>nd</sup> and 4 <sup>th</sup> live): 15-18, responses as for 1NT opening
1NT (reopening): 10-15, 2♣ asks range/shape, else as 1NT opening
2NT (direct non-jump): 15-18, responses as for 2NT opening
2NT (reopen non-jump): 15-18, responses as for 2NT opening
2NT (reopen jump): 19-21, responses as for 2NT opening
<b>JUMP OVERCALLS</b>
<b>1-Suited:</b> Natural and weak (2N asks range/quality as for weak 2)
<b>2-Suited:</b> 2NT=Lowest 2 suits (55+ Weak/Strong)
2♦ (over short 1♣)=♥+♠ (55+ Weak/Strong)
4♣/♦ (over 2♥/♠) LEAPING MICHAELS (♣/♦ + ♠/♥)
<b>Reopen:</b> 2NT=NAT 19-21 Suit jump = Good suit, opening values
<b>DIRECT &amp; JUMP CUE BIDS</b>
(1m)2m=♥+♠; (1M)2M=Other major + ♣/♦ (55+ Weak/Strong)
...then: 2N=invitational; CUE=FG; 4 <sup>th</sup> suit=natural NF
If 1♣ short (less than 3 cards) then: 2♣=natural
Jump CUE over a 1-level opening bid asks for stopper
(1x)P(1y): X=takeout; 2N=distributional takeout; 2x/y=natural
<b>DEFENCE VS. 1NT</b>
X=Penalty; 2♣/♦=Astro (2♣=♥+♣/♦, 2♦=♠+♣/♦/♥) then 2N=F
X of artificial response shows the artificial suit; CUE=take out
<b>BY PASSED HAND:</b> X=♥+♠ or ♣+♦, Other as un-passed hand
<b>Vs 1♣(strong)-1♦-1NT:</b> Same as for 1NT opening
<b>DEFENCE VS. PREEMTS</b>
<b>vs WK 2:</b> X=take out (2N=Lebensohl FADS); CUE=2-suiter
4♣/♦ (over 2♥/♠) LEAPING MICHAELS (♣/♦ + ♠/♥)
<b>vs MULTI 2♦:</b> X=balanced 13-15 or very strong; 2NT=16-18;
P then X=take out (2N Lebensohl FADS); P then 2NT=any 2 suits
After (2♦)X if partner passes and opponents settle in 2♥/♠, then:
X=19+balanced; 2N=3-suited take out; CUE=2-suited; Suit= Strong
<b>vs WK 3:</b> X=take out; CUE=2-suited
<b>DEFENCE VS. STRONG 1♣ and 1♣-1♦</b>
X=♥+♣/♦; 1♦=♠+♣/♦; 1N=♥+♠; 2N=♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=strong; New suit=natural F1; Raise/Jump raise=weak;
2N=limit raise or better; Jump shift=weak, natural

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	4 <sup>th</sup> and 2 <sup>nd</sup> Traditional honour leads	3 <sup>rd</sup> from any 3 ***	
<b>NT</b>	4 <sup>th</sup> and 2 <sup>nd</sup> (K asks for count/unblock)	3 <sup>rd</sup> from any 3 ***	
<b>Subseq</b>	Attitude	Same	
<b>Other:</b> Against suit contract, K from AK when cashing out or switching to singleton			
<b>LEADS</b>			
	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Ax(+), any AK	Ax(+), any AK (for attitude)	
<b>King</b>	Any KQ, Kx (AK + singleton)	Str AK/KQ (for count/unblock)	
<b>Queen</b>	QJ, QJx(+), Qx	Any KQ/QJ (for attitude)	
<b>Jack</b>	J10, J10x(+), KJ10x(+), AJ10x(+), Jx		
<b>10</b>	109, 109x(+), Q109x(+), K109x(+), A109x(+), 10x		
<b>9</b>	9x	9x, H9x, H98x(+)	
<b>Hi-X</b>	Sx, xSS, xSxS(+)	Sx, xSS, xSxS(+)	
<b>Lo-X</b>	HxS, HxxS, HxxSx(+)	HxS, HxxS, HxxSx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
	1 Hi/Lo=Even	Hi/Lo=Even	Hi/Lo=Even
<b>Suit</b>	2 S/P	S/P	S/P
	3 Hi/Lo=ENCRG		Hi/Lo=ENCRG
	1 Hi/Lo=Even	Hi/Lo=Even	Hi/Lo=Even
<b>NT</b>	2 S/P	S/P	S/P
	3 Hi/Lo=ENCRG		Hi/Lo=ENCRG
<b>SIGNALS (other)</b>			
S/P or Attitude on opening lead when obvious. Trump Echo = S/P or ruff			
Subsequent cards played in a suit are count or S/P (count is default)			
Smith vs. NT (Leader Hi/Lo to discourage, Partner Hi/Lo to encourage)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b>			
May be semi-balanced over 1♣/♦, otherwise shape suitable			
RESPONSIVE X if 3 <sup>rd</sup> hand raises			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEGATIVE X thru 4♥ [Note: 1♣/♦-(1♥)-X denies 4♠ in principle]			
RESPONSIVE X after partner's X or Overcall			
COMPETITIVE X LIGHTNER X			

WBF CONVENTION CARD		
<b>CATEGORY:</b> Green	28 <sup>th</sup> November 2008	
<b>NCBO:</b> England		
<b>PLAYERS:</b> Peter Czerniewski - Ian Panto		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
Natural, 4-card majors		
1N Opening: 11-14 non-vulnerable (12-14 vulnerable)		
Weak 2 bids in ♦, ♥ and ♠		
FIT-SHOWING bids in competition and by passed hand		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
<b>Uncontested Auctions:</b>		
...3NT opening shows solid minor (no outside A/K)		
<b>In Competition:</b>		
...WEAK raises, FIT jumps, CUE is sound raise or better		
...2-suiters: MICHAELS, UNT, LEAPING MICHAELS		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
When we have doubled 1N for penalties, and the opponents rescue to 2♣/♦, then PASS is forcing (and double is penalty)		
<b>IMPORTANT NOTES - DON'T FIT ELSEWHERE</b>		
4th suit ARTIFICIAL FG		
After a reverse, 2NT or 4 <sup>th</sup> suit (whichever is cheaper) may be weak. Other bids FG		
<b>PSYCHICS:</b> Rare		

OPENING	MARK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGATIVE DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4♥	Natural (may be 3-card suit only if 4333/3433 with very weak major)	1N=7-11, 2N/3C=Natural invitation 2♦/♥/♠=Natural, FG 3♦/♥/♠=Splinter	1♣-1♦/♥/♠-1N=12-16, then: 2♣=Checkback; Reverse/Jump/2N=Natural invitation; Other=Weak (After 2♣ checkback, 2-level bids INV, 3-level bids FG)	Jump shift=FIT
1♦		4	4♥	Natural	1N=5-11; 2N/3♦=Natural invitation 2♥/♠/3♣=Natural FG 3♥/♠/4♣=Splinter	1♦-1♥/♠-1N=12-16, then: 2♣=Checkback; Reverse/Jump/2N=Natural invitation; Other=Weak (After 2♣ checkback, 2-level bids INV, 3-level bids FG)	Jump shift=FIT
1♥/♠		4	4♦	Natural	1♠=Natural F1; 1NT=5-11; Jump raise=Weak; 2N=Sound raise invitational+; Jump shift=Natural FG; Double jump shift=Splinter 3N=Balanced raise 12-14 (4+ trumps)	1♥-1♠-1N=12-16, then: 2♣=Checkback;; Reverse/Jump/2N=Natural invitation; Other=Weak (After 2♣ checkback, 2-level bids INV, 3-level bids FG) After 1♥-2N: 3♣/♦/♠=Natural: 3♥=Minimum NF; 3N=Balanced 15-18; 4♣/♦=Splinter; 4♥=No slam interest [Similarly for 1♠-2N]	2♣=Drury fit (Re-bid=Min) Jump shift=FIT
1NT		-	No	Balanced 11-14 (12-14 vulnerable) May have 5-card major or 6-card minor	2♣=Stayman; 2♦/♥=Transfer; 2♠=Baron 16+; 2N=Puppet to 3♣ with one or both minors; 3♣/♦/♥/♠=Natural invitation; 4♣=Gerber (0/4, 1, 2, 3) 4♦=Pick a major; 4♥/♠=To play	1N-2♣-2♦: 2♥=4/5♥+4♠ weak; 2♠=5♠+4♥ weak; 2N=Invitational (does not promise a major); 3♣/♦/♥/♠=Natural FG; 4♣/♦=Single-suited slam try 4♥=55 majors slam try NF; 4♠=55 majors slam try F 1N-2♣-2♥: 2♠/N=INV with/not 4♠; 3suit=Natural FG; 4♣/♦=Splinter [Similarly for 1N-2♣-2♠] 1N-2♦: 2♥=<4♥ (3♥=FG); 2N=4+♥max; 3♥=4+♥min 1N-2N-3♣: 3♦=To play; 3♥/♠=♣+♦ + 3 other major; 3N=5521 NF; 4♠/♦=1156/1165, 4♥/♠=Void; 4N=5521	Same as un-passed hand
2♣	X	-	3♠	Artificial FG or Balanced 23+	2♦=<2 controls; 2H=2; 2S=3; 3C=4; 3D=5; etc. 2N=Strong suit (at least KQ10xxx) nothing outside	2♣-2♦-2♥/2♠/3♣/3♦=Natural (3♣/3♠/3♦/3N negative) 2♣-2♦-3♥/♠=4♥/♠ and 6+♦ 2♣-2N-3♣ (ask): 3♦/♥/♠/N=♥/♠/♦ then bid of suit asks quality (S1=KQ10/AQ10; S2=KQJ/AQJ; S3=AKQ)	Same as un-passed hand
2♦/♥/♠		6	No	Natural weak 2 bid (5-10)	New suit=F1; Jump shift=FG; 2N asks range/quality	After 2♦/♥/♠-2N: Re-bid=Min poor suit; S1=good suit, S2=Max, S3=Max good suit, 3N=AKQ, 4suit=Splinter	New suit fit showing
2NT		-	No	Balanced 20-22	3♣=Stayman; 3♦/♥=Transfer; 3♠=Both minors 4♣=Gerber (0/4, 1, 2, 3); 4♦=Pick a major; 4♥/♠=Mild slam try	2N-3♣-3♥: 3♠=Slam try in ♥; 4♣/♦=Natural [Same for ♠] 2N-3♣-3♦: 3♥=5♥+4♠; 3♠=4♠+4♥; 4♣/♦=Natural; 4♥=55 majors slam try NF; 4♠=55 majors slam try F After a transfer, the other major is an artificial slam try	Same as un-passed hand
3♣/♦ 3♥/♠		6	No	Natural pre-emptive (2 top honours if a minor in 1 <sup>st</sup> or 2 <sup>nd</sup> seat)	New suit=Natural (To play if game, F1 if below game) 4N=RKCB	<b>HIGH LEVEL BIDDING</b>	
3NT	X	-	No	Solid 7+♣/♦, no A/K in 1 <sup>st</sup> or 2 <sup>nd</sup>	4♣=Pass/Correct; 4♦=Asks for shortness	CUE BIDS (may show 2 <sup>nd</sup> round control before 1 <sup>st</sup> round control); SPLINTERS	
4♣/♦ 4♥/♠		7	No	Natural, pre-emptive	4♥/♠ over 4♣/♦=To play; Jump shift=Natural Other new suit (non-jump)=Control; 4N=RKCB	4N RKCB then 5C=1/4, 5D=0/3 (then 1 <sup>st</sup> step asks Q and S1 denies), 5H=2, 5S=2+Q 5N=2 + void, Other =1/3 + void [Over intervention X/XX=penalty, P=0/3, S1=1/4, etc] 5N after response to RKCB asks responder for Kings (0,1,2,3)	
4NT	X	-	No	Asking for specific aces	5♣=none; 5♦/♥/♠=the bid Ace; 5N=2 Aces; 6♣=A♣	5N may be "pick a slam" or Josephine (The better the trumps, the higher the response)	