


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Wide range. 1♥/♠ maybe canapé, 2 level sound Over short 1♣: 1♦=T/O, 1♥/♠ maybe canapé, 2♣=natural 2♦=♠/♥
In response: New suit=NAT F1; CUE=sound 3-card raise; Jump raise=PRE-EMPT; Jump shift=FIT; NT responses NAT; Jump CUE=4-card raise (1-level overcall) or SPLINTER (higher overcall)
NT OVERCALL
1N (2 nd): 15-18, after short 1♣ shows ♦, (4 th) = lower unbid suit
1N (reopening): 10-16, 2♣ asks range/shape, else as 1N opening
2N (direct non-jump): 16-18, responses as for 2N opening
2N (reopening non-jump): 14-18, responses as for 2N opening
2N (reopening jump): 19-21, responses as for 2N opening
JUMP OVERCALLS
1-Suited: Intermediate at 2-level; Weak at 3-level; 4♣/♦=strong ♥/♠
2-Suited: 2N=Lowest 2 suits (55+ Weak/Strong)
4♣/♦ (over 2-bids) LEAPING MICHAELS (♣/♦ + ♥/♠)
Reopening: 2N=NAT 19-21; Suit jump=Good suit, opening values
DIRECT & JUMP CUE BIDS
(1m)2m=♥+♠; (1M)2M=♥/♠ + ♦ (55+ Constructive/Strong)
...then: 2N=invitational; CUE=FG; 4 th suit=natural NF
3-level jump cue=asks for stopper;
1♣/♦-P-1x- cue in minor is now natural
DEFENCE VS. NT
X=PEN (FP over 2♣/♦); Transfers after a rescue
2♣/♦=ASPTRO (2 suits, ♥+other/♠+other, anchor to better major)
...then: Next step = NF relay; Raise = FG relay; Other=natural
By passed hand: X=♣+♦ or ♦+♥; 2♣=♣+♥/♠;
2♦=♦+♥/♠; X of STAY/TRF=suit
Defence vs. 1♣(strong)-1♦-1N: Same as for 1N opening
DEFENCE VS. PRE-EMPTS
WK 2: X=T/O 2N=15-19, 4♣/♦=LEAPING MICHAELS
MULTI 2♦: X=13-15/Strong; 2N=16-18; P&X=T/O; P&2N=strong
WK 3: X=15+ BAL; Lower minor (X of 3♦)=T/O; CUE=2-suits
DEFENCE VS. ARTIFICIAL STRONG OPENINGS
STR 1♣: X=♦+♥; 1♦=♦+♠; 1N/2N=♦+♠; 2♣=♣+♥; 2♦=♥or♠;
2♥=♥+♠, 2♠=♠+♠; Other=natural; Jump=Pre-empt
STR 1♣-1♦ or STR 1♦: X=♥+minor; Other=As over strong 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
X of 1♣: XX=strong; 1♠=5+♦, Other=ignore the X
X of 1♥/♠: XX=strong; 1♠=NAT F1; Raise/jump raise=weak
Bids from 1N to a raise=TRF; 2♠/2NT=Fit; Jump shift=FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th and 2 nd (A asks attitude, K asks count)	3 rd and 5 th	
NT	Attitude (K asks for count/unblock)	3 rd and 5 th	
Subseq	3 rd and 5 th ; 9 or 10 shows 0 or 2 higher	3 rd and 5 th	
Other:			
LEADS			
	Vs. Suit	Vs. NT	
Ace	Ax(+), any AK (for attitude)	Ax(+), any AK (for attitude)	
King	Any AK/KQ (for count), Kx	Str AK/KQ (for count/unblock)	
Queen	QJ, QJx(+), Qx	Any KQ/QJ (for attitude)	
Jack	J10, J10x(+), KJ10x(+), AJ10x(+), Jx		
10	109, 109x(+), Q109x(+), K109x(+), A109x(+), 10x		
9	9x	9x, H9x, H98x(+)	
Hi-X	Sx, Sxx, xSxx(+)	Sx, SSx, SSSx(+)	
Lo-X	HxS, xxS, HxxS, HxxSx(+)	HSS, HxSS, HxSSS, HxSSSS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 Hi/Lo=DISCRG	S/P	Hi/Lo=DISCRG
Suit	2 Hi/Lo=Odd	Hi/Lo=Odd	S/P
	3 S/P		Hi/Lo=Odd
	1 Hi/Lo=DISCRG	SMITH (see below)	Hi/Lo=DISCRG
NT	2 Hi/Lo=Odd	S/P	S/P
	3 S/P	Hi/Lo=Odd	Hi/Lo=Odd
SIGNALS			
Reverse attitude; Reverse count on K leads; Trump Echo=S/P or ruff			
SMITH ECHO (Leader echo for switch, non-leader echo for continuation)			
DOUBLES			
TAKEOUT DOUBLES			
Over short 1♣ our X shows balanced 13-15 bal or 19+			
Over 1♦/♥/♠ our X shows 3+ cards in un-bid majors (or is very strong)			
RESPONSIVE X if 3 rd hand raises (then 2N is SCRAMBLING)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣(1♦)X=4+♥ 1♣(1♥)X=4+♠ 1♦(1♥) shows 4+♠			
NEGATIVE X thru 4♥ RESPONSIVE X after partner's X or overcall			
Many competitive Xs at low level			
COMPETITIVE X LIGHTNER X			
Regressive X in F ORCING PASS situations (pass then pull=STRONG)			

WBF CONVENTION CARD	
CATEGORY: Green	2 nd October 2009
NCBO: England	
PLAYERS: Chris Dixon & Victor Silverstone	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
NATURAL 4-card majors. 1♣ is nat, bal 11-13 or bal 17-19	
1N Opening is 14-16, may have sing honour	
TRANSFER responses to 1♣	
Response to 1♥/♠ after double may be transfer	
MULTI 2♦ (6-card major 5-11 or 4441 17-24)	
2♥ is 5-11 with both majors; 2♠ is 5-11 with ♠+♣	
Transfers after 1N response to 1♥/♠	
Special defence to short 1♣ opening (Pass maybe 16-18 bal)	
1♥/♠ overcall may be canapé	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Uncontested Auctions:	
... 1♦/♥/♠/2N response to 1♣ opening	
... 3N opening shows solid MAJOR (no outside A/K)	
... TRANSFERS after 1♥/♠-1N	
In Competition:	
... TRANSFER responses after our 1N is overcalled	
... WEAK raises, FIT jumps, CUE is limit raise or better	
... CUE after 1♣ and 1♦/♥/♠ = weak 2 suiter	
... Intermediate jump overcalls at the 2 level	
... TRANSFER responses after 1♥/♠ opening is doubled	
SPECIAL FORCING PASS SEQUENCES	
PASS forcing at game level (pass then pull is strong) when:	
(1) We opened 2♣; (2) We made a strong jump shift; (3) We made a negative double of 3♠ or higher; (4) At VUL vs. NV we bid game after an enemy pre-emptive opening; (5) We bid a game on strength and the enemy is clearly sacrificing	
IMPORTANT NOTES - DON'T FIT ELSEWHERE	
4th suit ARTIFICIAL FG. Jump in 4 th suit is natural	
After a reverse, a rebid or 2N may be weak, other bids FG	
Many transfer or relay sequences	
PSYCHICS: Rare	

OPENING	MARK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGATIVE DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2	4♥	EITHER 4+♣ 10-19 OR 11-13 BAL OR 17-19 BAL no 5-card major	1♦=TRF♥; 1♥=TRF♠; 1♠=BAL or♦; 1N=5-8; 2♣=INVERTED F2N/3♣; 2♦/♥/♠=NAT FG; 3♣=NF 2N=♣+♦ WEAK or FG; 3♦/♥/♠=1-loser suit NF.	1♣-1♦: 1♥=11-13 <4♥; 1N=17-19 <4♥; 2N=6♣+3♥; 2♣/3♦ Fragment raise [Similar responses for 1♣-1♥] 1♣-1♠/N: Natural rebids in principle 1♣-2♣: 2♦=11-13 BAL; 3♦/♥/♠=SPL; Other=NAT After 1♣-1♦-1♥/N, 1♣-1♥-1♠/N, 1♣-1♠-1N: 2♣=puppet to 2♦ (may be weak); 2♦=checkback FG; 2N puppet to 3♣ (may be weak)	2♣ response = 7-10 When opener's rebid shows 11-13 balanced, bids of 2♣/♦ are NAT NF
1♦		4	4♥	4+♦ (not 11-13 balanced)	2♦=INVERTED F2N/3♦; 2N=NAT 10-12; 2♥/2♠/3♣=NAT FG; 3♦=PRE-EMPT; 3♥/3♠/4♣=Splinters 1♠ response after a X denies 4♣	1♦-1♥/♠-1N=17-19 with 4+♦ then: 2♣=Puppet to 2♦, 2♦=checkback FG, 2N=puppet to 3♣ After 1♦-1♥: 2N=6♦+3♥; 2♠/3♣=NAT strong; 3♠/4♣=VOID, [Similar for 1♦-1♠], 1♦-2♣-3N=4441 13-16 After 1♦-2♦: 2♥/2♠/3♣=NAT; 3♥/3♠/4♣=SPLINTER	2♣ response = 6-10 with good suit then 3NT=Hxx♣
1♥/♠		4	4♦	4+♥/♠ 10-22	1♠=natural F1; 1N=5-10; 3♥/♠=limit raise bal 1♥-2♣, 1♠-2N=support + shortage (not FG); 1♥-2N = FG with ♠, 3♣/♦/♥ FG 1 suited; 3N/4♣=support, no shortage, <5 or 5+ controls 4♦=support, very good trumps	1♥-1♠-1N=17-19 then: 2♣ puppet to 2♦, 2♦ checkback, 2N puppet to 3♣ 1♥-1♠: 2N=3♠+6♥, 15+ then 3♣=relay 1♥/1♠-1N: 2♣/♦/♥/♠=TRANSFERS 1♥-2♣: 2N=relay, then 3♣/♦/♥=limit, 3♣/3N/4♣=FG showing specific shortages [Similarly for 1♠-2N]	1♥-1♠-1N-2♣/♦=NAT NF 2♣/2♦ = 6-10, good suit 3♣/♦/♥ = good suit + 3 card fit
1N		-	3♠	Balanced 14-16. May have 5-card suit and may have a singleton honour	2♣=STAYMAN; 2♦/♥=TRANSFER; 2♠=RELAY 2N=Weak minor or FG both minors; 3♣/♦=NAT INV; 3♥/♠/4♣/♦=NAT slam try (5/6-card suit, no shortage) Some transfers after intervention	After 1N-2♣-2any: 2N=INV does not promise major; Raise=FG; 3 other major=NAT FG; 3♦=NAT FG; 3♣=relay FG ask for 5-card suit or suitability for ♣ slam	Same as UPH
2♣	X	-	3♠	Artificial FG or Balanced 23+	2♦/♥/♠/3♣/♦=Control showing; 2N=any 6 card suit 3N=KQJxxx(x)	After 2♦, 3♥/♠=4 with 5+♦. Many asking bids and special sequences	Same as UPH
2♦	X	-	2♠	Multi 5-11 6♥/♠ or 17-24 4441	2♥/♠=pass/correct; 2N=RELAY F1; 3♣/♦=NAT F1 3♥/♠=pass/correct; 3N=FG with own major 4♣/♦=requests transfer/bid of opener's major	When opener shows the strong 4441 type, responder may bid the singleton to ask (successively) for: (1) Strength, (2) Controls, (3) Queens	Same as UPH
2♥/♠	X	5	No	5-11. 2♥=5/4 or 55 in majors, 2♠=5+♠+4+♣	2N=relay; 2♠=to play, 2♠-3♣ to play, 3♣/♦= natural and NF	2♥-2N-3♣=54, 3♦=5-5 (min); 2♠-2N-3♦/♥=splinter; Asking bids by responder after suit agreement	Same as UPH
2N		-	3♠	Balanced 20-22	3♣=5-card STAYMAN; 3♦/♥=TRF; 3♠=Puppet to 3N; 3N=♣+♦ F1; 4♣/♦/♥/♠=slam try (poor ♥/♠/♣/♦ suit)	2N-3♠-3N-4♣/♦/♥/♠=slam try (strong ♥/♠/♣/♦ suit)	Same as UPH
HIGH LEVEL BIDDING							
3♣/♦ 3♥/♠		6	No	Natural pre-emptive	4♣(4♦)=trump ask, 4N=ask in ♣(♦), After 3♥/♠, new suit=asking bid	Italian style cue bidding - lowest useful control (not shortage in partner's suit); 4N over partner's cue bid is a often a further cue bid in the same suit;	
3N	X	-	No	Solid 7+♥/♠, no outside A/K	4♣/♦/♥=relays, 4N=trump ask	RKCB (03-14), usually 4N if major agreed, often 4♣/♦ for minor suits (DOPI, ROPI)	
4♣/♦ 4♥/♠		7	No	Natural, pre-emptive	4N= RKCB, new suit = asking bid	Bid of known shortage is generally a control asking bid 4♣ overcall shows very good 4♥/♠ bid	
4N	X	-	No	Asking for specific aces	5♣=none; 5♦/♥/♠=the bid Ace; 5N=2 Aces; 6♣=A♣	5N=PICK A SLAM (when denomination not clear); 5N=GSF (when no doubt)	