

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, 1/2 Level, Reopening)

Style: Wide-ranging. Can be quite weak at 1-level.
Responses: Raises can be v. weak. **TRANSFER ADVANCES from cue to raise.** Jump fits. 2NT over 2X is F1. Mxd raise.
Reopening: Natural but limited, as intermediate poss.
 Advances as over 2nd.

1NT OVERCALL (2nd/4th Live; Responses, Reopening)

2nd position: 15 - 18
Responses: n As opening 1NT
 "Sandwich 1NT = 17-20. Responses natural."
4th position: 11-16
Responses: 2C asks range & Majors. Rest as opening 1NT

JUMP OVERCALLS (Style, Responses, Unusual NT)

Style: Weak, usually 6+-card suit. 1C(2+)- 2D = Michaels.
 Also reflect vulnerability. 3-level may well be 7 cards.
Responses: Raise pre-empt.; cue= F ; 2NT = asking.
Unusual notrump: Only direct position = two lowest suits.
Reopening: Intermediate in suit. 2NT = 19-21.

DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)

Style: Michaels, 5/5(4). 2m= M/M; 2M = other M/m, 5/5.
 (1C)- 2D = Michaels if 1C= 2+. Jump cue = strong 1 suiter.
Responses: 2NT= constructive, usually strong. 2M- 3C=p/c
Reopening: as 2nd.

VS. NT (vs. Strong / Weak; Reopening; PH)

Strong & Weak: Dble.= poss. penalty. MULTI-Landy.
 2C=M/M; 2D= one M; 2M= M + m.
Reopening: As 2nd but see below if passed.
Passed Hand: As unpassed, but dble. = competing

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

Dble. = takeout; simple bids and 2NT/3NT= natural.
 3 or 4-level cue = Michaels style (e.g. (2H)- 3H or (3C)- 4C).
 Leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS

vs strong 1♣: WJO; Bid= suit+suit above. X= C+H; 1N=D+S
 After 1C-1D by opponents, dble= D+S; 1NT+ C+H

OVER OPPONENTS' TAKE OUT DOUBLE

1m-(x)-xx=4m, 9+; 1M-(x)-xx= 1NT resp with 2M; TRFs

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	4th. 2nd from poor suits	Same but high from even if known to be long
NT	as above	as above
Subseq	Same or attitude later	Attitude late in play
Other:	"Strong 10s"	"Strong 10s"

L E A D S

Lead	vs. Suit	vs. NT
Ace	Asks for rev. attitude	as suit
King	Asks for normal count	Unblock or normal count
Queen	Asks for rev. attitude	as suit
Jack	No higher honour	as suit
10	H109x, HJ10x, or 10x	as suit
9	109x(xx) or 9x	as suit
8	2nd (4th poss) or 8x	as suit
small x	Usually 4th	as suit

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	Count	Count	1st disc. rev. att.
2 ND	Suit pref. if req.	Suit pref.	Count
3 RD	att if A/Q/J	-	Suit pref.
NT: 1 ST	as suit; K unblock	as suit	as suit
2 ND	as suit	as suit	as suit
3 RD	as suit	-	as suit

NORMAL COUNT -- Hi-Lo = EVEN.

REVERSE ATTITUDE - Lo = ENCOURAGING:

SMITH PETERS -- Hi-Lo = Encouraging from both sides.

DOUBLES

Most low level doubles are takeout.

TAKEOUT DOUBLES (Style, Responses, Reopening)

Style: Can be light with distribution. Vul. & position affected
 Can be 2-suited missing clubs.
Responses: Cue = F to suit agreement. 2NT Leb. possible
Reopening: Same, possibly shaded

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Negative double through 4D Responsive doubles
 X of cue of own bid suit suggests another lead.
 If pass is F, double suggests penalty
 Support doubles & redoubles if 2-level play possible

WBF Convention Card 

Category: GREEN
NBO (Country): SCOTLAND
Event: All International events
Players: BRIAN SHORT & ALAN GOODMAN Dec. 2016

SYSTEM SUMMARY

Natural. 5-card Majors, 15-17 NT. 2+ clubs, 4+ diamonds

GENERAL APPROACH AND STYLE:

Some artificial responses to 1C & 1D
 2-over-1 generally GF. 1M- 2C and 1m- 2m may not be GF.
 2C opening = GF except 2C- 2D- 2NT.
 2D opening = WEAK with 5-4/4-5 or longer in the Majors
 2H/2S openings = WEAK

1NT opening: (14) 15-17 Singleton possible. 5C Maj unlikely
2 over 1 Response: Normally GF Exceptions see below

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
2D opening = 5-10 with both majors – 5-4 /4-5+
3NT opening = Soundish 4H or 4S ope openin TRF declaration.
Responses :
1C- 2D = Multi-meaning. (minor inv. OR various NT.)
1D- 2C = Multi-meaning. (Clubs GF or various NT)
1H- 2C = 3-way. 2-1 GF, OR good raise to 2H, OR weak D
1S- 2C = 4-way. Normal 2-over 1 GF, OR strong raise to 2S
OR 6+H, less than GF strength or weak with long D.
 BERGEN style Major raises

SPECIAL FORCING PASS SEQUENCES

When we've bid game on high card values, mader a strong splinter or forced to a level as yet unreachd.

IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

Many "Lebensohl" or scramble 2NT sequences
1 of a suit openings may be light in high card points.
Some responses to 1X can be light in hcp. Most common are-
 1M- 1NT ; 1M- 2M ; 1m- 1M ; others possible
 Raises of overcalls can be light in hcp.
Psychics: Very rare

over 1M-(x)							
Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	?	2	4D	10+hcp; Nat. or flat 12-14 or 18+	Inverted raises (off after x); 1NT= 6-10; 1C- 2D = multi meaning (var. NT or m inv.); 1C- 2M = weak; 1C- 2NT = 17-18.	1C-2C-2D= 4C+. 2H now a GF relay. 2-way checkback	New= NF; Jump fits ; Still inverted
1♦	-	4	4D	10+ hcp, Natural	Inv. R/(off after 1D-(1X));1D- 2M= wk; 1D- 2C= multi; 1D-3C inv.	4m bids can be RKC	As 1C
1♥	-	5	4D	9+ hcp, natural	2/1 (ex. 2C); Bergen; 1NT= semi-F; mini-SPL; 1H-3S/1S-3NT= void; 4m/3NT= SPL; 2C= 3-way (C GF, S raise or weak D)	1M-1NT or 1H-1S. 2C= a Gazilli variant. 1M-x-TRFs	Drury ; mini & maxi SPLs ; Jump fits
1♠	-	5	4D	9+ hcp, natural	As 1H. 2C= 4-way (C GF, S raise, 6H<GF or D wk). 1S-4H=spl	as 1H	As over 1H
1NT	-	-	-	(14)15-17; singleton or 6m poss. 5M unusual.	2C= Stayman; 4 TRFs; 3X = shortage in suit above; 4C= Gerber; 4D/4H= TRF; 4S/4NT= weak/strong quantitative.	TRF breaks. 3M= 4, min. 3new= max. m break to suit	As unpassed
2♣	yes	-	-	Strong, usually GF	2D weak or waiting; 2M/3m = positive; 2NT= 10-12	2H rebid "Kokish"	As unpassed
2♦	yes	5/4M	-	M/M weak, about 5-10	2NT asking, usually strong; 2M/3M/4M to play	Conv. responses to 2NT	
2♥	-	(5)6	-	Weak, about 5-9	2S= inv.; 3m= F; 2NT asking, usually strong. Max.bids feature	Natural	New = NF
2♠	-	(5)6	-	Weak, about 5-9	3any= F ; 2NT asking, usually strong. Max. bids feature	Natural	New = NF
2NT	-	-	-	20-21 flat. 6M, 5M or singleton all possible	3C= 5-card puppet Stayman; 3D/3H/3S= TRFs ; 3NT= 5S/4H ; 4C= M/M ; 4D= H ; 4H= S ; 4S= Gerber.	Advances after 2NT-3S-3NT = minor based hands	As unpassed
3♣	-	6	-	Pre-emptive in C	Raises pre-emptive, new suit F1. 3D for singleton	Nat. unless showing sing.	As unpassed
3♦	-	6	-	Pre-emptive in D	Raises pre-emptive, new suit F1. 4C for singleton	Nat. unless showing sing.	As unpassed
3♥	-	6	-	Pre-emptive in H	Raises pre-emptive, new suit F1. 4C for singleton	Nat. unless showing sing.	As unpassed
3♠	-	6	-	Pre-emptive in S	Raises pre-emptive, new suit F1. 4C for singleton	Nat. unless showing sing.	As unpassed
3NT	yes	6	-	Sound 4Major opening	4C= bid suit under yours ; 4D asks singleton ; 4M to play	4M over 4D= no sing.	Opening sound in 3rd
4♣	-	7	-	Pre-emptive in C	4M= to play. 4NT= RKC		
4♦	-	7	-	Pre-emptive in D	4M= to play. 4NT= RKC		
4♥	-	6	-	To play. 2-suited poss.	4NT= RKC		
4♠	-	6	-	To play. 2-suited poss.	4NT= RKC		
4NT	yes	-	-	Asking specific aces	5C= none, 5D/H/S/NT= one ; 6C/D/H = 2 = "cro"	HIGH LEVEL BIDDING	
5♣	-		-	To play		<p>Roman Key Card. 5C = 1/4, 5D = 0/3 of 5 aces; 5H = 2/5 aces; 5S = 2/5 aces + trump Q. Various followups.</p> <p>Exclusion (3041)</p> <p>Also some 4m bids are RKC when than m has been agreed. Steps as above.</p>	
5♦	-		-	To play			
5♥	-		-	Asks for trump A/K			
5♠	-		-	Asks for trump A/K			
5NT				Does not exist			