



# WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Fairly Sound; Occ light at 1 level; Jump Cue = 4 card limit raise;		Lead		In Partner's Suit	
New suit NF opposite 1 level o/c; Jump in New Suit = Invitational;	Suit	4th		3rd	
Jump Raise = Preemptive; Cue = 1 Round Force	NT	4th		3rd	Category: Green
	Subseq	Attitude		Attitude	Country: American Contract Bridge League
	Other: After trick 1 J,10 or 9 = 0 or 2 higher; Lead of King from AK then shift shows a singleton (See Note 4)				Event: Bermuda Bowl
					Players: Richard Freeman & Nick Nickell
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15+ - 19; Resp: If Dbl, Redbl Forces 2♣, Shows a minor suit; 2♣ =	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
Stayman; 2♦/♥ = Transfer; 2♠ = minors; 2NT = GF, Two Suits	Ace			AKx(+),AQx(+),Ax(+)	Std Amer, 5 Card Majors in 1st or 2nd seat; Forcing NT,Fairly
Reopening: 11 - 15 HCP's	King	KQx(+)		Asks for Unblock or Count	Sound preempts (except NV vs Vul); Natural Weak 2M & 2♦ ;
Direct 1NT O/C: 2♣ = NF Stayman, Cue = F Stayman	Queen	QJx(+)		KQx(+),KQ10x(+)	Fairly Sound Openings, Especially Bal; Responses Can Be Very
	Jack	J10x(+),KJ10x(+)		QJx(+),QJ10x(+),AQJx(+),KQJx(+)	Light; Rarely Psychic or Tactical
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+),(K/Q)109x(+)		J10x(+),(A/K)J10x(+)	
1-Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton	9	Shortness or top of nothing		109x(+), (A/K/Q)109x(+)	
2-Suit: 2NT - 2 Lower Unbid Suits	Hi-x	2 or 5/6 Cards		SSxx(+),Sxx	1NT Openings: 15-17(or Bad 18)
	Lo-x	3 or 4 Cards		xxxS(+),xxS	2 OVER 1 Responses:Forcing to At Least 4 of responders suit
Reopen: Intermediate	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	Gambling 3NT (Shows A or K on side)
(1m)-2m=♥+♠, (1M)-2M=OM+m; Weak or Strong,2NT Asks m	Suit:1st	Hi = Encourages	Hi/Lo = Even	Hi = Encourages	Transfer Lebensohl - Slow (Note 3)
Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper	2nd				Over Opponents 1NT Overcall 2♣/2♦ = Artificial (Note 2)
Jump Cue Over 1M = Solid Suit, Asks For Stopper	3rd				1M - Dbl - 4x = Fit Showing
Reopening Cue = Very Good 1 or 2 Suited Hand	NT: 1st	Hi = Encourages	Hi/Lo = Even	Hi = Encourages	Grope/Scrambling 2NT
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				Bad - Good 2NT
2♣ = 1 Suited Hand; 2♦ = M's; 2M = That M & a minor;	3rd				Two Suited Bids (Note 1)
1NT - 2♣ - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete,	Signals (including Trumps): After 1st Signal Then Present Count (Not			Competitive Jump Shift at 3 Level = 7 - 10 HCP's	
2NT = 10-13 HCP's; Cue = 14 - 15 HCP;	Always Given); 3 Way Signals After			Competitive Weak Jump Shift at 2 Level	
Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F	Showing Length in Suit Lead - See Note 4			Unusual vs Unusual	
Over 2M New Suit = NF	DOUBLES				
Dbl By Passed Hand Shows ♣s	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	If 4-4-4-1 Can Be 9 HCP; If 4-3-3-3 then usually = at least 13 HCP;				
T/O Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's;	With 5-4 in Majors We Tend to Overcall; A Cue-Bid By UPH				
3♣ - 4♦ = ♠'s & Another Suit; 3♣ - 4♣ = ♥'s & ♦'s	Promises another Bid Except in Certain Competitive Auctions;				
3♦ - 4♦ = Good 2 Suiter	Balancing Dbl Can Be 8+ HCP With Shape			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			See Note 6	
vs 1♣: 1NT = Pointed Suits, 2NT = Minors, 3♣ = Rounded Suits,	1C-P-1D-1S-Dbl=4♥H's;1m-P-1H♥-1S♠,D=3 Card Sup,Resp Dbl Thru				
2♦,2♥,2♠ = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand;	4♥(Except 1♥-1♠-3♥-Dbl=Good 3♠ Bid);Maximal Dbls;1m-1♥-Dbl				
Pass Then O/C = Good Hand; Immediate O/C Can Be Very Light	-3♥-Dbl=Good 3♠ Bid;Scrambling 2NT;Snapdragon;Negative Dbl			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Thru 4♥ (no Upper Limit with Hand With No 5 Card Suit); Comp			Against Polish or Swedish Club See Note 5	
OVER OPPONENTS' TAKE OUT DOUBLE	Dbl's; Dbl of Splinter = Suggests Save at Fav Vul, Otherwise				
After 1M, 2NT = Limit Raise	Suggests Lead of Higher Ranking Unbid Suit;1m-(1♠)-Dbl = 4♥'s;				
After 1m, 2NT = WJR, 3m = Limit Raise	1m-(1♦)-Dbl = Guarantees Only 1 Major; 1m-(1♥)-Dbl Shows 4♠'s			Psychics: Rare - 1♥ - 1♠ is occasionally short ♠'s with ♥ support	
Weak Jump Shifts	1x-1y-Dbl-Rdbl = A/K/Q of Ptnr's Suit, At least 2 cards & 5+ HCP				
OPENING BID DESCRIPTIONS					

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	If 3 Cards, Then 12 - 15 or	2♦ = Strong Raise; 1NT = 6 - 10 HCP; We	2 Way Checkback (2♣ = inv, 2♦ = GF);	Jump = Fit
1♣				18+, no 4♦ ; w/4 -4 m Norm	Tend to Bid Our Suits Up The Line	Wolff Signoff After 2NT Rebid	
1♣				Bid 1♦; 11 HCP Bal = Pass	Preemptive Jump Raise in Comp	1♣ - 1NT - P - P -Dbl = Good Hand & M's	
1♦		3	4♥	3 Cards Only If 4 - 4 - 3 - 2	3♣ = Strong Raise, Comp JR = Preemptive	2 Way Checkback; Wolff Signoff	Jump = Fit
1♥		5	4♥	Could Be 4 in 3rd/4th Seat	2/1 Almost GF; 1NT F By UPH; 2NT =	Transfers After 1M - 1NT - 2NT; Over 2NT	Drury (3+ Trumps);
1♥					GF Raise; 3OM = any singleton 9 - 12 HCP	3♣ = Min + Singleton; 3♦ = Extras +singleton	2NT = Big Raise (4+Trumps)
1♠		5	4♥	Same as 1♥	Same as 1♥	1♥ - 1♠ - 1NT - 2m = 2 Way Checkback	3♣ = ♣'s, 8 - 11; Other JS = Fit
1NT			@3 Level	15 - 18- HCP, Bal; 5 Card M	Stayman; Transfers; 2♠ = m's; 2NT = ♣'s;	Smolen; 1NT - 2♣ - 2♦ - 4♣ = 6♥ = 4♠;	Same as 1♥
1NT				or 6 Card m is possible	3♣ = ♦'s ; 3M = 4 - 4 - 4 - 1; Neg Dbl at 3 Level;	1NT - 2♣ - 2♦ - 4♦ = 6♠ + 4♥; 1NT - 2♣ -	
1NT					4♠ = Baron; Transfer Lebensohl (Inv =) Slow	2x - 4M = 6M, Bad Suit , Slam Try; 1NT - 2♣	
1NT					Shows (Note 4); 4♦/♥ = Texas (also in comp	- 2M - 3OM = Fit & Singleton, Relay to Ask;	
1NT					thru 3♦)	1NT - 2♣, 2M - 4♣ = BW; 4♦ = Bal Slam Try	
2♣		X		Strong & Artificial; Forcing	2♦ = Negative or Waiting; 2M or 3m = Suit	After 2♦ Response, 2NT = 23 - 24 HCP,	
2♣				To 2NT or 3M	Headed By 2 of 3 Top Honors; 2NT = Pos	3NT = 25 - 26 HCP, 4NT = 27 - 28 HCP,	
2♣					Response in ♣'s W/O 2 of 3 Top Honors;	3M ,4M,4m or 5m = Sets Trumps & Asks For	
2♣					3M = 1 Loser Suit in OM; 3NT /4♣ = 1 Loser	Specific Information; Cheapest 3 Level Bid By	
2♣					Suit in ♣/♦; 4♦/♥/♠/5♣ = Solid Suit in Next	Responder = Second Negative	
2♣					Higher Ranking Suit		
2♦		6		Weak 2; 5 - 11 HCP; Could	2M = Constuctive, NF; 2NT Asks For		
2♦				Be a 5 Card Suit in 3rd Seat	Feature, 3♣ & 3M = F		
2♥		6		Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2♥				Be a 5 Card Suit in 3rd Seat			
2♠				Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2♠				Be a 5 Card Suit in 3rd Seat			
2NT				20 -22 HCP, Bal	Stayman, Transfers, Texas, 3♠ = Relay to	Smolen	
2NT					3NT; 3NT = Relay To 4♣ & Shows 4-4-4-1		
3♣		7		Sound Vul, NV Can be 6	4♦ = Slam Try	Responses to 4♦ = Artificial	
3♣				Card Suit & Light			
3♦		7		Sound Vul, NV Can be 6	4♣ = Slam Try	Responses to 4♣ = Artificial	
3♦				Card Suit & Light			
3♥		7		Sound Vul, NV Can be 6	4♣ = Slam Try; 4♦ = RKCB	Responses to 4m = Artificial	
3♥				Card Suit & Light			
3♠		7		Sound Vul, NV Can be 6	4♣ = Slam Try; 4♦ = RKCB	Responses to 4m = Artificial	
3♠				Card Suit & Light			
3NT				7+ Solid m Suit , OS A or K	4♣ = pass or correct, 4NT Asks For OS Ace		
4♣		7		Natural			
4♦		7		Natural			
4♥		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4♠		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4NT				29-30 HCP, Bal			

**HIGH LEVEL BIDDING**

RKCB(1430) ; After Q ask, Return to Trump Suit = No Q;

Vs Interference: Above our Suit We Use Depo; Below Dbl = 1 or 4,

Pass = 0 or 3, 1 Step = 2 W/O Q, 2 Steps = 2 W/ Q, Etc ; In Many

Auctions RKCB is 4 or 5 of a Suit Rather Than 4NT; In Certain

Auctions When an 8 Card Major Suit Fit Is Established Then 3NT

Is a Slam Try, Weaker Than a Cue Bid;

NOTE (1) - BIDS SHOWING 2 SUITED HANDS

1X - 2NT = 2 LOWER UNBID  
1m - 2m = MICHAEL'S CUE BID (USUALLY EITHER  
VERY GOOD HAND OR WEAK)  
1M - 2M = MICHAEL'S. OTHER MAJOR PLUS  
UNKNOWN MINOR - 2NT ASKS MINOR  
1NT - 2M = THAT MAJOR PLUS UNKNOWN MINOR. 2NT  
ASKS FOR MINOR (THEN 3M =  
INVITATIONAL RAISE)

1M - P - 2M - 2N = TAKE OUT FOR MINORS.

VS STRONG CLUB:

2D = D'S & H'S  
2H = H'S & S'S  
2S = S'S & C'S  
2NT = C'S & D'S  
3C'S = C'S & H'S  
1NT = D'S & S'S  
DBL = H'S & S'S, GOOD HAND  
(THE ABOVE BIDS APPLY AFTER 1C - P - 1D ALSO)

NOTE (2) - TWO OF A MINOR RESPONSE AFTER OPPONENTS 1NT OVERCALL

1m - 1NT - 2C = TAKE OUT FOR MAJORS

1M - 1NT - 2m = THAT MINOR PLUS OTHER MAJOR

NOTE (3) - TRANSFER LEBENSOHL

1NT - 2S - 2NT = RELAY TO C'S, THEN 3D/H = TO PLAY,  
3S = STAYMAN W/STOPPER, 4C = C'S, Inv, 4D = RKBW for C's  
3C = TRANSFER TO D, INV. OR BETTER  
3D = TRANSFER TO H, INV. OR BETTER, (Then 3NT = Choice of Games)  
3H = FAST STAYMAN, NO STOPPER  
3S = BOTH MINORS, INVITATIONAL OR BETTER

1NT - 2H - 2S = COMPETITIVE

2NT = RELAY TO C'S, THEN 3D TO PLAY, 3H =  
STAYMAN W/STOPPER, 3S = C'S  
3C = TRANSFER TO D, INV. OR BETTER  
3D = FAST STAYMAN, NO STOPPER,  
3H = TRANSFER TO S, INV. OR BETTER  
3S = MINORS, INVITATIONAL OR BETTER  
4NT = INVITATIONAL

TNSF TO m, THEN 3NT IS CHOICE OF GAMES OR MILD SLAM TRY  
TNSF TO D THEN 4D (EITHER AS RAISE OR AFTER CUE BY OPENER) = KCBW  
5m OVER CUE = FAST ARRIVAL

AFTER FAST STAYMAN:

3M = NO STOPPER (OR 1 STOPPER) AND NO 5 CARD SUIT - RESPONDER CAN BID 3NT  
TO PLAY OPPOSITE 1 STOPPER; N'TER PASSES OR BIDS WITH NO STOPPER  
4m = 5 CARD SUIT, NON-FORCING

IN THESE AUCTIONS 4m BY RESPONDER IS NOT FORCING

NOTE (4) - LEADS AND SIGNALS

VS SUITS

AT TRICK ONE, SIGNALS ARE USUALLY ATTITUDE. IF THE DUMMY IS SHORT IN THE SUIT  
LED, AND A SHIFT APPEARS TO BE AN OPTION. WE DO NOT PLAY SUIT PREFERENCE.  
A DISCOURAGING CARD (LOW) SUGGESTS THAT YOU CAN STAND THE OBVIOUS SHIFT AND  
AN ENCOURAGING CARD (HIGH) SUGGESTS THAT YOU CANNOT. THE OBVIOUS SHIFT WILL  
VARY DEPENDING ON THE BIDDING, BUT ABSENT BIDDING, WILL NORMALLY BE DUMMY'S  
WEAKEST SUIT OR THE SUIT WHICH MOST LIKELY NEEDS TO BE ATTACKED QUICKLY. AN  
EXCEPTION TO THIS METHOD IS WHEN YOU HAVE SHOWN A LONG SUIT, WE PLAY AT TRICK  
ONE THAT MIDDLE CARDS ARE ENCOURAGING, AND HIGH AND LOW CARDS ARE SUIT  
PREFERENCES.  
THIS TREATMENT ALSO APPLIES IN CERTAIN SITUATIONS AFTER A SUIT HAS BEEN RAISED  
BY THE OPENING LEADER'S PARTNER. AFTER ATTITUDE IS ESTABLISHED, WE MAY OR MAY  
NOT GIVE COUNT DEPENDING ON WHETHER WE THINK IT IS MORE IMPORTANT TO INFORM  
PARTNER OR KEEP THE DECLARE IN THE DARK. WHEN WE GIVE COUNT, IT IS NORMALLY  
STANDARD PRESENT COUNT. DEPARTURES FROM STANDARD COUNT SIGNALS MAY HAVE SUIT  
PREFERENCE IMPLICATIONS.

A HIGH-LOW IN TRUMPS CAN SHOW EITHER AN ODD NUMBER OF TRUMPS OR, OCCASIONALLY,  
BE SUIT PREFERENCE. LOW-HIGH IS NEUTRAL.

VS NT

AGAINST NT, WE SIGNAL STANDARD ATTITUDE ON THE ACE, QUEEN OR JACK LEAD AND UNBLOCK OR GIVE COUNT ON THE KING LEAD. THEREFORE, FROM SUITS HEADED BY KQ10 YOU MAY LEAD THE KING WHEN YOU WANT AN UNBLOCK OR THE Q WHEN YOU DO NOT.

NOTE (5) - VS POLISH CLUB OR SWEDISH CLUB

1C - 2C = CLUBS

1C - 2D = MAJORS

AFTER 1C OPENING, AND OUR OVERCALL, WE PLAY THAT A CLUB BID AT THE CHEAPEST LEVEL = CUE BID.

A C JUMP IN C'S = C'S.

NOTE (6) - FORCING PASS AGREEMENTS

3m - 3M - 5m - P = FORCING IF UNFAVORABLE

3H - 3S - 5H - P = FORCING AT ANY VULNERABILITY

3X - D - 5X - P = FORCING AT ANY VULNERABILITY

1H - 1S - 3H - 4S = FORCING AT UNFAVORABLE

1X - D - P - 2X = SETS UP A FORCING PASS AT 5 LEVEL

1X - D - 2X - 3X = SETS UP A FORCING PASS IF WE BID GAME AND THEY BID

1M - P - 2NT = SETS UP A FORCING PASS EXCEPT AT FAVORABLE

2 OVER 1 = SETS UP A FORCING PASS IF WE BID A GAME.