



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Sound at 2-level; up about 18 HCP; New suit=F; Jump new suit=Fit bid		Lead		In Partner's Suit	
Jump RAISE=PRE; 1NT=8-11, stopper; RESP DBL: values or T/O, not	Suit	1st; 3rd; 5th		same	
PEN:	NT	1st; 3rd; 5th		same	Category: Natural - GREEN
CUE: STR raise; Jump CUE=Splinter	Subseq	same strong in 2nd or weak in 4th; AT			Country: Portugal
/3rd hand bids nem suit: New suit Jump below game:FIT; Dble=4th suit +	Other:	Other:			Event: European Championship
Tolerance; CUE in RESP suit=STR raise; 4th suit bid=GF	DBL for unusual lead vs suit cancel previous message				Players: Paulo Gonçalves Pereira - Jorge Cruzeiro
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
LEBENSÖHL-SLOW: DBL=Take out	Ace	AKx(+); Ax(+)		AKJ10(+); asks UB or CT	5-card Majors
REOPEN: 1NT = 10-14 HCP; 2NT = 19-21 HCP	King	AK; KQx(+); KQ109(+)		KQJ(x); asks ATT	Forcing 1NT over 1H/1S (if not passed)
4th LIVE: NAT, 15+-18 BAL	Queen	QJ;QJx(+); KQ(x+)		QJx(+); asks J	1NT 11-14 NV and 15-17 V
	Jack	J10(x+); KJ10x(+)		J10x(+); KJ10x(+)	2D Multi (weak in Hearts ou Spades or Strong Balanced)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x+); H109x(+)		109;109x(+); H109x(+)	2H/S (Hearts or Spades and minor up to 11)
1-Suit: PRE	9	9x			2H/2S Major (5) and minor (4+)
2-Suit: 2NT=2 lowest suits, WK or very STR [also 1NT by PH]	Hi-x	Sx; HxSx; HxSxxx		xxSX; HxSX	1NT Openings: 15-17 HCP or 11-14 (NV)
Reopening: 2NT=BAL (18-19); Jump O/C=6+ good hand: then,	Lo-x	HxS; HxxxS; xxxxS; xxS		xxS; Hxxx(S)	2 OVER 1 Responses 2/1=FG; strong jump responses whitout overcall
Reopen: 2NT, new suit=1F1	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	3NT - both minors
Guesthem	Suit:1st	ATT: Hi=ENCRG	Count: Hi/lo=E	ODd/even Strong	Weak JUMP RESPONSES after overcall of m opening
1 C -2C - is Clubs	2nd	Count: Hi/lo=E	S/P		COMP CUE=LIMIT + RAISE, JUMP RAISE=PRE, JUMP CUE=SPL
1C-2D - Majors	3rd	S/P (dummy short)			LEBENSÖHL-SLOW: [13] [17]
JUMP CUE: NAT /m in direct; else STOP ASK	NT: 1st	as above	as above	as above	COMPETITIVE BIDDING METHODS [17]
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	Hi/lo=E		VS 2-suited O/C: cheapest cue=raise, next cue=unbid suit, unbid suite=NF
Multilandy direct and landy reopening position,	3rd		S/P		1M RESP may bypass 1D
2C: majors	Signals (including Trumps):				FIT-SHOWING JUMPS (FIT) by passed hand
2D: Hearts or Spades					
2H: H+m, then 2S/3m=NF, 2NT asks m					
2S: S+m, then 3H/3m=NF, 2NT asks m					
Double = Penalty (14+). Reopening could be 2 point less than opening	DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
LEB-SLOW after (WK2x)-DBL [13]; 2M-4m=OM + m; vsMulti: DBL=HCP Note#14	May be light with classic shape; CUE-BID=F until a suit				
DBL=T/O thru 4S; 4NT: /4H=C +D, /4S=ANY 2-suiter, /4m=NAT	Is bid twice. RESP DBL and EXT-RESP DBL; Continuations				
3-level CUE=stopper ask; 4-level CUE=H+S/m; OM =m/M; 2x-2NT:[14]	1NT = 7-10, stopper				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES
	NEG DBL thru 3S (including opener's suit) and 3-level				
Applies vs STR 1C/1NT both minors, and capeletti at level 2	After 1NT opening: 1m-(1H)-DBL: exactly 4S: 1m-(1S)-DBL				
	Suggests 4+H, 8+ HCP; Repeat same suit NEG DBL=T/O;				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Unlimited w/o 5-card suit; suggests length in unbid M.				
OVER OPPONENTS' TAKE OUT DOUBLE	RESP and EXT-RESP at 2-level/overcall,/preempt.				
New suit=F at 1-level only; JUMP raise=PRE;	MAXIMAL OVERCALL DBL of raised suit;				
/1x-(DBL)-2NT=limit raise or better; JUNP SHIFT=NF; Double jump	When raise to two is available, ex. 1C-(P)-1D-(1S); DBL				Psychics: Psychics:
in new suit=SPL	=H's. 4th seat DBL of third suit=4th suit + tolerance				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3S	11-21hcp	2m=F1(10+, no M); 3m=PRE, game opposite 18-19; 1NT	1m-2m:[3]; Opener's SPL raise[4]; 1m-2NT:[5]	3rd/4th=NF unless reverse Note#5
1♣					/1m: STR Jump Shift [2], double JS=SPL; triple JS=NAT	3rd suit, 4th suit [9]	JUMPS: 2-level in new suit=FIT;
1♦		3		as 1C	2D=INV; 3NT=16-17	Reverses [6]; 1x-1M; 1NT:NMF[7]	3-level=SPL Note#8
1♦					1D-2C=FG	1m-1M; 2NT-?[8]	
1♥		5	3S	11-21 HCP	1NT (F 2 x 1=FG; 2M=constr	1M-3M: 3M+1=shortness ASK, /3H, 3NT=SCTRL	1NT=6-12, Semi-forcing
1♥				4-cards in 3rd/4th possible	2NT=FG, 4M [12]; 3M=L/R, 4M	1M-2M: 3M=PRE, 2NT=F1, new suit =natural try	2C=raise, M rebid=no interest 2S raise
1♥						1H-1S: Opener's NT rebid 11-14	3C=NAT; other jump shift=FIT bid
1♠		5		as 1H	3NT=PRE raise with defense; 4M=Weak PRE	Auto-SPL / 1NT RESP; 1S-1NT; 2C - 2D	2C raise 2NT raise
1NT				15-17 HCP or 11/14 HCP	Stayman, TEXAS (then 4NT=KCB)		
1NT				5M, 6m, 4H5m OK	2S Minors, 2ST - one minor (weak or strong)		
1NT					3C/D invitational; 3S/H Slam try		
1NT					4C=Gerber; 4D both majors		
2♣	Y			ART, STR	2D=neutral	2NT=24; 2H and 2S (Forcing but not GF)	
2♣					others=NAT POS, good suit; 2ST - 14+		
2♦				Multi	2NT=INV (fit);	/2NT 22/23	
2♥				5H and Minor 4+	New suit=NF; 2NT GF; 3D invitational in hearts		
2♠				5S and Minor 4+	New suit=NF; 2NS GF; 3D invitational in spades		
2NT				20 to weak 21 HCP	Puppet; TEXAS; 3NT 5 Spades and 4 Hearts		
3♣				All 3x=PRE, NAT	4NT=KCB; new suit=F1; 3C-4D=ASK; 4M=NAT		
3NT	Y	7		Both Minors 5+/5+		/4D:4M=S/S; 4NT=no S/S; 5m=short om	
4♣				ALL 4x = PRE, NAT	/4m: Game bids are NAT; /4M, nem suit=ASK; CAB		
4NT				As King, Aces			
5♦				and 5C: Natural, PRE			
5♥				and 5S: Natural, PRE			

HIGH LEVEL BIDDING

SPL RAISES: double jump shift / suit opening, single jump in 4TH suit if note#11

one level above reverse, single jump in 3rd suit if 4-level or reverse,

double jump in 4th suit, four of opener's minor after new suit rebid,

jump shift by 2D responder to 2C, new suit jump after single M raise,

Slam methods: [11] KCB-0314, 6KCB; Exclusion Blackwood; DOPI; DEPO

Picture jumps in forcing situations; Pass and pull=STR in forcing auction

Supplementary Notes File

Note...1: Two-over-one Responses: 1D-2C and 1M-2x

A 2/1 response is forcing-to-game.

Note...2: Jump shifts (JS)

A simple jump-shift response in one major is GF and shows one suit with minimum 6 cards and maximum 1 loser in the suit.

Note...3: 1m - 2m: (IM)

Opener can: (1) play in 3m by bidding it

(2) bid 2NT, nonforcing (NF)

(3) bid a new suit, then stop in 3m

Note...4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note...5: 1m - 2NT:

Opener's 3m is nonforcing, new suits are forcing.

Note...6: Reverses

After a one-level suit response, opener's reverse is forcing and promises a rebid below game. The partnership will reach at least game unless responder's next bid is two of his original suit and the cheaper of a fourth-suit bid and two notrump (which are initially defined as preludes to a signoff). In the potentially weak sequences opener, if he can't choose a game contract, can force to game artificially by bidding the fourth suit. With less than game-going values, opener can raise responder's rebid suit (suggesting strong two-card support), bid two notrump, or rebid his first suit. Note that when responder has five cards in his major, support for opener's first suit and enough strength for game he should show his support on the second round rather than repeat his major. A jump raise or jump preference by responder is descriptive (concentrated strength) rather than fast arrival. Responder's jump in the fourth suit is a splinter raise of opener's second suit.

Opener's reverse after a one-notrump response is forcing.

Responder's reverse is forcing to game unless he has passed originally, in which case it creates a one-round force.

Note...7: 1m - 1M; 1NT – 2C is check back

Note...8: 1m-1M; 2NT - ?

3C Artificial, check back

1m-1M; 2NT-3D, 3H, 3S.

Note...9: FOURTH SUIT:

A minimum bid of the fourth suit is a strong action and establish a game force except passed hands.

Note...10: 1S-1NT; 2H – are not forcing

Note...11: Slam-bidding Methods, Key-Card Blackwood (KCB) and related issues:

4NT: (a) If an undiscussed but clearly forcing noncompetitive 4NT bid might logically be interpreted as more than one of these alternatives, the priority order of interpretation

is: (1) ace- or key-card-asking convention,

(2) offer of general slam encouragement,

(3) control-showing bid.

(b) If an undiscussed forcing competitive 4NT bid cannot logically be ace- or key-card-asking, it is for general takeout.

In KCB, absent an explicit agreement, the priority order for determining the agreed suit is: the only supported suit; the only shown suit; the most recently shown suit.

When 4NT is KCB, the replies are: 0|3-1|4 [five clubs = 0 or 3 key cards; five diamonds = 1 or 4; five hearts (spades) = 2 without (with) the trump queen].

After a 0|3 or 1|4 reply to KCB, the cheapest forcing bid by the Blackwood bidder is a trump-queen-ask if it is below five of the agreed suit, and the negative reply is a return to the agreed suit.

When 4NT is 6KCB, the replies are similar with trump queen replaced by key queen. 4NT is 6KCB when and

only when two suits have been supported.

After a 0|3 or 1|4 reply to 6KCB, the cheapest bid by the Blackwood bidder below

five of a raised suit is a queen-ask relating to both raised suits,

with replies in steps: one step, no queen; two steps, one queen; three or more steps, two queens.

When 4NT is Blackwood but is neither KCB or 6KCB, or when a bid other than 4NT asks for aces, the replies

are 0|3-1|4 [one step = 0 or 3 aces; two steps = 1 or 4; three steps = 2].

A 5NT bid by the Blackwood (or KCB or 6KCB) bidder confirms partnership possession of all the aces (or of all key cards and the trump queen or key queens or equivalent), invites a grand slam, and asks for specific kings outside the agreed suit (in KCB) or outside the raised suits (in 6KCB).

Voids: A reply to an ace- or key-card-ask above the usual range shows a void:

(a) the cheapest void-showing reply shows 2 [or an EVEN number] aces/key cards plus a void; (b) a higher action indicates one [or an ODD number] ace[s]/key card[s] plus a void and, when possible, indicates the suit of the void.

Exclusion Blackwood (EB): the replies are in steps similar to KCB, but the replier does not count the ace of an excluded suit. The EB interpretation applies to certain jumps that name an excluded suit, and also when a player makes a slam-try, indicates a short suit, receives no encouragement, and then bids 4NT (in which case the short suit is an excluded suit).

Interference:

(a) When there is interference after an ace- or key-card-ask, the replies are:

(1) at low enough levels, DOPI (double or redouble=0 or 0|3, pass=1 or 1|4, cheapest bid = 2 or 2 without the trump queen);

(2) at higher levels, DEPO (double=even, pass=odd).

(b) When there is interference after a Grand-Slam Force, the replies are:

(1) at low enough levels, DOPI (double or redouble substitutes for what would have been the cheapest bid, pass substitutes for what would have been the second-cheapest bid, the cheapest bid substitutes for what would have been the third-cheapest bid, subject to the logic of the auction);

(2) at high enough levels, DEPO (double=even, pass=odd).

(c) When an artificial slam-try (such as a control-bid or a splinter) is doubled, the weakest action by the next player to speak is a return to the agreed suit (or whatever would have been the weakest action without the double).

Kaplan Control Principles: When there is an agreed suit:

(a) After a slam-try by one partner below four of the agreed suit,

(1) a non-signoff bid or redouble by the other is slam-positive and indicates a specific control;

(2) failure to show a control is slam-negative, but does not deny that control.

(b) After a slam-try by one partner above four of the agreed suit, the other must show any biddable control below five of the agreed suit (and doing so carries no implication of overall extra values).

Last Train: Any time there is only one call that indicates slam interest or further slam interest without raising the partnership's level of commitment, it is a Last Train slam-try, unrelated to the strain named (unless followed by an uninvited further action).

Open suit: When one partner has requested that the other bid slam with at least second-round control of a particular suit (the open suit) regardless of the rest of his hand, this scheme is used for replier's actions: with no control in the open suit, pass or return to (usually five of) the agreed suit; with second-round control, bid six of the agreed suit (or 5NT with the guarded king); with first-round control, control-bid in the open suit (or, with first-round or maximum-possible and an as-yet-unshown control in another suit, control-bid in that suit).

Slow arrival: Except where there is a specific agreement to the contrary, when there is a choice between two game-forcing bids in a particular strain, BWS uses slow arrival (a jump is either stronger than a simple bid or it is a picture bid with a specific descriptive meaning).

Note...12: 1M-2NT Continuations

Simple new suit shows shortness.

New-suit jump shows a two-suiter.

3M Strongest rebid, balanced

3NT Medium-strength rebid, balanced

4M Weakest rebid, balanced

Note...13: lebensohl agreements

(2x) - Double - (Pass) - ?

2NT : marionette to 3C,

then, advancer may

(1) pass or bid 3y for lesser hands below opener's suit

(2) bid 3x as a major-suit inquiry with a stopper in opener's suit

(3) /2H opening: 3S is forcing

Non-jump new-suit bid at the three level shows moderate values.

/2H opening: 3S is invitational

Direct CUE is major-suit inquiry without a stopper. Doubler should not bid notrump without full stopper.

Note...14: (WK 2x) - 2NT - (Pass) - ? or (WK 2x) - Pass - (Pass) - 2NT; (Pass) - ?

If 2x is a major: all 3-level bids are TRANSFERS (3S=clubs) - transfer into 3x is Stayman.

If 2x is a minor: 3C is Stayman (no Smolen); 3D/3H are TRANSFERS; 3S shows the other minor.

Note...15: Actions in sandwich position:

Over an opposing opening bid and one-over-one response:

(a) 1NT, natural if not passed;

(b) 2NT shows the unbid suits;

(c) three of responder's suit asks for a stopper in that suit (suggesting a solid suit).

After (1NT) - pass - (2C; Stayman) - ?, double shows clubs, strength unspecified.

After (1NT) - pass - (2-level TRANSFER) - ?: (a) double shows the suit doubled; (b) a bid of the indicated suit is for takeout of that suit.

Note...16: Competitive Bidding Methods

A. After Our 2C Opening

Vs overcall: responder's double is penalty and a pass is forcing. Opener's double of the overcall shows a balanced hand.

After a negative response to two clubs and an overcall,

(a) opener's pass is forcing;

(b) opener's double is for penalty.

B. After Our 1NT Opening

(a) A double of a natural two- or three-level overcall is negative, of a higher bid is for penalty.

(b) Over a two-level overcall: lebensohl [two notrump is a puppet to three clubs and responder's rebid below three of overcaller's suit is nonforcing; a direct bid of three of an underranking suit is forcing] applies, with fast denies stopper for cue-bid and three-notrump direct responses versus responder's rebids following a two-notrump response.

An artificial action is treated as though it had been a natural bid in an anchor suit indicated.

(c) A below-game new-suit jump is forcing.

(d) A redouble of an artificial double is strength-showing.

(e) A double of an artificial bid suggests a penalty double of the escape.

(f) After any penalty suggestion: the opening side is forced to 2NT, below-game new-suit bids are forcing, raises and 2NT are not forcing.

(g) A bid in a suit shown by an artificial defense indicates at least a game-invitation and is forcing to 2NT.

(h) Bids in suits not indicated (although possibly bid) by an artificial action have the same meaning as if the interference had been a natural bid in an indicated suit.

1NT -(pass) - 2C -(double) - ?:

opener should evaluate his club holding and:

bid if especially weak, pass if average, redouble if especially strong).

1NT -(pass) - Transfer -(double) - ?:

opener should (a) superaccept with any of the same hand that would have been suitable without interference; (b) accept the transfer with at least 3-card support; (c) redouble rather than pass with significant length and strength in the suit responder bid.