

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Fairly aggressive partic. when NV-
Responses: 2N resp to M=4 card support, new suit CON but nf.
Reopening: Aggressive – 'transferred K'
INT OVERCALL (2nd/4th, Responses, Reopening)
2 nd position: 15-17 (1X)-1P-(1Y)-INT=18-20, SYST OFF
Responses: as over 1NT opening
Protective position: 11-14 over 1m, 11-16 over 1M,
Responses: as over 1NT opening
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: Non-constructive – can be quite good if partner has passed.
Responses: new suit at 3+ level=F1. Raise = non-constructive
2N: 5-5 lowest 2 suits, weak or very strong-
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Michaels: (1M) – 2M = OM(s)+minor. (1m)-2m=both M's vs short m: (1♣*) - 2♦, 1♦ - 2♦ = both M's
Style: Weak or very strong, Jump cue asks for stop
Responses: 2N shows values, other bids P/C
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong NT: X = 5+m
Weak NT: X = penalty;
2♣ = 4♥ +another suit, 2♦ = 4♠+another suit; 2♥/♠ = NAT 2(X+1)=nf relay, 2N=INV values
2N, 3♣/♦/♥=TFR, wk jump or strong 2 suiter. 3♠=any solid suit
Reopening: : as above except X = 5+m
Passed Hand: as above except X = 5+m
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = takeout up to 4♠; Over weak 2s, Leaping Michaels, suit natural NF, 2NT 15-18 balanced, Double take-out;
Over 2♦ (multi): X = 12-15 bal OR v strong 2♥/♠=natural, Immediate NT bids are natural.
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: X&1N=non-touching, 1X=suit+suit above [Also over strong 2 openers where suit not defined]. vs Polish 1♣: 1D=H or S&m, 1H=S or H&m, 1S=M's or m's
OVER OPPONENTS' TAKE OUT DOUBLE
SYSTEM ON: New suit = forcing; Jumps = pre-emptive; XX = 3-card raise; 2NT = sound raise to 3+M; Raises = pre-emptive, Jump in new suit=Fit + suit

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
Normal	In bid suit		
Suit	4 th , 2 nd if weak suit	4 th , 2 nd if weak suit	
NT	As above	4 th , 2 nd if weak suit	
Subseq	As above	4 th , 2 nd if weak suit	
Other:	102x(x)	xxx in partner's suit if bid	
L E A D S			
Lead	vs. Suit	vs. NT	
Ace	May be AKx	May be AKx	
King	May be AKx or KQJ	May be AKx or KQJ	
Queen	QJX or KQx	QJX or KQx	
Jack	Denies higher H	Denies higher H	
10	Shows 1 or more higher H	Shows 1 or more higher H	
9	Shows T9x(x) or 9x	Shows T9x(x) or 9x	
Hi-x	Doubleton	Doubleton	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Hi-Lo = Even	Hi-Lo = Even	Lo = Encourage
2 nd	Lo = Encourage	Lo = Encourage	Middle=Neutral
3 rd	Suit preference	Suit preference	Suit preference
NT: 1 st	Hi-Lo = Even	Hi-Lo = Smith	Lo = Encourage
2 nd	Suit preference	Lo-Hi=Smith	Hi-Lo = Even
3 rd		Lo=ENC	Suit preference
In Trumps; Hi-Lo = Odd – may be SP			
Lead of A/Q & 1st discard Lo = Encourage			
Smith Peters [Hi-Lo=ENC]			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: may be light with classic shape			
Responses: natural responses			
Reopening: as above			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double to 4♥; 1♣/1♦ - (1♠) - X shows 4+♥;			
Responsive double to 3♠; competitive double; Lightner double; Dble of SPL=lead highest non-trump suit			

WBF Convention Card
Category: RED
NBO (Country): SCOTLAND
Event: European Champs 2010
Players: Mike ASH SCO 12318
Alan R GOODMAN SCO 7629
SYSTEM SUMMARY
June 2010
GENERAL APPROACH AND STYLE:
5 card majors, 1♠ may be 2 in bal hand. 2/1 GF Open light unbalanced. Open balanced 11-hcp NV
2♣ = v strong or wk 2 in ♦, 2♦ = 4-7hcps, 5/6H/S 2♥/♠=7-10hcps, 6 card suit
1♠/♦/♥/♠ - Next bid=Relay-normally denies 5M, Frequent non-penalty doubles
3♣=10-14, 6+ clubs 3D/H/S can be very weak in 1 st posn.
1NT opening: 15-17 (May frequently upgrade good 14)
2 over 1 Response: GF(not passed hand) + 2C/D=Drury(passed);
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
1♠ opener, may have as few as 2 in bal hand
2D is (very) weak single major
2♣ = v strong or wk 2 in ♦, Fit & honour responses to overcalls
SPECIAL FORCING PASS SEQUENCES
After game bid constructively or strength showing raise
After PEN dble of wk NT
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lower of 4th suit or 2NT min way to signoff after 2-level reverse
Psychics:
Very infrequent but can open very light 3rd in hand



Opening	ART	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2	7♥	10-20	1♦ = relay resp – often have 4M. 1♥/♠ = 5 cards 1NT = 8+, 2♣ = GF, 2♦ = INV+, no M, 2♥/♠ = nf 2NT = GF balanced; Fit jump	1NT rebid= 11-13; 2♦ = 18-19 bal 1♣-1M-2♣ = 3 card raise[or 4H&6C]	New suit = NF; Jump shift = fit
1♦		4	7♥	10-20	1♥ = Relay. 1NT = 5+ hearts, 2/3♦ inverted; 2NT = GF balanced; 2♣ = GF, NAT, 2♥/♠ = nf;	1♦-1♥-1N=4 Hearts, 1♦-1N=5+ hearts.	New suit = NF; Jump shift = fit
1♥		5	7♦	10-20	1♠ = Relay. 1NT = 5+ spades, 2NT = 4 card raise 16+; 2♣/♦ = GF, 1♥ - 3♥ = 0-6, 2♠/3♣/♦ 4 card raises 13-15, 10-12, 7-9. 3♠ = splinter; 3N> = voids	1♥-1♠-1N=Bal or 4-5 M's. 1♥-1N=5+spades.	New suit = NF; Jump shift = fit. Drury 2C/D
1♠		5	7♥	10-20	1N=Relay, 2♣/♦/♥ = GF, 1♠-3♠=0-6, 3♣/♦/♥ = 4 card raises, 13-15, 10-12, 7-9. 3N = splinters, 4♣> = voids	1♠-1N-2♣=Bal or 5-4spades & clubs.	New suit = NF; Jump shift = fit. Drury 2C/D
1NT			4♥	15-17 balanced; Hands uprated for long suits, good values, good intermediaries.	2♣ asks about majors; 2♦/♥ = TRFERS, 2♠/NT = ♣/♦; 3X = GF, shortage in X+1	Break m minor TRF without fit	
2♣	Yes	0		V Strong, 22+ balanced or weak two in ♦;	2♦ = P/C 2♥/♠ = NAT but nf, 12+hcps, 6= suit. 2NT = Strong Relay	2♣ - 2♦ - 2♥ is KOKISH, may be 24-25 bal	As for UPH
2♦	Yes	5♥/♠		4-7 hcps, Weak in ♥ or ♠	2♥/♠ = P/C, 2N Strong Relay; 3♥/♠ = P/C, 4♣/♦ = ART	2♦ - 2NT-3♥ = min wk ♥, 3♠ = min wk♠ 3♣/♦ = Max ♥/♠	As for UPH
2♥		6		Good weak two in ♥	2N asks for shortage, 3♣ asks for range & feature	2M-2N-4X=void	As for UPH
2♠		6		Good weak two in ♠	2N asks for shortage, 3♣ asks for range & feature	2M-3C-3N=club feature	As for UPH
2NT		2	4♦	20-21 bal; may have 5M or 6m May have singleton hon.	3♣ asks about majors; 3♦/♥ = TRF, 3♠ TRF; 3N=5-4 in M's. 4X = mst in M(♣/♦)/m(♥/♠)	2N - 3♣ - 3♦ - 3♥ denies 4 hearts.	As for UPH
3♣		6		10-14 hcps, no M	3♦ asks for stops. 4♦ = RKCA,		As for UPH
3♦		6		NAT PRE-EMPT	New suit F1		As for UPH
3♥	Yes	0		NAT PRE-EMPT	New suit F1		As for UPH
3♠	Yes	0		NATPRE-EMPT	New suit F1		As for UPH
3NT	Yes	0		Minor pre-empt	4♣ = P/C, 4♦ asks for shortage;		As for UPH
4♣		7		4 or 4½ losers, no void, strong♥	4♦ = 2 Key cards, 4♠ = 3 KC. After KC's, new suit is suit ask [CAB]		
4♦		7		As above but ♠	4♥ & 4N show KC's		
4♥		7		Pre-empt:	New suit = F1		
4♠		7		Pre-empt:	As above		
4NT	Yes			Ace asking		HIGH LEVEL BIDDING	
5♣		8		Pre-empt	As above	4NT opening: 5♣ = no Ace; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2 A; 6♣ = ♣A; Italian style Cue bids, may be 1 st or 2 nd round; RKCB: 1 st step = 1 or 4; 2 nd step = 0 or 3; 3 rd step = 2 no TQ; 4 th = 2 with TQ; After Q is clarified, next ask is for K & then CAB If response interrupted, Dble/Redble=1 st step response, Pass=Second step;	
5♦		8	As 5♣	As above			
5♥		7	Solid suit lacking AK with no losers outside	Raise per trump holding			
5♠		7	As for 5♥	As above			
5NT							