

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b>
1-level: 8+, often 4 card suit
2-level: More solid, at least 10+
New suit F, jump raise = WEAK, jump Q = F raise
<b>INT OVERCALL</b>
14+-18 in direct seat, 11-14 in balacing seat
System on
Off shape possible
<b>JUMP OVERCALLS</b>
Weak-Intermediate, varying according to VUL,2NT resp = Bargust [note]
Jump to 2NT direct = Unusual, 2 lowest, 5L (4L VUL v NV)
Jump to 3-level: 9-15
Reopen: Intermediate, 2NT = NAT 19-22
<b>DIRECT &amp; JUMP CUE BIDS</b>
Direct Cue:
(1m)-2m = 5/5+MM, 5L (4L VUL)
(1M)-2M = 5oM/5m+, 5L (4L VUL)
Jump Cue: Asking for stopper, normally 7+ cashing suit
<b>VS. NT</b>
Against any NT direct seat: Featherston [A1]
2♣ = 4+♣ & 4+♥, 2♦ = 4+♦ & 4+♠, 2M = Nat, 6+
3m = Nat, 6+, X = 2 touching suits, 4/4+
2NT = 5/6+mm or 5/5+MM & very strong
Reopen:
2♣ = ♥; 2♦ = ♠; 2♥ = ♣; 2♠ = ♦; X = Any 2 suits or 5332 9+
<b>VS. PREEMPTS</b>
X = T/O, NAT overcalls, new suit F, Q = majors oriented
vs Weak Twos:
(2M) - 4m = 5oM/5m+ 5L; 2NT LEB resp to X.
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Whirlwind [A2]: X = BAL/SEMIBAL 13+;
1suit = two touching suits, suit+higher 0-13 OR suit+lower 10-17
1NT = ♥&♣ OR ♠&♦; Jump bids NAT and weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit 1-level F, 2-level NF;
Jump to 2-level = WEAK, Jump to 3-level = FIT JUMP
2NT = Limit Raise (over m + M), XX = 10+ implies no fit.
Other:
1♠-(X)-XX = any hand 0 or 1 ♠,
P-(P)-1M-(X)-XX = any hand 0 or 1 in M EXCEPT Weak 6+♠.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd from bad suit, LOW from H	Same	
Notrump	HI from bad suit, LO = ENC	Same	
Subsequent	Low = ENC & S/P	Same	
Other: HI from xx, MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKQx(+), AKJT(+)	
King	AKx(+), AK, KQ(+)	KQJ(+), AKJx(+)	KQT(+),
Queen	QJx(+), KQx(+)	QJT(+), KQT(+)	QJ9x(+),
Jack	JTx(+)	HJTx(+), JTx(+)	
10	T9x(+), Tx	HT9x(+), T9x(+)	
9	9x, 9	9x	
Hi-X	Xx, xXx(+)	Xx, xXx(+), Xxx(+)	
Lo-X	Hx(+)	Hxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	COUNT	COUNT	COUNT,
2 Suit	S/P	S/P	
3			
1	COUNT	HI=ENC lead	our COUNT
2 NT	S/P	COUNT	S/P
3		S/P	
Signals: HI = EVEN or ENC, Smith Echo in NT, Trump Echo			
First discard: HI = EVEN or S/P & DISC;			
Lead A for S/P, K for COUNT, surround QJT leads			
DOUBLES			
TAKEOUT DOUBLES			
Min offshape possible, Equal Level Conversion [A3]			
Responses:			
1x = 0-11 4c supp, 2x = 0-11 5+c supp;			
Q = F up to suit agreement;			
Single raise by T/O doubler does not promise extras.			
MISCELLANEOUS DOUBLES/REDOUBLES			
Most doubles are T/O. [A4]			
Negative double thru ALL			
Responsive double, Maximal double			
Card showing			
Anti-Lead Directional doubles			
Two fast loser showing doubles			

<b>WBF CONVENTION CARD</b>
<b>CATEGORY:</b> Green
<b>NCBO:</b> CBAI
<b>EVENT:</b> European Youth Pairs
<b>PLAYERS:</b> Stephen Barr and Michael Donnelly
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Pressure 2/1
7L 14+-17 1NT opening
1♥ = 4+ in all seats, 1♠ = 5+ 1st/2nd
Light initial action: may open 7 losers w/ 8+HCP
Two Over One: Game Forcing
Forcing Openings:
2♣ = Any GF or 23+BAL, 4♣/4♦ = ♥/♠
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Intermediate 3 and 4 level openings in 1st/2nd:
3x = 9-15, 6+ suit with 2 of top 3 honours,
no more than 1 outside suit stopped
6L ( 5L VUL vs NV ).
At 4 level; 5L (4L VUL vs NV).
<b>SPECIAL FORCING PASS SEQUENCES</b>
When a GF has been established
When game has been constructively bid
<b>IMPORTANT NOTES</b>
May open light (8+) with 7L
Aggressive initial actions, pass then bid implies strength
Light responses; respond with K or 2Q's or better
Transfer LEB in some situations
Equal Level Negative Freebids
Against two suited bids: higher Q bid shows higher suit
Third seat openings may be light
<b>PSYCHICS:</b> Possible opening/response to PRE-EMPT

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	All	NF 8+HCP, 4+ unbal or 11-14/18-20 BAL	1♦ = NAT or 3-7 BAL, 1♥/♠ = 4+ maybe longer ♦, 1NT = 7-10 BAL	NAT, 1NT = 11-14, 2NT = 18-19(20)	
					2♣ = 6-9, 3♣ = F, strong; WJS [note], SPL, 4♣/♦ = TRF to ♥/♠		
1♦		4	All	8+HCP, 4+, 11-14/18-20 if BAL	NAT, 1NT = 4-11 F, 2♦ = 6-9, 2NT = 13-15 F, 3♦ = F, strong; WJS, SPL	1♦-1♥/♠- 1NT = 11-14, 2C = ART [A6], 2x = NAT, 2NT = 18-19(20) BAL	
1♥		4	All	8+HCP, 4+ in all seats, may have longer ♦	1♠ NAT, 1NT = 4-11 F, 2/1 NAT GF, 2NT = GF 4+ supp	1NT = 11-14/18-19 then 2C = STAY	Odd/Even Drury: 2♣ = Lim+ 3/5, 2♦ = Lim+ 4/6
					2♥ = 4+ supp, 6-10, 3♥ = 4+ supp, 10-12 INV SPL, 3♣/♦ = FIT JUMP		
1♠		(4)5	All	8+HCP, 5+ in 1st/2nd, may be 4 in 3rd/4th	1NT = 4-11 F, 2/1 = GF, 2♠ = 6-10 3+ supp, 2NT = GF w/ 4+supp,		Odd/Even Drury: 2♣ = Lim+ 3/5, 2♦ = Lim+ 4/6
					3♠/♦ = FIT JUMP, 3♠ = 10-12 4+supp INV, SPL		
1NT				14+-17, freq. 5 card M, 6cm or singleton possible (but rare)	2♣ = STAY, 2♦/♥ = TRF, deny other M, 2♠ = MSS or ♦ weak, 2NT = Weak ♣/4x1/others [A7]	1NT-2♣-2♦-3M = 5+oM does not promise 5/4MM	Negative Doubles, Transfer LEB
					3♠/♦ = 6+ INV, 3♥/♠ = 6+ SlamTry, 4♦/♥ TRF 4♣ = 5/5+mm SlamTry, 4♠ = 23(44) Quantitive, 4NT = 33(43) Quantitive.		
2♣	X			23+BAL or any GF (16+ L/T 4L)	2♦ = Waiting 3+HCP; 2♥ = Double NEG 0-2HCP, 2♠ = 5/5mm+ 0-2HCP		X = GF, Pass = Neg or Trap Pass
					2NT = A or K in 3 suits, 3♣ = 5+♣/5+M, 0-2HCP, 3♦ = AK in same suit		
2♦		(5)6		5-11HCP, 2/3 honours in 1st/2nd seat	2♥/♠ = NF, 2NT = F, 3♣ = ASKS 4cM, GF		
2♥		(5)6		5-11HCP, 2/3 honours in 1st/2nd seat	New suit F, 2NT = F feature ask		Bargust 2NT over 3rd/4th opening
2♠		6		5-11HCP, 2/3 honours in 1st/2nd seat	New suit F, 2NT = F feature ask		Bargust 2NT over 3rd/4th opening
2NT				19+-22 5L	3♣ = STAY, 3♦/♥ = TRF, 3♠ = 5+m SlamTry, 4♠ = 5/5+mm SlamTry		
3x		7		9-15HCP, 6+ 2/3 top honours, not more than 1 outside suits stopped. 6L ( 5L VUL vs NV )	New suit F		
3NT				23-26HCP, 4432 or 4333 no 4cM	4♣ = 5/5+MM, 4♦/♥ = TRF, 4♠ = 23(44) Quantitive, 4NT = 33(43) Quantitive		
4♣	X			TRF to 4♥, same as 4♥ opening			
4♦	X			TRF to 4♠, same as 4♠ opening			
4♥		7		9-15HCP, 7+ 2/3 top honours w/ A or K, not more than 1 outside suits stopped 5L (4L VUL vs NV)	4♠ = To Play, 4NT = RKCB		
4♠		7		As above	4NT = RKCB		
4NT	X			6/6+ minors	5♥ = 1430KC♣, 5♠ = 1430KC♦		
5m		8		8/9+, very distributional			
5M		8		Advance PRE-EMPT			

### Note A1: Defence Against 1NT

Two suited bids show at least 4/4+

DBL = Two touching suits: ♣&♦ OR ♦&♥ OR ♥&♠ OR ♠&♣  
Resp: New suit NF, 3+. Partner may pass for penalties.

2♣ = ♣ & ♥

2♦ = ♦ & ♠

Resp: Raises are To Play; New Suit = Constructive, NF

2♥ = NAT, 6+♥

2♠ = NAT, 6+♠

2<sub>NT</sub> = 5/6+mm any strength OR 5+/5+MM very strong

3♣ = NAT, 6+♣

3♦ = NAT, 6+♦

### Note A2: Defence against strong club

Used against any forcing 1♣ opening or 1♣ = 2+ in a Weak NT system

Non jump bids are two suited w/ suit bid and either the higher/lower touching suits

Two suited bids show 4+/4+ if weak variant, 5+/4+ is strong variant

1NT shows non touching suits, jump bids are weak and one suited

DBL = 13+ semibalanced or balanced

(1♣) - 1♦ = ♦ & ♥ w/ L/T 13pts OR ♣ & ♦ w/ 10-17pts

(1♣) - 1♥ = ♥ & ♠ w/ L/T 13pts OR ♦ & ♥ w/ 10-17pts

(1♣) - 1♠ = ♠ & ♣ w/ L/T 13pts OR ♥ & ♠ w/ 10-17pts

(1♣) - 2♣ = ♣ & ♦ w/ L/T 13pts OR ♣ & ♠ w/ 10-17pts

(1♣) - 1<sub>NT</sub> = ♥ & ♣ OR ♠ & ♦

(1♣) - 2♦+and higher = NAT and PRE-EMPTIVE

(1♣) - 2<sub>NT</sub> = Two suited, VERY unbalanced, lower ranked suit is at least 6 cards

### Note A3: Equal Level Conversion

Converting partner's response to a take out double at the same level does not promise extras.  
This applies ONLY when the two remaining unbid suits are both at the same level.

Convert ♣/♦ to ♥ at same level = ♥ + ♠ not promising extras

Convert ♣ to ♦ at same level = ♦ + unbid major not promising extras

#### Note A4: Competitive Doubles

Doubles are assumed to be take out unless clearly penalty

In unclear situations. our general agreement in competitive auctions is that BIDDING = shape & DBL = strength

**Negative doubles** up to 7♥; negative doubles may be one suited

**Responsive double;** (1x) - DBL - (2x) - DBL = 4+/4+ in the other rank

May also apply in other auctions opponents have bid and raised

**Maximal overcall double;** when we have opened 1M and raised to 2M, and opponents compete and raise, X = invitational raise  
e.g 1M - (1/2x) - 2M - (2/3x) - DBL = INV, 3M = sign off

**Two fast losers;** when we have agreed a suit and are in a GF auction, double of the opponents suit shows two quick losers in the suit

#### Note A5: Bargust

2<sub>NT</sub> ART asking bid:

2♥ - 2<sub>NT</sub> -

3♣ = Good Suit

3♦ = Good points/good hand

3♥ = MIN/bad hand

2♠ - 2<sub>NT</sub> -

3♣ = Good Suit

3♦ = Good points/good hand

3♥ = Good Suit + Good Points

3♠ = MIN/bad hand

Applies in response to a 3rd/4th seat Weak Two opening or a Weak Jump Shift and possibly others

### Note A6:

1♦ - 1♥/1♠

2♣ = ART asking bid:

2♦ = MIN w/ 2+♦

2M = MIN w/ 0-1♦

2oM = NAT FG (unbid major)

2<sub>NT</sub> = NAT FG

1♦ - 1♥

2♣ - 2♥

2<sub>NT</sub> = Asking:

3♣ = NAT

3♦ = Void

3♥ = NAT

3♠ = 4♠ & 5♥

### Note A7:

1<sub>NT</sub> - 2<sub>NT</sub> = ♣ sign off or others:

3♣ -

PASS = Sign off ♣

3♦ = 4144 singleton ♦

3♥ = 4414 singleton ♥

3♠ = 4441 singleton ♠

3<sub>NT</sub> = 1444 singleton ♣

4♣ = 1430KC for ♣

4♦ = 1430KC for ♦

4♥/♠ = To Play from responder's side

4<sub>NT</sub> = 1444, singleton ♣ too good for 3<sub>NT</sub>

### Note A8:

1<sub>NT</sub> - 2♣

2♦ - 3♥/♠ = 5 in oM and FG (does not promise both majors)

### Note B9: Carding

When we decide to show count, HI = EVEN

We generally default to showing count or suit preference depending on the situation; in general we do not show attitude

First discard is generally DISC and showing COUNT or S/P

Opening lead of ACE asks for S/P

Opening lead of KING asks for COUNT

### Note B10: Other Signals

**Smith Echo:** Against NT, HI in declarer's first played suit by either playing is ENC our opening lead

**Trump Echo:** HI-LO in the trump suit implies the ability to ruff