

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 8+, Solid in direct seat, aggressive otherwise, 4 card suits are possible
2-level: Solid 10+ direct, aggressive (6+) otherwise
New suit below Q = F, jump raise = WEAK, jump Q = F raise
1NT OVERCALL
14+-18 in direct seat, 10-14 in balacing seat, System on
Off shape possible
JUMP OVERCALLS
Jump to 2 level = 5+ suit 0-12HCP,2NT resp = Bargust [note]
Jump to 2NT direct = Unusual, 2 lowest, 5L (4L VUL v NV)
Jump to 3-level: SOLID 9-15HCP, like 3 opening
Reopen: Intermediate, 2NT = NAT 19-22
DIRECT & JUMP CUE BIDS
Direct Cue:
(1m)-2m = 5/5+MM, 5L (4L VUL), Strong
(1M)-2M = 5oM/5m+, 5L (4L VUL), Strong
Jump Cue: Asking for stopper, normally 7+ cashing suit
VS. NT
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+
VS. PREEMPTS
X = T/O, NAT overcalls, new suit F, Q = majors oriented,
Over 3♣: 3♦ = T/O L/T 13HCP, X = T/O 14+
vs Weak Twos:
(2M) - 4m = 5oM/5m+ 5L; 2NT LEB resp to X.
VS. ARTIFICIAL STRONG OPENINGS
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
OVER OPPONENTS' TAKEOUT DOUBLE
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	LO = ENC	Same	
Notrump	LO = ENC	Same	
Subsequent	LO = ENC & S/P	Same	
Other: HI from xx, MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKQx(+), AKJT(+)	
King	AKx(+), AK, KQ(+)	KQJ(+), KQT(+), AKJx(+)	
Queen	QJx(+), KQx(+)	QJT(+), QJ9x(+), KQT(+)	
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=EVEN	COUNT
2 NT	S/P	COUNT	S/P
3		S/P	
Signals: HI = EVEN			
First discard: HI = EVEN or S/P & DISC; H discard ENC			
Lead A for S/P, K for COUNT, surround QJT leads ask for UN-BLOCK			
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			
DBL = two fast losers in GF auctions			

WBF CONVENTION CARD
CATEGORY: Green
NCBO: CBAI
EVENT: Junior Camrose 2019
PLAYERS: Michael Donnelly and Nathan Doyle
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Pressure 2/1, Natural Style
7L 14+-17 1NT opening (6cm/singleton possible)
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♦ = ♥/♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak Two openings 2♦, 2♥ and 2♠
Intermediate 3 level openings in 1st/2nd: 3x = 9-15HCP, 6+ suit with 2 of top 3 honours, no more than 1 outside suit stopped, 6L (5L VUL vs NV).
Over we/your 1♣/1♦ opening: 4♣ = TRF to 4♥, 4♦ = 4♠
Over opps 1M opening: 4♣ = ♣ + oM, 4♦ = TRF to oM
SPECIAL FORCING PASS SEQUENCES
When a GF has been established
When game has been constructively bid
IMPORTANT NOTES
May open light (8+) with 7L, light responses possible, third seat openings may be light, pass then bid could have up to 13HCP
Opening 1♥ may be 4♥5m with L/T reverse strength
3rd/4th Seat Opening 1♠ may be 4♠5x with L/T reverse strength
Equal Level Negative Freebids
Against two suited bids: higher Q bid shows higher suit
PSYCHICS: RARE but POSSIBLE.
Past psychics have included: 3rd seat opening, response to PRE-EMPT

HIGH LEVEL BIDDING
1430 RKCB & Queen ask, Minorwood, Jump to 5 = voidwood 0314
5NT = specific king ask. Jump to 5NT = Pick a slam
R0P1, D0P1
Cue bid A/K/shortness, A/KQ/shortness by respd.
Lightner doubles

Note A1: Defence Against 1NT

Two suited bids show at least 4/4+

DBL = 10+, Two touching suits: ♣&♦ OR ♦&♥ OR ♥&♠ OR ♠&♣
Resp: New suit NF, 3+. Partner may pass for penalties.

2♣ = ♣ & ♥, 9+HCP

2♦ = ♦ & ♠, any strength

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

2♥ = NAT, 6+♥, any strength

2♠ = NAT, 6+♠, any strength

2_{NT} = 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_{NT} = ♥ & ♣ OR ♠ & ♦

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

(1♣) - 2_{NT} = 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_{NT} ART asking bid:

2♥ - 2_{NT} -

3♣ = Good Suit

3♦ = Good points/good hand

3♥ = MIN/bad hand

2♠ - 2_{NT} -

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_{NT} = NAT FG

1♦ - 1♥

2♣ - 2♥

2_{NT} = Asking:

3♣ = NAT

3♦ = Void

3♥ = NAT

3♠ = 4♠ & 5♥

Note A7:

1_{NT} - 2_{NT} = ♣ sign off or others:

3♣ -

PASS = Sign off ♣

3♦ = 4144 singleton ♦

3♥ = 4414 singleton ♥

3♠ = 4441 singleton ♠

3_{NT} = 1444 singleton ♣

4♣ = 1430KC for ♣

4♦ = 1430KC for ♦

4♥/♠ = To Play from responder's side

4_{NT} = 1444, singleton ♣ too good for 3_{NT}

Note A8:

1_{NT} - 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