

DEFENSIVE & COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
<b>Style:</b> Wide range , may be 4- card suit
<b>Responses:</b> TRF advances by 4 <sup>th</sup> hand /Neg DBL by 3 <sup>rd</sup> hand
Jump raise = 4-card support wide support;
Jump cue = distributional limit raise; New Suit NF constructive
Jump in new suit = F1 by UPH, FIT-showing by PH
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)</b>
<b>2<sup>nd</sup> Position:</b> 15-18; After PEN DBL: NAT; RDBL 1 minor Sys on
<b>Responses:</b> As over INT OPENING;
<b>4<sup>th</sup> Position:</b> INT = 11-17
<b>Responses:</b> STAY size as, TRFs unless INT is doubled
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Style:</b> WK, NV; Intermediate VUL
<b>Responses:</b> 2NT F1
<b>2-suited:</b> Vs Openng 1♦ (2+): 2♥ overcall = both majors Vs Opening NAT 1♣ : 2♦ = both majors
<b>Reopening:</b> 2NT = 18-20, System on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
<b>Style:</b> (1M)-2M = OM + either m;
(1♣ NAT or 1♦2+) - 2m = NAT; against 2+1♦ 3♦ = big both M
(1♣)-3♣ = NAT; (1M)-3M asks stopper; (1♦) 3♦ NAT if 2♦ M's
<b>Reopening:</b> Same but may be weaker
<b>Vs. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Vs. Both:</b> DBL= PEN, 2♣ = strong, 1 Major; 2♦ = both Majors 2♥/2♠ = limited NAT;
<b>By PH:</b> DBL = 1 minor; Versus weak NT (bottom =>13) after PEN DBL forced through 2♦ first DBL by either hand T.O.
<b>Vs PREEMPTS</b>
T/O DBL: generally shape oriented; at high level = values (4♣)
CUE: /Major = good 1-suiter, asks stopper; /m = Majors
<b>2M:</b> 2NT (15-18): then 3♣ relay 3♦ and 3♦ invite in other MAJ
4♣=OM+♣, 4♦=OM+♦ two suited overcall
/3NT: 4♣ asks, 4R = TRF
(3m)-P-(3NT)-4♣ = a major plus unbid minor 4♦ both majors
<b>Vs ARTIFICIAL STRONG OPENINGS</b>
Vs STR 1♣ & 1♠-1♦: DBL= both M ; 1NT = both m;
RESP to O/C: 1NT= good, 3 trump; 2NT= good, 4 trump
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT=L/R+ 3N FR); 1M-(DBL)-3M = 4 <sup>+</sup> trumps, Transfers after 1M-(DBL)

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
	Lead	In Partner's Suit		
Suit	4th	4th		
NT	4th	4 <sup>th</sup> , low or Hi from xxx		
Subs.	Same as above			
*may lead 2nd from xxxx;				
<b>LEADS</b>				
Lead	Vs Suit	Vs NT		
Ace	A, Ax, Ax(x), AK	Asks unblock or count		
King	AKx(x) KQx, KQ(J/10)(x)	King asks ATT; not v. Long suit auctions		
Queen	QJ, QJx(x); AKQ(x)	QJx, Qx; KQ109,		
Jack	J10(x), (K)J10(x)	(A/K)J10(x), Jx		
10	109(x), H109(x)	109x, H109x		
9	98x or shortness	98(x), H 98(x), 9x,		
Hi-x	Shortness (xxx)	Xx, XXx, xXxx		
Lo-x	4th best or short	xXxX(x), XXX		
*A for ATT, K for count 5 level and higher				
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	Partner's Lead	Declarer's lead	Discarding	
Suit	1 <sup>st</sup>	Hi = ENCRG	Hi/Lo = E	Hi = ENCRG
	2 <sup>nd</sup>	Hi/Lo = E	S/P	Hi/Lo = E
	3 <sup>rd</sup>	S/P		S/P
NT	1 <sup>st</sup>	Same as suit	Hi/Low = E	Same as suit
	2 <sup>nd</sup>		Smith	
	3 <sup>rd</sup>		S/P	
<b>Signals (including trump):</b> Trumps: Hi-Lo = Odd or S/P SMITH SIGNAL vs NT; 3rd hand may return any card				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style, Responses; Reopening)</b>				
<b>Style:</b> Light T/O DBL based on shape				
<b>Responses:</b> T/O DBLer may correct 2♣ to 2♦ w/o extras				
<b>Reopening:</b> 9 <sup>+</sup> with SPL or extra HCP, any DBL by preemptor = lead or defensive hand				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE)-DBLS</b>				
NEG DBL THRU 4♠; (3 level jump F1 over neg X)				
1♣-(1♥)-DBL shows 4♠; 1m-(1♠)-DBL: 4 <sup>+</sup> ♥, 6 <sup>+</sup> HCP				
RESP DBL thru 4♥: Useful values; Maximal overcall DBL				
Support DBL of 1♠ only; 4th suit DBL				
After 2-suited O/C, DBL= F 2N; NEG X of Unusual 2NT				
Pass then PEN DBL = PEN DBL				
Competitive DBL if opponent's raised suits.				

# WBF Convention Card



**Category:** Natural – GREEN

**NCBO:** USBF

**Event:** Mind Sports Olympics (“Olympiad”)

**Players:** Chris COMPTON – Robert HAMMAN

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
5-card Majors ( 4-card majors 3/4th seat)
1♣ may be 2 only with 4-4-3-2
1♦ = 4+
Light TRF responses to 1♣
We do not like to signal on defense; may be random
<b>1NT Opening:</b> 14+-17
<b>2 over 1: RESP not GF</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>OPENINGS:</b>
2♦: Flannery 4♠ / 5(6) ♥ 11-16 HCP
3NT: solid Major 8+ tricks
<b>RESPONSES &amp; REBIDS:</b>
TRF responses to 1♣ opening: 1♦ = 4+♥; 1♥ = 4+♠; 1♠ = ♦ or single ♣ raise; 1NT= NAT; 2♣ GF ♦; 2♦ Limit Raise ♣ 2♠ = GF diamonds ; 2♥ Bal GF♣; 2♠=Unbalanced GF ♣
1M-(P) -2♣: ART, (1) 3M , L/R, ♣short possible (2) NAT, INV+, (3) NAT FG 2NT but 2M-4-4-3♣ possible
<b>COMP:</b>
1♣ - (DBL) – 2N limit Raise plus
FIT JUMPS by PH and single jumps over takeout doubles except P 1M P 3♣ NAT
TRFS after 1♥- (2♥) : 2♠ = ♣, 3♠=♦, 3♦ = Limit raise
No TRFs after 1♠- (2♠)
TRF after 1M (X) suit, or lead plus fit
<b>DEFENSIVE:</b>
Vs Openng 1♦ (2+): 2♥ overcall = both majors; 3♦ big both Majors
Vs Opening 1♣ NAT: 2♦ overcall = both majors
<b>SPECIAL FORCING PASS SEQUENCES</b>
3NT= F raise after 1M - (DBL) or 1M(2M) or 1M(2NT)
High level com(4♣): P = asks DBL, DBL asks bid
Direct bid = weaker, P then pull = strong;
1♠(2♥)3♥ GF(4♥) 4♣ control; pass neutral; DBL Slam?
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>PSYCHICS:</b> RARE; 3rd seat openers may be lead-directing

				1-Aug-07			
OPENING	TICK IF ARTIFICIAL	MIN.# OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4♠	longest suit with 11-21 unbal <b>OR</b> BAL outside NT	Transfer responses 1NT = 6-10; 2NT = FG, BAL	1♣-1R-1NT = 12-14; Now two way checkback UPH,	<b>PH:</b> FIT jumps (5-4 <sup>+</sup> , values) New minor forcing BPH
				range (11-13 or 17-19)	1♣=4+♥ could have longer ♦	1♣-1♦-1♥=4♠; 1♣-1♥-1♠=4♥ or 3card ♠ raise	
				BAL hands open 1♣ w/o	1♥=4+♠ could have longer ♦	1♣ 1♦ 1♠ 3♥ or 6+♠	<b>In COMP:</b> /TO DBL single jump= FIT
				5 -card Major or 4+ ♦	1♠=limited minor suit hand; 2♣ GF♦ or 11-12 Bal; 2♦ Limit Raise; 2♥ GF ♣ Bal; 2♣ GF ♠ unbal	1♣ 1♠ 1N F1 could be short ♦ 11-16	
1♦		4	4♠	4+♦	1NT= 6-10; 2♣ = NAT no secondary ♦'s	1♦ 1♥ 1♠ 3♣ = GF in ♥ or Strong GF 4+♠	
					3♣ = both minors, GF, 5+♠ 4+♦		
1♥		5	4♠	11-21, equal or longest suit May be 4M in 3 <sup>rd</sup> /4 <sup>th</sup>	1NT= Semi F (0-11); 2♣=ART* 2♠ = GF, 5+♠/3+♥; or Strong Jump shift♠	1♥ 1♠ 2♦: 3♦ = 4 <sup>th</sup> suit; 3♥=INV+ ♠;	<b>4 card majors in 3/4<sup>th</sup> seat; PH RESPS:</b> Jump Shifts = FIT; but 3♣=NAT TWO WAY DRURY: 2♣=♦ only or 4M,
					2NT = FG NAT BAL exactly 3♥	3♠ =Black two-suiter, GF	2♦ = 3 trump DRURY
					3♣ =GF 4+ Raise; 3♦ limit;3♥ mixed		<b>In COMP:</b>
					3♠/3N/4C♣VOID ♠/♦/♣ respectively		
1♥/1♠				Over both 1♥ and 1♠ opener	*1M-(P) -2♣: ART, (1) 3M , L/R, (2) NAT, FG or INV [2♣ / 3♣], (3) NAT FG 2NT but 2M-4-4-3♣ possible		TRF after 1M (DBL): raise w/lead or NAT; i3N FR; in comp jump raise limit; cue = GF; Fit jumps but 3♣ jump NAT
1♠		5	4♥		2N = GF, NAT, BAL exactly 3♠	1♠ -1NT-2NT: TRFs	see 1♥
					3♣ =GF, 4+ Raise; 3♦ = GF long ♥		
					3♥ = limit raise		
					3♠ = mixed; 3N/4♠/4♦ =Void ♠/♦/♥ resp.		
1NT				5- card M & 6 card m possible	2NT asks 5M; 3♣->3♦; 3♦ = ♠+♦ GF ; 3♥>5♠GF; 3♠=>4♥ 4♠ = Gerber 4♦, 4♥ = Transfers	1NT-2♣-2x-3m =F; 4♣/4♦ S.A. Texas 2 <sup>nd</sup> round TRF after 1N-2R SPL after TRF to m	1NT-(2x)-2NT->3♣ On follow-up: cue = 4OM; OM=cue 1NT-(2M): 3♣-3♥ = TRF On follow-up ;OM cue = 4OM;OM=cue /PEN DBL RDBL 1 m; system on
2♣	√	0		22 <sup>+</sup> HCP or 9 <sup>+</sup> winners	2♦ Waiting 2♣-2♦-2M-3M-3N strong noise;4x NAT	2♣-2♦-2♥ = NAT or 24 <sup>+</sup> BAL, forces 2♠ 2♣-2♦-2♠-3♣ = 2 <sup>nd</sup> NEG; 2♣-2♦-3♣-3♦ = 2 <sup>nd</sup> NEG	2♣-(X)P=NEG, RDBL cards,2♦/2♥ TRF 2♣-(2♦ or higher) X=cards; P=NEU or PEN 2♣-(X) -P-P RDBL PEN
2♦	√			11-16, 4♠ / 5(6) ♥	2M = NF; 3M = FG 2NT = INV +	4♣/2♦ = slam try ♥ short ♠ 4♦/2♠ = slam try ♠ short ♥	
2♥		5		Weak	2NT asks; 3♣ shows side suit; 3♦ = bad hand Bad suit or good hand good suit	3♥ = Good suit bad hand; 3♠= Bad suit Good hand	One under TRF or dead direct/2M (X)
2♠		5		Weak	Same as 2♥	<b>HIGH LEVEL BIDDING</b>	
2NT			3♠	20-21 (22) BAL	STAY; 3♦, 3♥, 3♠ minors, 4♠,4♦, 4♥ = TRF	SPL;; LAST TRAIN;	
3x		6		4-7 tricks Aggressive NV vs Vul	New suits F; 3♠-3♦, 3x-4♣ ART asks	RKCB; KICKBACK; hand which signs-off may not RKC next ; DOP1; DEPO from 1 under 5 our suit; ; GERBER; 5NT: Usually pick a slam (GSF if trumps set);	
3NT	x			4M PRE solid 8 -9 tricks	4♣ asks one under; 4♦ mild slam;4♥ p/c	Unfav vul versus 5 level preempt raise P asks DBL; then pull 2 places; DBL asks bid	
4♣				Natural preempt		Jump to 5 of new suit = void, asks for KCs	
4♦				Natural preempt		<b>COMP:</b> LIGHTNER DBL; PASS then pull is strong, shaped	

4M		7	Can be light		In non-forcing auction at 4 level, 4N for flexible take-out.
4N			Straight Blackwood		