DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
X = shortage or strength, overcalls can be wide ranging at 1 level
responses to non passed hand forcing
overcalls at 2 level generally solid
Reopening X = shortage or strength, overcalls wide ranging at 1 level
Note INT reopening = 11-14 does not promise a stopper

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
INT - 15-18 with system on
INT - reopening 11-14 with system on (does not promise a stopper)

JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls - usually 6 cards (if 5 lead directing)
Unusal -2NT 5-5+ in lower unbid suits (either weak or strong)

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct Cue = ♠ and another 5-5+, or over 1♠ = ♥ and a minor 5-5+
(either weak or strong)
Jump cue ask for stopper

VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = ♣+♦, 2♦= ♥+♠ over all NT ranges
Over strong NT X = one suit, 2♥ = ♥ and minor, 2♠ = ♠ and minor
Over weak NT X = penalties, 2♥,2♠ = natural

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
X = takeout
Cue bids = 2 suits
Jumps are good hands
3NT is to play

VS. ARTIFICIAL STRONG OPENINGS
Over strong 1♣ - X= majors, INT = minors
Over strong 2♣ X = spades another 5-5+

OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10 + no other bid
2 of lower suit natural non-forcing
fitshowing jumps

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th from honour, overleads	3/4 from honour,
NT	4th from honour, 2nd from 4 small	3/4 from honour
Subseq	ATT	ATT

From XXX in partner suit, we lead top if supported or bottom if not supported

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Overlead (attitude from partner)	Overlead (attitutde from partner)
King	Overlead (count/attitude)	Overlead (count/attitude)
Queen	Overlead (attitude)	Overlead (attitude)
Jack	Overlead	Overlead
10	Overlead	Overlead
9	Overlead or high from 2	Overlead or high from2
Hi-x	lead high	lead high
Lo-x	lead high card	lead high card

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	reverse attitude	reverse count	Odd enourage (first)
	2	reverse count	Rev count/ suit pref	Reverse count
	3			
NT	1	Reverse attitude/count	Reverse count	Odd enourage (first)
	2	Reverse count	Rev count/suit pref	Reverse Count
	3			

General reverse attitude and count.
First discard - odd encourage, even suit pref, then reverse count
Do not always give count, some suit preference when following low

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)
Can be light with shape and opposite passed hand.
Jump responses show playing strength
Cue bid over X is forcing (usually at least game invite)

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
2♥ (x) XX = values for 2NT
XX of 2 suiter overcall = own suit
X after we pre-empt are for penalties
X low level overcalls are for takeout

WBF Convention Card

♠ ♥ ♦ ♣

Category: OPEN
NCBO: Australia EVENT: Mind Games 2008
PLAYERS: Ian Thomson
Richard Brightling

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Standard 5 card Majors strong NT (15-18)
Open 1♣ when 3-3 in minors
Open 1♦ when 4-4 in minors
We can open light with distribution
We can pass with some balance 11 HCP hands
Longest suit first
2 over 1 forcing to 2NT or 3 of suit
4th suit forcing to game. Blackout over a reverse by opener
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♥ = 4+♥ and 4+♠ 6-10/11 pts
2♦ = weak 6 card major 6-10pts

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lenbensohl over interference over INT and opening weak 2 (slow)

PSYCHICS: occassional

OPENING	TICK IF ARTIF	MIN NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	better minor, if 3-3 open 1♣	Natural at one level, INT =6-11, 2♦ = limit raise in ♣	Jump rebid new suit by opener is a splinter 5+ controls (from 13)	2NT = best raise
					2♥,♠ weak 6 cards 4-7pts, 2NT strong raise, 3NT bal 13-15	Over 2NT then 3NT = balanced min - 3 new suit shortage - 3♣ waiting	fit showing jumps
1♦		3	4♠	better minor if 4-4 open 1♦	Natural at one level, INT =6-11, 3♣ = limit raise in ♦	Jump rebid new suit by opener is a splinter 5+ controls (from 13)	2NT = best raise
					2♥,♠ weak 6 cards 4-7pts, 2NT strong raise, 3NT bal 13-15	Over 2NT then 3NT = balanced min - 3 new suit shortage - 3♣ waiting	fit showing jumps
1♥		5(4)	4♠	Natural, can be 4 in 3rd and 4th	2♠ =limit 3 card raise,3♣= limit 4 card raise, 3♦=4 card raise	Jump rebid new suit by opener is a splinter 5+ controls (from 13)	2NT = best raise
					7-9 pts, 3♥= 4 card weak, 2NT strong raise,	Over 2NT then 3NT = balanced 14-16, 3 new suit = shortage, 4 of new suit = good 5-5	fit showing jumps
					3NT=13-15 bal raise, INT=6-11pts	Over INT - 2♣,♦ can be 3 cards if 15-16 balanced	
1♠		5(4)	4♠	Natural, can be 4 in 3rd and 4th	as above except 3♥ = 3 card limit raise	as over 1♥ openings	2NT = best raise, fit showing jumps
1 NT				15-18 pts	2♣ stayman, 2♦ = ♥, 2♥=♠, 2♠=♣,2NT=♦	step over minor transfer = super accept . INT,2♣,2♦ (no major) then 2♠ art force	
					3 of suit - natural and slamish	3NT over 3 of suit neg, other keycard response.	
						Over major transfer 3 of suit = 4 card min, other = max with weakness	
2♣	✓	0	4♠	strong GF or 23 + bal	2♦ = 0-3 or 10+, 2♥ = 4-6, 2♠ = 7-9 bal or no good suit	Opener may accept transfer or bid their suit	
					2NT,3♣,♦,♥ = 7-9 transfer to next suit Q10xxx or better		
						2♠-2♦-2♥ = gameforce -may not be ♥	
2♦	✓	0	4♠	6 ♥ or 6♠ - 6-10 pts	2NT = suit and strength ask, major bid is pass or correct	3♣ = good ♥, 3♦ = good ♠	
				4th seat natural 11-14 6 cards			
2♥	✓	4	4♠	4+♥ and 4+♠ - 6-10/11pts	2NT shape and strength ask	3♣ = poor hand, 3♦ = longer ♥, 3♥ =4-4, 3♠ = longer ♠, 3NT = 5/5 or longer	
				4th seat natural 11-14 6 cards	3♣,♦ natural to play		
2♠		5	4♠	5♠ - 6-11 pts	2NT ask	3♣ = poor hand, 3♦ = 5 card minor, 3♥ = 4 card minor, 3♠ = 3 ♥, 3NT= 5233	
				4th seat natural 11-14 6 cards	Other natural and forcing	Prefernce is to show 3 card ♥ first	
2 NT				21-22 balanced (maybe offshape)	3♣ = 5 card stayman, 3♦,♥ transfers, 3♠ = 5♠ and 4 ♥		
3 bids		6/7		pre empts	new suit natural and forcing	3NT = no support	
3NT	✓			4 level minor pre-empt			
4♣	✓			8 tricks in ♥	step = slam interest		
4♦	✓			8 tricks in ♠	step = slam interest		
						HIGH LEVEL BIDDING	
						Roman Key Card Blackwood = 1430 then 5NT confirms all keycards and is invitional to 7.	
						4♣ and 4♦ are often keycard if minor agreed.	
						cue bids, usually first round	
						DOPI, ROPI, GSF	

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