

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				
Aggressive and could be 4 cards at 1 level, sound at 2 level. Then new suit is F at 1 level, NF at 2 level, NF at 3 level if opposition bids again, F otherwise. Jump new suit = intermediate, no fit, NT is natural NF, raise = 3 card fit, 4-10, jump raise = 4 card fit, 4-10 Cue = 3 card fit, 11+, jump cue = 4 card fit, 11+			Lead	In Partner's Suit		
Re-opening: As above		Suit	4 th , MUD and 2 nd if no Honour	Same		
		NT	As above	Same		
		Subsequent	Attitude	Attitude	CATEGORY: Artificial - Red	
INT OVERCALLS (2nd / 4th Live; Responses; Reopening)					NCBO: Australia EVENTS: Beijing 2008	
15-18 direct, 11-17 reopening.					PLAYERS: Bobby Richman – Peter Gill	
Responses as to opening 1NT except transfer into your major is stopper/range inquiry over reopening NT					SYSTEM SUMMARY	
		LEADS			GENERAL APPROACH AND STYLE	
		Lead	Vs. Suit	Vs. NT		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Ace	AKx, A(x)	AKx, AKJxx	Artificial strong 1♣ (15+) system with relays	
Suits = intermediate at 2 level, strong at 3 level		King	KQx, AK, Kx	KQJx, KQ10xx	Weak 1NT, 5 or 6 card weak 2♥/2♠, natural 2♣/2♦ opening	
Unusual NT=5/5 lower 2 unbid suits (direct) and 19-20 (reopen)		Queen	QJ(x), Qx	QJ(x), AQJ(x), Qx	1♦, 1♥, 1♠ openings = "transfers", 9-14, may be canapé with minor	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Jack	J10(x), KJ10(x), Jx	J10(x), HJ10(x), Jx	1♦ = 4+♥, 1♥ = 4+♠, and in 1 st and 2 nd seat 1♠ = 4+♦ and 4+♣, no 4+M.	
(1m): 2m = 5+ / 5+ ♥/♠, (1M): 2M = 5 other M + 5m. Wide ranging		10	109(x), 10x, K109(x)	109(x), A109x, K109x	Aggressive overcalls, pre-empts, openings and responses.	
2NT by responder asks for strength and other suit.		9	Q109x, 9x	Q109x/ 9x, 98x(x)	1NT Opening: = 11-14, but if 4 card M then 11-12	
New suit = NF if suits known, 3♣ = P/C over M/m hand		Hi-x	xx, 2 nd weak 4+ suit, MUD	xx or top/2 nd from weak 3+ suit	2 OVER 1 Resp: Artificial over 1♣ and 1♠, transfers over 1♦ and 1♥	
		Lo-x	Hxx, fourth with Honour	Hxx, Hxxx, Hxxxx, fourth best	3rd and 4th seat: 1NT = 15 bal, 1♠ includes 12-14 bal with no 4M	
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
			Partner's Lead	Declarer's Lead	Discarding	
VS. NT (vs. Strong / Weak; Reopening; PH)		Suit	1 Hi = DISCRG	Hi = Odd	1 st discard: odd ENCRG, even S/P	1♣ opening = 15+ any
X = Penalty, then next Dbl is t/o, 3 rd Dbl is penalty		2	Suit Preference	Suit Preference	Suit Preference	1♦ opening = 4+♥, 9-14 HCP, could have longer minor. [Ref Note 1]
2♣ = ♥ + other, 2♦ = ♠ + minor, 2♥/2♠ = natural, 2NT = minors		3	Hi = Odd	-	Remainder: Present Natural Count	1♥ opening = 4+♠, 9-14 HCP, could have longer minor. [Ref Note 1]
3♣/3♦ = natural, 3♥/3♠ = pre-emptive. Same in all circumstances		1	Same	Same	Same	1♠ opening = at least nine cards in minors, at least 5/4, 9-14 HCP
		2				RESPONSES
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		3			Remainder Count Hi = Even	Transfers to 1♣: e.g. 1♣: 1♥ = 5+♠, 9+ HCP; 1♣: 1♠ = BAL, 9+; 1♣: 1NT = 5+♣, 9+; 1♣: 2♣ = 5+♦, 9+; 1♣: 2♦ = 9+, 5+♥, 1♣: 2♥ = 9-11, 3 suited
X = T/O, cue = Michaels, suit and NT = natural, jump suit = intermediate to strong. X in the over position is based on shape and X in the pass-out position is based on shortage. No Lebensohl.		Signals (including Trumps): Secondary Suit Preference, e.g. in trump suit			1♦: 1♥ response = relay, game interest plus	
					1♥: 1♠ response = relay, game interest plus	
					To 1♠ (shows minors). 2♣-♠ are artificial, weak or strong, 2NT FG, and 3♣/3♦ are aggressive pre-empts on 3+ cards.	
VS. ARTIFICIAL STRONG OPENINGS		DOUBLES			SPECIAL FORCING PASS SEQUENCES	
X = willing to compete, 1♦/1♥/1♠ = natural, 1NT = minors, 2♣ = ♥ + another, 2♦ = ♠ + minor, 2♥ upwards = weak		TAKEOUT DOUBLES (Style; Responses; Reopening)			In relays, pass often continues the relay.	
		Based on shape rather than HCP. In response, suit = natural, 0-10.			If F auction, pass then pull = strong	
		jump suit = 7-10, Cue = F to suit agreement.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Over strong 2♣, X = ♥ + another, 2♦ = ♠ + minor		X in the pass-out seat over pre-empts can be very weak			HCP ranges shown on this card are best indication of meaning	
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			3 rd /4 th seats: 1♠ and 1NT opening bids are DIFFERENT to 1 st /2 nd	
OVER OPPONENTS' TAKEOUT DOUBLE		DOPI, ROPI, many low level take-out doubles			PSYCHICS:	
Ref Note 2(a) if they X 1♣. If we open 1♦ - 1♠, XX = penalty, good hand		If we open at two level, Dbl at 2 level t/o and at 3 level penalty.			3 rd seat openings can be very light, bordering on psychics.	
Then next X by both is T/O. If they X 1NT, pass is to play, XX is puppet to 2♣ then pass next bid, 2♣/2♦ show suit and higher suit					Occasional psyches, e.g. 1♦: 1♠ response was psyched once	
					Both players psyche sometimes, but have not yet in this partnership.	



OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣	Y	0	4♠	15+ any in 1 st /2 nd seat but 16+ in 3 rd /4 th seat if balanced. (Refer note 2 of attachment)	1♦ = 0-9 if balanced, 0-8 if unbalanced 1♥/1NT/2♣/2♦ = 9+ unbalanced, with ♠/♣/♦/♥ respectively 1♠ = 9-14 balanced, may have any 5 card suit if 9-11 2♥ = 9-11, 3 suited or 15+ balanced, 2♠ = 12-14, 3 suited, 2NT = 15+ 3 suited, 3♣-3♠ = natural, weak	After 1♣-1♦: 1♥=18+ ART, 1NT = 15-17 BAL, 1♠/2♦/2♥ are natural, 15-17, 2♣ = ♥+ another, 15-17, 2NT = 5+♣ and 4+♦, 15-17, 2♠-3♥ = 6+ card suit, 15-17. Ref Note 2 regarding how we handle interference.	Same but no strong options by a passed hand and no 3 suited bids in competitive sequences
1♦	Y	0	4♠	9-14 with 4+♥, may have 4♠ or can have a longer minor. (Refer note 1(a) of attachment for recommended defence)	1♥=Relay, at least game interest. 1♠ = natural F, 1NT = natural NF, 2♣/2♦/2NT = transfers, 2♥ = 3♥ 0-7, 3♣/3♦ = 4 card limit raise Reverse Bergen, 3♥ = 4♥ 2-8, 2♦ = 7-10, 3 card SUPP, 3♠/4♣/4♦ SPL	Over 1♥, 1♠ = any maximum, resolvable. Other rebids = a relay response, 9-12 [see Note 3]. If they X 1♦, XX = to play, else normal system. If they overcall, X = T/O below 4♠, values above. Suit = natural F.	3 rd 4 th same, but 1H response to 1D is simply a scramble, with natural responses.
1♥	Y	0	4♠	9-14 with 4+♠, may have 4♥ or can have a longer minor. (Refer note 1(a) for recommended defence)	1♠ = Relay, at least game interest. 1NT = natural NF, 2♣/2♦/2♥/2NT = transfers, 2♠ = 3♠ 0-7, 3♠ = 4♠, 2-8, 3♣/3♦ = 4 card limit raise like Reverse Bergen, 4♣/4♦ SPL, 4♥ natural.	Over 1♠, 1NT = any maximum, resolvable. Other rebids = a relay response, 9-12 [see Note 4]. If they X 1♥, XX = to play, else normal system. If they overcall, X = T/O below 4♠s, values above. Suit = natural, F.	3 rd and 4 th seat same, but 1S response to 1H is simply a scramble, with natural responses.
1♠	Y	0	4♠	9-14, 5+/4+ in the minors, no 4 card major. (Refer note 1(b) of attachment for recommended defence)	1NT = Natural, NF, 2♣ asks for major fragment, 2♦ is artificial puppet to 2♥ - weak or strong, 2♥ is transfer to 2♠ - weakish or strong, 2♠ = enquiry, 2NT = GF shape inquiry, 3♣/3♦ to play.	Following the 2♣-2♠ bids, responder can pass, invite or force to game depending on his hand. (see Note 5). Should opposition bid, X by responder is penalty, 2NT is an inquiry, 2♣-3♠ are natural, to play.	3 rd and 4 th seat includes balanced (12) 13-14 too, if no 4M.
1NT			4♠	11-14 balanced. If 4 card major, 11/12. (Refer note 6 of attachment) BUT in 3 rd and 4 th seat is exactly 15 HCP, balanced.	2♣ = Stayman, 2♦ to 2NT = transfer to ♥/♠/♣/♦ respectively, 3♣, 3♦, 3♥, 3♠ = shortage, 4♣/4♦ = Texas, 4♥/4♠ = to play, 4NT = Quantitative	Over interference, X of 2♣ is system on, else X is T/O at 2 level, penalty at 3 level or higher, 2NT natural, suit = natural NF up to 3♦but 3 over 3 is GF, jump suit = F, cue = Stayman	3 rd /4 th hand 1NT = balanced, exactly 15 points
2♣		6	2♠	9-14, 6+♠s, no major. (Refer note 7 of attachment)	2♦ = Inquiry, 2♥/♠ = Nat F1, 3♣ = invite with club honour, 3♦, 3♥, 3♠ = splinter, 2NT = puppet to 3♣	Artificial continuations over 2♦ inquiry (see Note 7)	Same
2♦		6	2♠	9-14, 6+♦s, no major (Ref note 8)	2NT puppet to 3♦, 3♦ has ♦ honour, others like 3♣	Artificial continuations over 2NT inquiry	Same
2♥		5	2♠	5-9, 5 or 6 card suit	2NT = inquiry, 2♠/3♣/3♦ = NF, 3♥ = to play	Artificial continuations over 2NT	3 rd /4 th hand = 6+♥, 8-14
2♠		5	pen	5-9, 5 or 6 card suit	2NT = inquiry, 3♣/3♦/3♥ = NF, 3♠ = to play	After 2♠-2NT; 3x: 3♠ = INV, new suits = F.	3 rd /4 th hand = 6+♠, 8-14
2NT				Not used		HIGH LEVEL BIDDING	
3♣		6	pen	Nat. May be pathetic NV v Vul	3♦/3♥/3♠ natural F, 4♦ = RKCB.	Artificial continuations (not full realys) after positive responses to opening 1♣/1♦/1♥/1♠.	
3♦		6	pen	Nat. May be pathetic NV v Vul	3♥/3♠ natural F, 4♣ = RKCB.	RKCB (0314) sets last genuine suit	
3♥		6	pen	Nat. May be pathetic NV v Vul	3♠/4♦ natural F, 4♣ sets suit and asks for cues	Splinters including 1♠-4♥.	
3♠		6	pen	Nat. May be pathetic NV v Vul	4♦ natural, F, 4♥ = to play, 4♣ sets suit, asks cues	Control (cue) bids may be 1st or 2nd round controls.	
3NT				Gambling in 1 st and 2 nd seat	4♣ pass or correct	5NT may be pick a slam, or may be GSF	
4♣		7	pen	Natural	Natural.	4NT if previous bid is natural NT bid is quantitative	
4♦		7	pen	Natural	Natural.		
4♥		6	pen	Natural	Cue suit below needed control.		
4♠		6	pen	Natural	Cue suit below needed control.		
4NT	Y		pen	Minors			

SUPPLEMENTARY NOTES for RICHMAN – GILL (Australia)

1. Recommended defense to transfer openings

- (a) 1♦ and 1♥ openings showing ♥ and ♠ respectively
- bid of opener's major is natural
 - 2 of opener's major is Michaels
 - X = T/O on opener's major
 - NT = natural
 - Natural overcalls
- (b) 1♠ opening showing minors
- X = T/O, general values
 - NT is natural
 - 2♣/2♦ are T/O and emphasize ♥ and ♠ respectively
 - Natural overcalls

2. Continuations following a 1♣ opening

1♣ / 1♦
 Any / 3♣/3♦ = 6+ card suit, **two of top 3** honours, 6-8. Natural continuations
 3♥/3♠ = **Good quality** 6+ card suit, 6-8. Natural continuations

1♣ / 1♦
 1♥ / 1♠ = 0-5 any
 1NT = 6-9 balanced
 2♣/2♦/2♥/2♠ = Natural, 6-8, GF
 2NT = 6-9, 4441 shape. Normal system continuations following
 3 suited response
 3♣/3♦/3♥/3♠ = 6-8, good 6+ card suit

1♣ / 1♦
 1♥ / 1♠
 1NT = 18-20 balanced/semi-balanced
 2♣ = Artificial GF
 2♦-3♠ = 18-20, 5+ card suit at lowest level (2♦-2♠), 6+ **and a good hand** at jump/3 level
 2NT = 21-23 balanced/semi-balance

1♣ / 1♦
 1♥ / 1♠
 1NT / 2♣ = Puppet to 2♦. No ambitions
 Higher = NNF but some potential. Natural continuations

1♣ / 1♦
 1♥ / 1♠
 2♣ / 2♦ = No 5+ M or 6+ m, not 4441 shape. Natural continuations
 2♥/2♠ = Natural 5 or 6 card suit. Natural continuations
 2NT = 0-5, 4441 shape. Normal system continuations following
 3 suited response
 3♣/3♦ = Natural 6 card suits. Natural continuations

2D = Stayman

Action following interference over the 1♣ opening

We open 1♣ and they interfere in the direct seat

- (a) 1♣ X Pass = 0-5 (then after pass, XX by opener = strong)
XX = 6-8, not T/O shape **if** X has an anchor suit
1♦ = transfer to ♥, GF
Others unchanged
- (b) 1♣ 1♦ Pass = 0-5 (then X = T/O)
X = 6-8, not T/O shape
Others unchanged
- (c) 1♣ 1♥ pass = 0-5 (then X = T/O)
X = 6-8, not T/O shape
1♠ = 9-14 transfer to NT (continuations unchanged)
Others unchanged **except** 2♥ = positive with ♠
- (d) 1♣ 1♠ Pass = 0-5 (then X = T/O)
X = 6-8, not T/O shape
1NT = 9-14 balanced. Now 2♣ = Range Stayman, followed by 2NT/3♣ Baron
Others unchanged **except** 2♠ = positive with ♣

3. Continuations following a 1♦ opening

- 1♥ = Relay, at least a game try
1♠ = Natural, 4+ card suit F1, then change of suit F1.
1NT = NNF
2♣ = Transfer to 2♦
2♦ = transfer to 2♥, 3 card support, 9-11
2♥ = 3 card support 6-8 (4 card support possible if balanced)
2♠ = 6+ suit, NNF
2NT = Transfer to 3♣
3♣ = 4 card limit raise, 11-13
3♦ = 4 card limit raise, 9-11
3♥ = 4+♥, 3-8
4♣/4♦ = Splinter
4♥/4♠ = To play
4NT = RKCB

The meaning of bids in response to the Relay

- 1♦ / 1♥
1♠ = All maximums, **excluding** 13-14 balanced 5332
1NT = 5332 or 4♠s and 5♥, **any residue**, resolvable
2♣ = 6+♥ or 4+♣
2♦ = 4+♦, could be 4441 shape with **either** black shortage
2♥ = 9-12, 3 suited
2♠ = 13/14, 3 suited
2NT = **13/14** balanced 5332
3♣ = 6+♣, good suit
3♦ = 6+♦, good suit
3♥ = 6/7♥, very good suit
3S = 5Ss & 6♥s

4. Continuations following a 1♥ opening

1♠ = Relay
1NT = NNF
2♣/2♦ = transfer to 2♦/2♥ respectively
2♥ = Transfer to 2♠. 3 card support, 9-11
2♠ = 3 card support, 6-8 (may be 4 card support if balanced)
2NT = Transfer to 3♣
3♣ = 4 card limit raise, 11-13
3♦ = 4 card limit raise, 9-11
3♠ = 4+ Ss, 6-9
4♣/4♦ = Splinter
4♥/4♠ = To play

The meaning of bids in response to the Relay

1♥ / 1♠
1NT = All maximums excluding 13-14 balanced 5332
2♣ = 6+♠ or 5332
2♦ = 4+♦, could be 4144, short♥
2♥ = 5♠ & 4♥. Now 2♠ asks for fragment if 5431 shape. 3♣/3♦ = fragment, 2NT = 5422
2♠ = 4+♠, 5/4+ either way
2NT = 13-14 balanced 5332
3♣/3♦ = 6+ minor, good suit
3♥ = 5+♠ & 5♥
3♠ = Very good 6/7 card suit

5. Continuations following the 1♠ opening

1NT = To play
2♣ = Asks for major suit fragment. Can be weak with majors **or** a hand just below GF values
2♦ = Transfer to 2♥. Can be weak to play **or any GF** if responder bids again
2♥ = Transfer to 2♠. Can be weak to play **or** invitational with 5+♠ **or** a GF in ♠
2♠ = Inquiry. Interested in game in a minor, **not** NT
2NT = Shape inquiry, GF
3♣/3♦ = To play, tactical. Responder need not have a long suit. May be looking to defend 3M
3♥/3♠ = Natural, pre-emptive. Not invitational

Continuations following the 2♣ response

1♠ / 2♣
2♦ = No 3 card major. 2245 or 1255 shape. Now 2♥ = P/C, 2♠/2NT/3♣/3♦ = invite
2♥ = Fragment. May be 0355 or 1345/1354. Over this, 3♣/3♦ to play, 2NT and raise = invite
2♠ = Fragment. May be 3055 or 3145/3154. As above

Continuations following the 2NT response

1♠ / 2NT
3♣/3♦ = Some unusual hand, either:

- Shapely and weak but prepared to pass 3NT if responder bids it
- Shapely and good. Will take another bid over 3NT if that's what responder bids

3♥/3♠ = shortage, normal hand
3NT = some 5422 hand
4♣/4♦ = shapely and weak, long minor, not prepared to play 3NT
4♥/4♠ = void, good hand, 5+/5+

6. Continuations following the 1NT opening

1NT / 2♣ = Stayman
2♦ = Transfer to 2♥
2♥ = transfer to 2♠
2♠ = transfer to ♣
2NT = transfer to ♦
3suit = shortage in suit bid
4♣/4♦ = South African Texas

7. Continuations following the 2♣ opening

2♣ / 2♦ = Inquiry for 3 card M
2♥/2♠ = Natural, unlimited, F to 3♣
2NT = Puppet to 3♣
3♣ = Invitational to 3NT. Will have a ♣ honour
3♦/3♥/3♠ = Splinter
3NT = To play
4♣ = pre-emptive, not invitational

Continuations over the Relay

2♣ / 2♦
2♥ = 3♥, may have 3♠ if minimum
2♠ = 3♠, not 3♥, minimum or maximum
2NT = No 3 card M, maximum
3♣ = No 3 card M, minimum
3♦ = 3♥ and 3♠, maximum

8. Continuations following the 2♦ opening

2♦ / 2♥/2♠ = Continuations:
• 3♦ or raise = minimum, else maximum. In particular:
• Suit below 3♦ = No fit, values for NT
• Suit above 3♦ = Fit, control/splinter
2NT = Puppet to 3♦
3♦ = invitational, will have a ♦ honour
3♥/3♠/4♣ = Splinter
3NT = to play