

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive at 1-level, can be good 4 card suit; sound at the 2-level
New suit = NF except at 3-level; Cue = INVIT raise or any GF
New suit JUMP = Fit showing (3+ card support)
Jump cue = Some values with 4+ card support; Jump raise = PRE
Good-Bad 2NT in many situations
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd 15-18; 2♣=5-card Stayman - asks for shape and range
2♦/♥/♠/NT=TRANSFER; 4♣/♦=TRANSFER to 4♥/♠
Reopening 11-14; CUE=F, other bids=natural
4th live: T/O distributional, except when VUL vs NV, 16-19 balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: PRE at 2 level NV, 3&4 level except 1♥/♠-3♣=5♦+5♠/♥
2NT lower unbid suits; INTERMEDIATE to strong at 2-level VUL
2-suit: Over weak 2, 4♣/♦=strong ♣/♦ major 2 suiter; 4M=to play
Reopen: INTERMEDIATE; 2NT=19-21
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
SPECIFIC MICHAELS CUE: 5♣+5♦ other major any strength
JUMP CUE=stopper ask
VS. NT (vs. Strong/ Weak; Reopening; PH)
DBL=PEN; subsequent DBLs are T/O or COMP
CANAPE TRANSFERS[15]
Passed hand : DONT (4+/4+); DBL=single suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL for takeout with shortage
REVERSE LEB after (Wk2x)-DBL-(P)
DIRECT CUE=Michaels
2NT=15-18, 3NT=to play
DBL Gambling 3NT = takeout
VS. ARTIFICIAL STRONG OPENINGS
1♣:DBL=15+; 1♦/♥/♠=NAT; 1NT=♣; 2♣=NAT; 2NT=♣/♦;
2♣=<15, 6+♦ or ♠/♠ or ♠/♥; 2♦=<15, 6+♥ or ♦/♠ or ♦/♠;
2♥=<15, 6+♠ or ♥/♠ or ♥/♦.
2♠: DBL=♣; 2NT=♣/♦
OVER OPPONENTS' TAKEOUT DOUBLE
New suit at 1-level F1, at 2-level NF. FSJ.
2NT=Limit raise or better. JUMP raise = PRE.
Redouble with a view to defending, except after 1♦ : 4+♦, <4M, 6+HCP

WBF Convention Card

♠
♥
♦
♣



Category: GREEN - Natural

NCBO: AUSTRALIA EVENT: 2007 Bermuda Bowl

PLAYERS: Pauline GUMBY

Warren LAZER

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

STANDARD, 5 card majors, with semi-forcing NT

1♣=natural 11+ or bal 17-20

1♦=natural 11+ or bal 11-13 (can be 3325)

Preemptive raises, ART raises

2 over 1 responses : Game Forcing

Natural 2NT/3NT responses. 4th suit ART GF

1NT: 14-16 (14+-16 in 3rd/4th seat)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = 4♥ and 4♠, 6-10 (4432 allowed if points in majors)

GAMBLING 3NT (4♦=singleton ask)

ART raises of 1♥/1♠:

3♣=GF, 3♦=limit, 3♥ over 1♠ OR 2♠ over 1♥ = 12-15, bal, 4+M

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1♦/1♥/1♠ response to 1♣ may be <6 hcp if short in ♣.

1♦ (2M) 2NT/3♣/3♦/3♥ are transfers, 3♠ 5♦/4♣

PSYCHICS: **Extremely rare**

OPENING	TICKET	ARTIFICIAL MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	4♥	4+♣, 11+, or 17-20 balanced	1♦/♥/♠=0+; 1NT=9-11; 2♣=6-9; 2♦=art GF♣[1]; 3♣=PRE; 2♥/♠=0-5,6+; 2NT=12-15(18+) bal; 3♦/♥/♠=SPL; 3NT=16-17	1NT=17-18(may have unbid major) then 2♣=puppet[2], 2♦=art GF[3a],2NT=puppet to 3♣[4] 1♥/♠ rebid=UNBAL; mini-splinter; 2NT checkback after 1♣1M, 2M[5];long suit trials	2♦=weak 2NT=limit raise
1♦	✓	2	4♥	4+♦ 11+ or 11-13(14) bal Can be (332)5	1♥/♠=6+;1NT=5-12;2♣/♦=nat GF; 3♣/♦=nat,INV;3M SPL 2♥/♠=0-5,6+;2NT=13-15(18+) BAL ;3NT=16-17 BAL;	1NT=11-13(may have unbid major) then 2♣=puppet[2], 2♦=art GF[3b];2NT=puppet to 3♣[4] 2NT=17-18 bal 5+♦ with Wolff signoff;1♦-1♥, 2♣ and 1♦-1♠,3♥=ART GF 2+M	2NT=limit raise;3♣=FSJ
1♥		5	4♦	5+♥ 11+	1♠=6+;1NT=5-12 SF;2♣/♦=nat GF;2♥=6-9;3♥=PRE; 3♣=4+♥GF[6];3♦=4+♥Limit; 2♠=4+♥ 12-15 BAL[7];	1NT rebid =11-13 bal then 2♣=puppet,2♦=art GF; 2NT puppet to 3♣ After 1♠ 2m=nat F1 (may be 3 if 17 bal),2NT=18-19, 5♥; 2NT GF after 1NT response;	2♠=weak 2NT=limit raise;3x=FSJ
					2NT=13-15(18+)BAL;3NT=16-17BAL; 3♣/4♣/♦=SPL 10-14	Long and short suit trials[12];ART continuations after 1♥3♣	3♥=6-9, shortage;
1♠		5	4♥	5+♠ 11+	See 1♥ except 1♠-3♥=4+♠ 12-15 BAL[8]	See 1♥	See 1♥
1 NT			3♣	14-16	2♣=ART GF relay[13]; 2♦=ART invit[9]; 2♥/♠=NAT NF 2NT=weak ♣ or 4441 GF[10]; 3♣=puppet Stayman[11];		
					3♦=to play;3♥/♠=9 cards in minors, shortage in other major		
2♣	✓		4♥	Game Forcing	2♦ denies KQ to 5 or better in a major; 2NT=5/5 minors 2M KQ to 5 or better; 3 any=one loser suit	3♣ = second negative after 2♦ response After 2♣2♦, 3♣: 3♦=waiting, 3NT=long♦	
					3NT=ART, any solid suit		
2♦	✓	0		4+♥ and 4+♠, 6-10	Pass/2♥/2♠3♣game=to play; 3♦/♥/♠=INVIT 2NT=ART game interest relay[14]	ART responses to 2NT enquiry	
2♥		5		5 or 6 ♥ non vul , 6♥ vul, 6-10 In 4th seat - 8+ tricks, F1, strong	2NT enquiry; 2♠/ 3♣/ 3♦ NF, jumps SPL slam interest 2NT neg or bal +ve no support; 3NT bal, 44 minors	After 2NT- non vul 3♣=5♥ min, 3♦=5♥ max, 3♥ = 6♥ min, 3♠=6♥ max; vul show shortage	
2♠		5		5 or 6 ♠ non vul, 6♠ vul, 6-10 In 4th seat - 8+ tricks, F1, strong	See 2♥ See 2♥	After 2NT- non vul 3♣=5♠ min, 3♦=5♠ max, 3♥ = 6♠ min, 3♠=6♠ max; vul show shortage	
2 NT			4♥	21-23 balanced	3♣=5 card stayman;3♦/♥=TRF;3♠=5/4 minors;4NT=quant.	After 2NT-3♣, 3♦=4♥ and/or 3 or 4 ♠ with natural continuations	
3 bids		6		CLASSIC	New suit forcing;jump bids=denial cues[16]		
3NT	✓	7		GAMBLING, solid minor	4/5/6♣=P/C; 4♦=Ask for singleton;4M=to play	After 4♦, 4M=singleton, 4NT=singleton minor	
4♣		7		PRE, disciplined	4♥/♠=to play;4♦=denial cue[16]		
4♦		7		PRE, disciplined	4♥/♠=to play;5♠=denial cue[16]		
4M		7		PRE, disciplined	New suit = denial cue[16]		
4NT	✓			Specific Ace ask	5♣=no Ace,5♦/♥/♠/6♣=that Ace;5NT=2 Aces		
						HIGH LEVEL BIDDING	
						Blackwood; RKCB (0314)	
						Cue Bids : Usually show first round control before second, except king in partner's suit. NT bids = trump cues.	
						5NT = Grand Slam Force : 6♣=1 (0 or 1 if ♣), 6 trump suit = 0	
						DOPI; REDOPI.	

Supplementary Notes - Pauline Gumby-Warren Lazer - Australia - 2007 Bermuda Bowl

Note...1: 2♦ response to 1♣ opening

1♣ 2♦ = Artificial, game force raise in clubs, typically 5⁺ support. Then
2NT = balanced 17-20 not suitable for 3NT
3NT = balanced 17-18, 4333 on clubs
2M/3♦ = Natural, 5⁺ clubs or (441)4 minimum
3M/4♦ = splinter
3♣ = long clubs, no shortage, 6322, 7222
4♣ = RKCB; over 4♦/♥/♠ - 4NT asks for kings, 5♦ over 4NT

Note...2:

After 1♣ 1X, the 1NT rebid shows 17-18 hcp and may have an unbid major.

After 1♦ 1M, the 1NT rebid shows 11-13 hcp and may have the other major.

After 1m 1M, 1NT 2♣ is puppet to 2♦. Then

2M = 5⁺, invitational
2NT = 4M, invitational
3M = invitational with 6M
3 new suit = 5/5 invitational
3♣ = 5/5 invitational

Note...3a: After 1♣-1X, 1NT 2♦ is artificial FG. Natural continuations.

Note...3b: After 1♦-1M, 1NT 2♦ is artificial-FG, then
natural continuations at the two level,
3♣/♦ = 5♣/♦, 3M
3♥ = 5♣, 2M
3♠ = 5♦, 2M

Note...4: 1m 1M, 1NT 2NT is puppet to 3♣. Then

3♦/OM/NT shows raise to 3NT, with worthless doubleton in bid suit (3NT = xx in clubs)
3M = slam try in M. Opener's 3NT denies Qx or xxx or better.

Note...5:-2NT checkback after 1m 1M, 2M

1m 1M, 2M is typically minimum with 4441, 5431 or 5422 shapes. Then

2NT is forcing and asking. Responses are

3M minimum with 4 trumps
3NT, 4x maximum with 4 trumps (cue bid in case responder is slamming)
Other bids are natural non-forcing with only 3 of responder's major.

Note...6:- 3♣ artificial game force response to 1M

1M 3♣ is 4+ support, 15+HCP (16+ if bal). Then

3♦ = 5+ M, 3-4 controls, balanced

3♥ asks for shortage, then

3♠ = Balanced minimum, 16-18

3NT = Balanced maximum, 19+

4♣ = Club shortage

4♦ = Diamond shortage

4♥ = other major shortage. Can bid 4♠ if huge and Hearts are set.

3♠ = shows shortage, 3NT relay

4♣ = Club shortage

4♦ = Diamond shortage

4♥ = other major shortage. Can bid 4♠ if huge and Hearts are set.

3NT = minimum, bal, 6+M, < 3 controls

4X = 5+/5+

4M = 5332, <3 controls, 11-13hcp

Note...7:-2♠ response to 1♥

1♥-2♠ (12-15 balanced, 4+ ♥). Then

2NT = puppet to 3♣ to show shortage, then

3♦ = singleton ♣

3♥ = singleton ♦

3♠ = singleton ♠

3NT = void ♣

4♣ = void ♦

4♦ = void ♠

3X = cue, 1st or 2nd, 4NT is always KCB

3NT = 5+ spades

4♣ = 5+ clubs

4♦ = 5+ diamonds

Note...8:-3♥ response to 1♠

1♠-3♥ (12-15 balanced, 4+ ♠). Then

3♠ = puppet to 3NT to show shortage, then

4♣ short ♣

4♦ short ♦

4♥ short ♥

3NT = starts cue bidding, 1st or 2nd, 4NT is always KCB

4♣ = 5+ clubs

4♦ = 5+ diamonds

4♥ = 5+ hearts

Note...9:-2♦ response to 1NT

1NT 2♦ is artificial - any game invitational hand. Then

2♥ = 4+♥, minimum

2♠ = 4+♠, < 4H, minimum

2NT = minimum, no 4 card major

3♣ = maximum with a four card major, then

3♦ asks for major

3♥ = 5♠

3♠ = 5♥

3♦ = maximum, no four card major, then

3♥ = 5♠

3♠ = 5♥

3♥ = maximum, 5♥

3♠ = maximum, 5♠, 3♥, 4♣/♦ sets ♥/♠

3NT = maximum, 5♠, 2♥, 4♣/♦ sets ♥/♠

Note...10:-2NT response to 1NT

1NT 2NT is to play in clubs or any 4441 game force. Opener must bid 3NT, then

3♦ = 1444

3♥ = 4144

3♠ = 4414

3NT = 4441

Note...11:-3♣ response to 1NT

1NT 3♣ is 4/5 card major enquiry - GF values only. Then

3♦ = one or more 4 card majors, then responder bids major he doesn't have or 4♦ with both majors

3♥/♠ = 5♥/♠

3NT = No 4 or 5 card major

Note...12:- Long and short suit trial bids after 1M 2M.

After 1M-2M, direct bids are long suit trials, bidding the next step is a relay for a short suit trial.

1♠ 2♠; 2NT = SST relay to 3♣. 1♥ 2♥; 2♠ = SST relay to 2NT. Then

Opener's 3 level bid is a short suit trial.

Opener's 4 level bid shows a void and a slam try.

If responder bypasses the relay he is showing concentrated values in the suit bid, including trumps.

1♥ 2♥; 2NT = long suit trial in Spades

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Note...13- 1NT 2♣ GF relay sequences

*=Relay

1NT		2♣*										
ALL 4432				CLUBS								
2♦		2♥*	then	2♠	shows	4♣	then		2NT*			
							3♣	shows	4♦	then		3♦*
										3♥	shows	2344
										3♠		3244
							3♦		2434			
							3♥		3424			
							3♠		4234			
							3NT		4324			
				DIAMONDS								
				2NT	shows	4♦ not 4♣	then		3♣*			
							3♦	shows	2443			
							3♥		3442			
							3♠		4243			
							3NT		4342			
				BOTH MAJORS								
				3♣		4423						
				3♦		4432						
				5/4 IN MINORS								
				3♥		2245						
				3♠		2254						
5♥ or 6♣				CLUBS								
2♥		2♠*	then	2NT	shows	6♣	then		3♣*			
							3♦	shows	2236			
							3♥		2326			
							3♠		3226			
				HEARTS								
				3♣	shows	2533						
				3♦		3523						
				3♥		3532						
5♠ or 6♦				DIAMONDS								
2♠		2NT*	then	3♣	shows	6♦	then		3♦*			
							3♥	shows	2263			
							3♠		2362			
							3NT		3262			
				SPADES								
				3♦	shows	5233						
				3♥		5323						
				3♠		5332						
ALL 4333												
2NT		3♣*	then	3♦	shows	3334						
				3♥		3343						
				3♠		3433						
				3NT		4333						
5♣												
3♣		3♦*	then	3♥	shows	2335						
				3♠		3235						
				3NT		3325						
5♦												
3♦	shows	2353										
3♥		3253										
3♠		3352										

Note...13- 1NT 2♣ GF relay sequences (cont)

After opener's shape has been described exactly,

Step 1 sets ♥, Step 2 sets ♠, Step 3 sets ♣, Step 4 sets ♦

Higher bids are to play. 3NT is never a step.

Only 2 responses are allowed to suit setting bids:

Step 1 = maximum for slam purposes, Step 2 = minimum for slam purposes. Then

3NT (if minor set) or game in set suit is to play

cheapest bid is KCB

other is cue with set suit as trumps

After response to KCB, next step asks for trump Q

Step 1 = no Q

Step 2 = Q

Then suit bids are asking bids

Step 1 = no A or K

Step 2 = K

Step 3 = A

Step 4 = KQ

Step 5 = AQ

Step 6 = AK

Step 7 = AKQ

A repeat ask in a suit asks for the Q

Step 1 = no Q

Step 2 = Q

Step 3 = QJ

5NT is a control ask in the highest suit.

Any bid of 6NT or higher or jump to 6-level is a signoff regardless of what trump suit has been set.

Relay Breaks after 1NT 2♣, 2♦

2♣ = 4M, singleton, puppet to 2NT. Then 3♣/♦/♥/♠ = 4M, short in bid suit, game interest only. All subsequent bidding is natural

2NT = hunt for rag doubleton, no 4M, game interest only. Opener bids Qx or worse suit, 3NT=no weak doubleton. 3M by responder is 3 card suit looking for Moysian. 4m by responder is NF. 4NT is pick a minor.

3♣/♦ = 5 card M, short ♣/♦, game interest only. Opener bids 3⁺M, responder's 3NT shows other major.

3♥/♠ = 5 card OM, short ♥/♠, game interest only. All bidding natural, 4m is forcing.

Slam Interest Relay Breaks

KCB Asking relay breaks occur when opener's shape has been partially described. This is a slam interest sequence asking for support and key cards in suit bid. Responses are:

3NT = 2 card support

Step 1 = 3⁺ support, minimum

After 3NT and Step 1, cheapest non signoff = KCB

Step 2 = 3⁺ support, 0/3 KC, maximum

Step 3 = 3⁺ support, 1/4 KC, maximum

Step 4 = 3⁺ support, 2 KC, maximum

Step 5 = 3⁺ support, 2 KC + Q, maximum

Note that in certain sequences, 2 card support is not possible and in such cases 3NT is just another step.

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Note...14:-2♦ -2NT continuations

2♦ 2NT = Forcing, game interest enquiry. Opener's rebids are:

3♣ = 4441 or 4432 (4450 shapes with 5M may be treated as 4441 shapes if suit qualities suggest this)

3♦ = 4-4-5-0 or 4-4-0-5

3♥ = 5⁺Hearts, exactly 4 spades

3♠ = 5⁺Spades, exactly 4 hearts

3NT = 5-5 exactly

4♣ = 6⁺Hearts, 5⁺Spades. Then 4♦ sets ♥, 4♥ sets ♠, 4♠ to play, 4NT = Blackwood. After 4♦/♥ setting bids, 4NT KCB with weak hand responses.

4♦ = 6⁺Spades, 5⁺Hearts. Then 4♥/♠ to play, 4NT = modified KCB in Spades, weak hand responses.

After 2♦ 2NT, 3♣/♦/♥/♠/NT (including after response to 3♦ or 3♥ relay) responder bids

4♣ sets hearts. Then 4♦ maximum, 4♥ minimum

4♦ sets spades. Then 4♥ maximum, 4♠ minimum

4♥ sets clubs. Then 4♠ maximum (1 KC), 4NT maximum (2KC), 5♣ minimum

4♠ sets diamonds. Then 4NT maximum (1 KC), 5♣ maximum (2KC), 5♦ minimum

4NT is quantitative

After responder sets a suit at 4-level and opener shows maximum or minimum,

4NT = modified KCB, Responses are:

If maximum has been shown

5♣ = 1 key card, no trump Q

5♦ = 1 key card plus trump Q

5♥ = 2 key cards, no trump Q

5♠ = 2 key cards plus trump Q

5NT = 3 key cards (very rare)

Use DOPI and REDOPI if there is interference.

If minimum has been shown

5♣ = 0 key cards, no trump Q

5♦ = 0 key cards with trump Q

5♥ = 1 key card, no trump Q

5♠ = 1 key card plus trump Q

5NT = 2 key cards, no trump Q

Note...15:-Defence to 1NT

Non-passed hand – Canape Transfers

X Penalties

2♣ Weak takeout for majors, or a good hand transfer to diamonds, or 5/5 minors if followed by 2NT

2♦ Transfer to hearts(4+), or 5/5 in ♦/♥ if followed by 2NT. After acceptance of transfer, new suit is canapé, good hand.

2♥ Transfer to spades(4+), or 5/5 in ♥/♠ if followed by 2NT. After acceptance of transfer, new suit is canapé, good hand.

2♠ 5/5 in ♣/♠

2NT Transfer to clubs. After acceptance of transfer, new suit is canapé, good hand.

3♣ 5/5 in ♣/♥, good hand

3♦ 5/5 in ♦/♠, good hand

3M Pre-emptive

Passed hand – DONT; double = single suiter, suit = that suit and a higher suit.

Note...16:-Denial Cues

Denial cues show 2 losers in the suit bid and invite slam if partner has 1st or 2nd round control. Partner bids 6 with 2nd round control; other bids show 1st round control and another feature.