

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS				WBF Convention Card
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK. 2 level: constructive	Lead	in Partner's Suit		Category: Open	
New suit: F1	Suit	4th, 2nd from bad suits	Low from odd	Country: Ireland	
UCB usually promises 3 card support	NT	4th, 2nd from bad suits	Low from odd	Event: Bermuda Bowl 2007	
After 1M overcalls: 2NT = 4+ support and jump fits	Subseq	Attitude V NT, Count V suit		Players: Hugh Mc Gann & Tom Hanlon	
Jump raises pre -emptive	Other:	RUSINOW. Ace asks attitude, King count (unblock v NT)			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15 - 18 HCP in 2nd: Responses as for 1NT opening	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
10 - 14 in 4th. Stop in opened suit not necessary 2♣ range ask, other as opening	Ace	Axx(+) Ax(+)	Axx(+) Ax(+)	1♣ = 11 - 13 Balanced or 17+ any	
Negative doubles and transfer lebensohl in competition	King	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+) KQ	1♦ Opening may have longer clubs and is usually unbalanced	
	Queen	KQx(+)	KQx(+)	5 card Majors, 1NT response semi-F. Light initial action	
	Jack	QJx(+) QJ	QJx(+) QJ	Canape responses after 1♣ opening	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)		
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask	9	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)	1NT Openings: 14 - 16	
2-Suit: Ghstem 5+15+ [note 10]	Hi-x	xSxx xSx Sx	xSxx xSx	2 OVER 1 Responses: Artificial after 1M opening	
	Lo-x	HxxS HxS	HxxS HxS	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Intermediate, 2NT = 20 - 22	SIGNALS IN ORDER OF PRIORITY				2♦ Opening = Weak with ♥ or ♠
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding	2♥ Opening = (4=4=1=4) or (4=4=0=5). 11 - 16	
Ghstem [note 10]	Suit:1st	Hi = DISCRG	Hi/Lo = E	2♠ Opening = Weak with 5+♠ + Another suit	
Jump cue asks stop	2nd	Hi/Lo = E	S/P	3NT = Pre-empt in ♠ or ♦	
Cue in 4th is any 2 suits intermediate+	3rd	S/P		Transfers when opps double or overcall our one level suit openings (except 1♣)	
1M - P - 2M then cue is stop ask and 4m = 5m/5OM	NT: 1st	Hi = DISCRG	Hi/Lo = E	Transfers after 1NT opening and 2x overcall and 1♠ opening and 2M overcall	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo = E	S/P	2NT usually not natural in competitive auctions	
2♣ = ♥+ any, 2♦ = ♠+ any (anchor to the shorter (weaker) M if both M)	3rd		E = ENCRG	Artificial responses at 2 level after 1M opening [note 5, 6, 8]	
Then 2♥/♠ = (3) 4+ and 2NT = ask invitational +	Signals	Smith Signal vs NT (low enc or neutral)			
2M Natural	Remainder Count = Standard				
2NT = Distributional 2 suit (minor orientated)	S/P in Trump suit				
X = Penalty vs weak. Vs 15+ or passed hand = 1m or both M's (5/5)	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light with perfect shape, May have 2 cards in unbid minor				
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor	Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9				
(WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid asks stop. After 3 minor: cue = 5/5 Majors	Jumps to 3M weak. Raise in comp auction shows slightly better than minimum				
4om = 6(5)om + 4M. After 3M: 4m =6(5) m + 4OM and 4NT = minor 2 suiter	Jump over opps redouble weak. 1M-X-2M- Lebensohl 1M-P-2M-X-P- 2NT = Scramble				
VS. ARTIFICIAL STRONG OPENINGS	Double in re-opening position may be weak				
Against 1♣(2♣) X=♥,1♦=♠, 1♥ =♣&♠ OR ♦&♥,1♠ = ♣&♦ OR ♥&♠, 1NT = ♣&♥ OR ♦&♠	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
All 4+/3+ 0 - 12 hcp. Jumps are weak in suit bid or suit above or 3 suiter	Negative DBL through 3♠ (4♠ after 1♦ opening) Higher X = cards, co-op T/O				
Responses are random until doubled. NT is game try	Responsive DBL through 4♥. Often game try when no UCB available				
	Higher doubles card showing (Transferable values)				
OVER OPPONET'S TAKE OUT DOUBLE	1♣ - 1M - 3♠ then double shows OM and 3♦ game try				
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. After 1♥/M opening: RDBL = 10+,	Support DBL and RDBL though 2♣				
then subsequent DBLS takeout forcing to penalty or 2 Opps suit,	Most low level DBLs = Take Out. When we have agreed a suit double of unsupported				
1NT to 2 under = transfers (NF or F1), TRFS to opening suit = 3 card supp inv+	suit is penalty unless no space when it is game try				
	Psychics: Seldom				

OPENING BID DESCRIPTIONS					Responses	Subsequent Auction
Opening	Artificial	Min.	Neg D	Description		
1♠	Yes	0	3♣	11 - 13 BAL or any 17+	1♦ = 0 - 7 or 22+ bal, 1NT = 8 - 11, 2NT = 12/13, 3NT = 14 - 18 1♥/♠ = 8+ hcp (may have minor suit canape) 2♣/♦ = 8 -13 NF 2♥ = GF both minors [note 1] 2♠ = 19 - 21 bal or 1 minor GF [note 2] 3♣/♦ INV opp 11 - 13 opener, 3♥ and higher as opening 1NT = 6 - 10, 2NT = 11 - 12, 3NT to play, Inverted Raises, 2M = weak Splinters, 3♠ any void splinter	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17 - 19, 2♥ - 3♠ = Game Forcing, 2NT = 23/24 3♥ - 4♦ = Natural and Control Ask, 3NT = 25+ After 1M:1NT = 11 - 13, 2♠ = Artificial GF [note 3]
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2NT = 11 - 12, 3NT to play, Inverted Raises, 2M = weak Splinters, 3♠ any void splinter	1♦ - 1M [note 4] 1♦ - 1NT: 2NT = 14 - 16 5♥/4♣ or 1=4=4=4 After 1♦ - 1NT - 2NT: 3♥ = GF ask, then 3♠/3NT = shortage in ♥/♠
1♥	No	5	3♣	10 - 16,	1NT 6 - 12 semi-F, 2♠ = art GF[note 5], 2♦ = 3 card supp inv+, 2M = 5-9 2♠ = weak, 2NT/3♣/♦ = 4 card support 3♠ = void spl, 3NT = ♠ spl [note 7] 2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥/NT = void splinters 10 - 14/14+, 4♣/♥/♥ = Splinters	After 1NT rebid 2♠ is ask, inv+ with spades or any GF hand After 1♥ - 2♦ and 1♠ - 2♥: [note 6] After 1♠ - 2♥: [note 8]
1♠	No	5	3♥	10 - 16,	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥/NT = void splinters 10 - 14/14+, 4♣/♥/♥ = Splinters	After 1M - 2NT: 3♠ = min, 3♦ = 14 - 16 no sho, 3♥/♠/NT = Singleton, 4X = Void
1NT	No	2	3♠	14 - 16 5M, 6m or 5/4 minors possible	2♠ = stayman, 2♥/♥/♠/NT = Transfers 3♠ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♥/4♦ GF, 3M slam try 4♣ = Gerber 4♥/♥ = Transfers (texas), 4♠ = 4 - 4 minors inv+	After 2♠ - 2♦: 2M weak 5/4, After 2♥/♥:2NT /3M = max/min with 4 trumps After 2♠/NT: 2 steps = Accept, After 3♣/♦ Next = ask After Texas, then 4NT = RKCB, New = ERKB
2♣	No	5	3♠	10 - 16, 6 or 5+♠ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF	After 2♦: 2M natural, 3♠ minimum, 2NT max, 3NT good suit [note 9]
2♦	Yes		2♠	Multi, Weak in ♥ or ♣ Weak 2 NV may be 5 and very weak (4 - 4 - 1 - 4) or (4 - 4 - 0 - 5) short ♦	2♥/♠ = Relay, 2NT = ask, 3♣/♦ NF, 3M/4♥ for correction 4♣/♦ = TRFs to resp Major Raises invitational. 2NT = ask GF	After 2NT: 3♥/♠ = Max. Then new suit is cue 3♣/♦ = Min, Then 3♥/♥ = Ask and new = Natural F After 2NT: 3♠ = Min, 3♦ = Medium, 3♥ = Max, 3♠/NT med with 5♣/♥H
2♥	Yes					
2♠	No	5,4		Spades + other, 5/5(4) 3 - 9 HCP	2NT=Ask 2nd suit, 3♣ correction, inv if ♥, 3♦ = inv in ♠, 3♥ NF constructive	
2NT	No	2(1)	4♦	20 - 22	Puppet Stayman, 3♥/♥:TRF, 3♠ =m's, 4♣:1 minor, 4♥/♥:Texas, 4♠:4-4 m's	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♥, 4NT to play
3♣		6		Pre - empt, Good suit in 1/2 seat	New suit nat F1, 4♠ = Trump ask, CABS	
3♠		6		As 3♠	As above	
3♥		6		Pre - empt (fairly classic in 2nd)	As above	
3♠		6		As 3♥	As above	
3NT		6		Pre - empt in ♣ or ♦	4+♣/♥ for correction, 4♥ and 4♠ to play	
4♣		7		Strong 4♥ opening	4♦ = Ask	After Ask 4M = Minimum, 4NT = 3 key cards, 5M = Extras
4♦		7		Strong 4♠ opening	4♥ = Ask	After 4M response, next step is shortage ask
4♥		6		Pre - empt	CABS	
4♠		6		Pre - empt	CABS	
4NT				Specific ace Ask		
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1 Bids that may Require Defense

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support 4 if diamonds, 3 cards if 1M invitational strength

After 1♦ and 1♥ opening and opponents overcall at the 1 level:

1NT to 2 under are transfers. Transfer to a new suit shows 5+ cards 10+ HCP and

transfer to opened suit is support invitational strength

In response to new suit transfer 2NT by opener is fit with 14-16. In response to transfer showing support 2NT is 14-16 and new suits are natural game tries

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After double by LHO: Redouble is one suiter, puppet to 2♣. 2X shows X and higher suit

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opps suit is staymanic.

Transfer to a minor is NF or GF. Transfer to a Major is Inv+

2 Two suited actions

Ghestem.[note 10] 5+/5+. Non vul usually weak or strong. Vul intermediate + but may be weaker with both Majors

2NT = lowest suits

Cue = Extreme suits

After 1♦ 3♣ shows Majors, after 1♥: 3♣ shows diamonds and spades, after 1♠: 3♣ shows diamonds and hearts. After 1♣: 2♦ shows both M

1m -P- 1NT-2m shows 5/4 + in Majors

3 Leads and Signals

We lead 4th best Vs NT and suit contracts with second highest from poor suits.

Subsequent leads are Attitude Vs NT and count Vs suit. (low from odd, 2nd (or 3rd) from 4)

The exception against suits is when QXX is in dummy we use attitude.

Rusinow on opening lead and subsequent leads. An honour thru decaler suggests a higher honour (though not necessary a touching honour) or shortage.

On opening leads our primary method is attitude (low= enc)

Otherwise our primary signal is Count- High = Even.

On the first discard we use Even/Odd, Even = Enc and Odd = Disc with SP if it is clear that attitude is the priority otherwise the first discard is count. Subsequent discards are random or SP. SP: high = high suit, low = low suit. Middle suit encourages suit lead. 2nd highest if applicable is SP for trumps.

We use smith Vs NT. A high card from both sides suggests a switch whilst a low card is enc or neutral.

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4 Others

[Note 1]

1♠-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors

2NT: No 4+minor 11-13, 3♣/♦:4/5m 11-13, 2♠: 17+, artificial ask

After 2♠: 2NT:5+/5+ minors, 3♣/♦:6 /4. 3♥/♠: shortage, 3NT; 2=2-5-4

[Note 2]

1♣-2♠ - 6+ minor GF or 19-21 balanced (not 4-4 minors)

Forces 2NT, unless 1 suiter semi solid+

3♣/♦ GF, 3♥/♠ semisolid+ in respective minor

[Note 3]

1♣ - 1M

2♣: artifical GF: usually clubs or balanced

Then

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2 NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

[Note 4]

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣ =diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

[Note 5]

1♥ -2♣ Artifical GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural invitational (slam try type)

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[Note 6]

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X <14 hcp

4X/ Jump to 3X: void in X <14 hcp

[Note 7]

Responding to 1 Major with 4 card support

1M – 2NT: 4 card support GF

1M - 3♣: 4 card support 10-12 hcp

1M- 3♦: 4 card support 7-9 hcp

1♥-3NT/4♣/♦ is a splinter in ♠/♠/♦ with 10-14 HCP. 1♥ - 3♠ = any void

1♠-4♣/♦/♥ are splinters 10-14 HCP. 1♠ -3♥ = any void 10-14 HCP. 1♠-3NT = any void 14+ HCP

1M-4M: very wide ranging, may be 3 card support

[Note 8]

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

[Note 9]

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.