

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive style. May be 4-cards at 1-level with HHxx. Raises are PRE, cue usually has 3-card support, 2NT over 1M shows 4-card support. Jump are fit-showing. Reopening almost always 5 cards, may be a king weaker.
See [note 2].
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd, 17-19 4th live, 11-15 reopening. Responses are as to 1NT opening except 3m INV. Responses to reopening 1NT: 2♣ asks for range and Majors, others are transfers as after opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Weak
2-suit: Ghestem, see [note 1].
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Cue=Ghestem [note 1]. Jump cue in 2nd and 4th asks for stopper. If both opponents have bid, jump cue shows stop in bid suit and asks for stop in the other. Simple cues show other 2-suits, lower cue=weaker hand.
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣=♥+1 other, 2♦=♠+1. With both Ms, 2♣=longer♥, 2♦=longer♠ or equal
2NT asks for the minor if held, else 3♥=min, 3♠=max. Raise of m is game-try with 3 trumps. By PH x=Ms or ms, 2♣=♣+M, 2♦=♦+M. Same vs wk/str NT
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
x=T/O, then over wk2, 2NT = Lebensohl, 2any = INV. 2NT overcall NAT, respond as to 2NT opening. Over 3NT, 4♣=Range enq, 4♦=end signal for M
4M=constructive, 4NT=minors. Leaping Michaels - jump to 4m=5-5 with m+M.
VS. ARTIFICIAL STRONG OPENINGS
vs 1♣, x=♥, ♦=♠, ♥♠NT=2-suiters (Colour Rank Odd). 2-level jumps are weak in the suit bid. Jump NT = 2-suiter, usually 6-5 at least, any suits. 1♣-1♦: x=Ms, 1NT=ms. After 2♣-2♦, x=♦.
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble=10+, penalty-seeking in principle, F to 2 of opener's suit. Over 1♦/♥/♠: 2NT=high-card raise to 3+. Over 1♣, 2NT weakish with ms. Fit-showing jumps (4+ card support), raises=PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's suit
Suit	4th (2nd fm bad suits)[6thnote23]		3rd & 5th
NT	same		3rd & 5th
Subseq	same		same
Other: Rank requests count, ace attitude during the play (and T1 at 5+ level, and vs pre-empts).			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK [note 3]		Usually AK, asks for ATT
King	KQ or AK [note 3]		Asks for count/unblock
Queen	QJ (x..)		QJ or KQ, asks for ATT
Jack	J10 (x..)		J10 (but not A/K J10)
10	109, Q109 etc.		Interior sequence H109/HJ10
9	shortage		109(x..)
Hi-x	Sx, xSx(x..)		Sx, xSx(x..)
Lo-x	HxS, HxxS, HxxSx(x..)		HxS, HxxS, HxxSx(x..)
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi even	Hi even	Hi even
	2 Hi ENC	Hi SP [note 4]	Hi SP [note 4]
	3 Hi SP [note 4]		Hi enc.
NT	1 Hi even	Hi even	Smith Peter
	2 Hi ENC	Hi SP [note 4]	Hi even
	3 Hi SP [note 4]		Hi SP [note 4]
Signals (inc. trumps): Mostly suit pref in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Emphasise majors, minors unclear. May be weak if shape-suitable.			
Reopening double may be a king weaker [note 5].			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Most low-level doubles are for take-out, unless one of us has shown a BAL hand in a constructive auction and the opponents have not bid and raised a suit, or we have redoubled to show strength. If we have bid and raised a suit MAX doubles apply. After a take-out double, responsive doubles apply to 3♣ and usually deny 1 unbid M (if there are 2, doubles show none or both. See note [5].			

WBF Convention Card

Category: Green

NCBO: England EVENT: All events

PLAYERS: Heather DHONDY
Nicola SMITH

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors. 1♣ NAT or BAL or 4=4=4=1 11-15; 1♦ 4+ cards.
2♠ NAT and weak, 2♥=weak with both Ms (5-4 NV, 5-5 VUL), 2♦ multi
Initial actions fairly sound, not all 11 counts opened.
Pre-empt's sound VUL, may be very weak NV.
1NT opening: 15-17 not usually off-shape (6m possible).
2 over 1 response: NAT (except 1M-2♣ see NOTE 24) does not promise rebid.
Wide-range overcalls.
Many NEG and COMP doubles, all T/O doubles emphasise unbid majors.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ 12-14 BAL or 18-19 BAL or NAT or 4=4=4=1 11-15
2♥ Weak with ♠+♥. 5-4 possible NV, always 5-5 VUL, 5-9 hcp (pos 1,2,3 only)
2♠ Weak, 5-9 NV 6-10 VUL, usually 6 card suit vulnerable (pos 1,2,3 only).
3NT solid minor and nothing 1st/2nd, to play 3rd/4th
4♣ Good 4♥ opening 1st/2nd, NAT PRE 3rd
4♦ Good 4♠ opening 1st/2nd, NAT PRE 3rd
1♣ - 2♣ FG with ♣♠
1♦/♥/♠ - 2NT FG with support
2-suited overcalls [note 1]
Fit showing bids in some auctions [note 2]
Transfers over 1M - 1NT [note 8]
2♦ Weak in ♥ or strong in a minor (pos 1,2,3 only).
SPECIAL FORCING PASS SEQUENCES
After (1NT) x (2m) pass is forcing (x=PEN). If we bid to game constructively, pass is forcing. See [note 6].
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
In high-level auctions, a new suit is assumed to show a fit for partner and may be only lead-directing eg (1♠)2♥(4♠)5♣=♥s and ♣ honours
PSYCHICS: Almost never. No specific types.

OPENING	TICKET	ARTIFICIAL MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	1	3♣	(11)12-14 BAL or 18-19 BAL or NAT or 4=4=4=1 11-15	NAT, may bypass ♦ to show 4M 2♣=FG with ♣ (F1 if overcalled)	1♣-2♣-2♦=BAL, 1♣-2♣-2NT = ♣+ ♦. Art rebids if 1NT intervened [Note 25] 1♣-1X-1NT=11-14 then 2♣ ENQ [Note 7] 1♣-1M-3♦ 18-19 BAL with 4 card SUP	2♣=constructive NF
1♦		4	3♣	5 cards unless 17+ BAL or 4441 any sing except ♦ or 4441 11-15	NAT. 2NT=FG with ♦ 3NT=BAL raise to 4♦ NF (fewer than 4 controls)	1♦-1M-1NT=11-14 with 2♣ ENQ [Note 7]	Jump=Suit+♦ fit
1♥		5	3♣	NAT, 11+ hcp	2NT=FG with ♥ 3♣/4m=splinter(limited) 3NT=BAL raise to 4♥ F (fewer than 4 controls) 2♣=NAT or 3 card limit raise see [NOTE 24]	1♥ - 1♣ 1NT =11-16 with 2♣ ENQ [Note 7] Transfers after 1NT response [Note 8]	Jump=Suit+♥ fit
1♠		5	3♥	NAT, 11+ hcp	2NT=FG with ♠ 4m/♥=spl 3NT=BAL raise. 2♣ see[note 24]	Transfers after 1NT response [Note 8]	Jump=Suit + ♠ fit
1 NT			3♣	15-17 BAL, may have 6m, rarely 5M, almost never shortage	2♣=4 card Stayman, 2♦=♥ or BAL slam try, 2♥=♠ 2♣=♣, 2NT=♦, 3any=Slam try 4♣=Gerber	2♣-2♦: 2♥=P/C, 2♣/3m,=to play. 2♦-2♥-2♣=BAL slam try. After 2♣-2NT completion=fit 2♣-2♦: 3♥=4♠+5♥ NF, 3♣=4♠+5♥ FG. After xfer new suit=FG, jump=auto splinter	3any=INV, good suit
2♣	✓	0		23+ BAL or any FG	2♦=0-7, others NAT (hand with 4-7 may bid good suit)	2♣-2♦-2♥=23-24 BAL or 28+ BAL, or ♥, then 2♣ asks. 2NT=25-27 BAL	Unchanged
2♦	✓	0		Weak in ♥ or strong in m Strong NAT in 4th	2♥ to play facing weak 2. 2NT relay. Others NAT, F		Unchanged
2♥		5		Weak, both Ms (54)/55NV, 55V Strong NAT in 4th	2♣=to play. 2NT=relay. 3/4♦=asking for longer/better M	see [note 10], [note 15]	
2♠		5		Weak, 5-9 (6-10 VUL) (5)6 cards Strong NAT in 4th	2NT=relay. New suit=F1		
2 NT				20-22 BAL	3♣=Puppet Stayman, 3♦=♥, 3♥=♠, 3♠ = minors, 4m NAT		
3 bids				NAT Pre, New suit=F unless Game	4m response assumed to be cue		
3NT	✓			Solid m and < K outside 1st/2nd	45♣=p/c, 4♦=? for singleton/void		
4♣				NAMYATS [Note 11]			
4♦				NAMYATS [Note 11]			
4M				NAT PRE	5 any asks for control, (also 4♠ over 4♥)		
						HIGH LEVEL BIDDING	
						RKCB (3041). Gerber over 1NT, DOPI, Cue bids can be 1st or 2nd round control	
						If cue is x then xx=1st round control,	
						4NT NOT RKCB when: no suit agreed (but a force then 4NT agrees responders suit); raise of NT, in response to 4SF;	
						in minor suit auctions where we have bid 3NT and not co-operated.	

SUPPLEMENTARY NOTES: NICOLA SMITH & HEATHER DHONDY

[Note 1] 2 suited overcalls (Ghestem): Cue=2 highest unbid suits, 2NT=2 lowest, 3♣=highest & lowest, Strength varies according to vulnerability, but generally sound. Suits will be good. In response a cue is FG, jumps are INV. A bid of the 4th suit=NAT and NF.

[Note 2] In response to an overcall a jump in a new suit is FIT. After an overcall of 1M, 2NT by advancer (whether 3rd hand bids or not) shows 4+ card support in a raise to 3+

[Note 3] Ace from AK but king when defending vs 5 level or higher, or vs PRE, to request a count signal or from AK doubleton, or when intending to switch to a singleton.

[Note 4] Suit pref = Standard McKenney; high card for higher ranking suit. Signals / discards mostly count. HELO but vs NT Smith Peters from both sides on declarer's first lead (if we show out a low card ENC the suit led). In situations where partner is likely to be uncertain about her switch we play suit pref. Against suit contracts where lead is likely to be a singleton then suit pref. by 3rd hand.

[Note 5] If we respond 1 NT then X of intervention is PEN. After 1X – 1Y (1Z) X is 17-19 BAL with either excluded major or hand unsuited for 1NT. After 1X- 1Y (2Z) X shows an unbid M or it is T/O. After re-opening X, X of openers rebid is PEN. In response to a direct T/O X a cue may be 8-10 with both Ms and not promise a rebid. Other cues F to suit agreement.

[Note 6] Forcing pass if: (a) we open at 1 level they X, we XX (pass below 2 of opener's suit is F1 and X is PEN) (b) We make a FG strong bid. (c) we bid game in a constructive auction (d) we bid game VUL vs NV one opponent has passed throughout and the other sacrifices.

[Note 7] After 1 NT rebid 2♣ ENQ. Priority in response given to support for responder then unbid M, then 5 card suit

[Note 8] After 1M - 1 NT openers rebid is XFER. (1♥ - 1NT - 2♣=♦, 2♦=5♥ and 4♠ STR or 6+♥) After 2♦-2♥, opener may rebid 2NT with 6♥322 17+ or 3any with 6♥331 short in bid suit. 2♥=♠ NF (up to about 16). 2♠=♣ 5-5 Weak or 5(6)-4 F. 2NT=NAT. 3any NAT FG, 3♥=strong NF good suit. Over a XFER responder may (a) pass (rare) (b) give pref. (c) bid 2NT to show a good 4 card raise in the 2nd suit (d) raise either of opener's suits, with a jump in the 2nd suit being 5 card support, pre-emptive (e) bid a new suit to play but a raise of the XFER shows values in a constructive raise of the 2nd suit. After 1♠ - 1NT 2♦=♥ otherwise as over 1♥ (but 1♠ - 1NT - 2♥ always shows 6+).

[Note 9] If Oppo. intervene with 2♣ over 1NT then X=Stayman, other bids as if no intervention. If NAT overcall then X=take-out. 2NT is Lebensohl with this route showing a stop. If they intervene with an ART overcall other than 2♣ then X=values for 2NT+ and cue is for T/O.

[Note 10] If the opponents X 2♥, XX=16+ points and 3♥s, 3m/2♠ to play, 2NT unchanged 3M=PRE. If they bid X of 2♠ = lead-directing but PEN if NAT. Other X are PEN.

[Note 11] Over NAMYATS (shows solid or one loser suit and 8 or nine winners) next step=relay. Trump suit shows 1-loser suit + outside king, new suit shows 1-loser suit + ace of bid suit, 4NT shows solid suit + outside king, 5M = solid suit and nothing outside.

[Note 12] DEF to ART pre-empts. If suit known but not opened, X=STR BAL, cue=T/O, NT=NAT, pass then X PEN. X then X=extra values, STR BAL.

[Note 13] DEF to NAMYATS & similar X=light T/O of suit held, cue=strong T/O, 4NT=2 suits, pass then X STR BAL

[Note 14] DEF to ART PRE (suit not known) then X=STR BAL, NT=NAT. Pass then X T/O of suit bid, X then X=19+ BAL, pass then NT=ms

[Note 15] Over 2♥-2NT responses differ according to VUL.NV 3m=5 of linked M & 4 of other M MAX. Over this next up asks for SING. 3M=5-4 MIN. 3NT=5-5 MIN 4m=5-5 MAX & splinter. Over 3NT/4m 4NT is 6-Ace RKCB

VUL 2♥ always 5-5. 3♣=min no ♦ void, 3♦=♦ void, 3♥ 5=5=2=1 MAX 3♠ 5=5=1=2 MAX 3NT 5=5=3=0 MAX

[Note 16] DEF to Flannery. X=ms, ♠=NAT, 3♥=5-5ms not willing to X.

[Note 17] DEF to TARTAN 2's. X=T/O of suit opened Bids + NT=NAT, X then X=PEN. Pass then X=T/O of 2nd suit Cue=5-5 in unbid M+m

[Note 18] DEF. to 3♦ MAJORS: X=STR BAL Cue=Stop and requires stop in other suit.

[Note 19] DEF. to 2♦ (♥+A) 2♥=T/O with ♠ X=T/O without ♠. ♠=NAT 3♥=5-5+ in ♠+m

[Note 20] DEF to 2♦ Precision: X=STR BAL looking for PEN. Pass and X=T/O

[Note 21] DEF to 2♥ (Precision 2♦] X=STR with HQxx or better, later X=PEN

[Note 22] DEF to 2 suited overcalls: If both suits are known lower cue=NEG X style hand with some support for partner. Higher Cue is Good raise in partner's suit. Raise of opener's suit = NAT and Competitive.

[Note 23] 6th Highest when we have shown at least 5 in the suit during the auction.

[Note 24] 1M-2♣=NAT or 3-card limit raise. Opener responds 2♦ (GF) if she would have raised 3M (limit) to game, and 2M (NF) if she would have passed. Others NAT.

[Note 25] If the opponents overcall 1NT over our 1♣ opening, we play Asptro - 2♣=♥+another, 2♦=♠+another. Also if they open 1m (2+ cards) P 1NT – 2m by us is Asptro.