DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1 level may be 4 cards. If 3rd hand passes responses F1, jumps fit,

2NT=raise if no cue available, occ 2/3♣ cue-raise [D2]

If 3rd hand bids frequent 4th hand TRFs [D2]

New suit by passed hand implies support

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18, stop not promised. System ON over (m). Over (M):

2♣ = PPT to ♦ then 2(M)=Stayman, rest NAT; 2♦ = TRF to M;

2♥ = TRF to ♣; 2♠ = 5M ask; 3m = PRE

4th seat 11-16, 2♣ = values and asks range

JUMP OVERCALLS (Style; Responses; Unusual NT)

Intermediate (11)12-16 VUL, weak (5)6-9 NV or m-over-m

2NT=2 lowest, constructive values

Reopening jump overcalls intermediate (11)12-16

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct=highest suit and other, constructive values: 2NT=STR INQ

Jump cue ask stop

VS. NT (vs. Strong/Weak; Reopening;PH)

X=(9)10+, M+m: 2♦=ask bid shorter M

2♣=(9)10+, both M: 2♦=ask longer M; 2NT=NAT with good m

2♦=good overcall any suit 14+: 2NT= INV+ both M, rest=P/C

2M=NAT up to 13

2NT=good 5/5 touching suits.

3 any=PRE

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

X=T/O; 2NT NAT, 15-18. Over (m): 4(m)=♠+other, 4om=♥+om

Over (M): 4♣=♣+oM, 4♦=♦+oM, 4(M)=m+oM GF

Over Multi: 4♣=♣+♥, 4♦=♦+♥, highly INV but not GF

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

VS 1♣: NV: X/1♦/1NT=2 suits CRO, rest NAT [D3]

VUL:X=10+, if MIN then 4+MM; 1NT=4+M/5+m [D3]; 2NT=mm.
Same vs 1C-1D NEG VUL or NV

VS 2♣ same except 2♦ and 2NT replace 1♦ and 1NT

OVER OPPONENTS' TAKEOUT DOUBLE

RD emphasis on highest suit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even/lowest from odd	Top from 4 small if shown
NT	ATT	Top from 4 small if shown
Subseq	Same/SP	
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, AK (no Q/J)	Ask unblock/count
King	KQ, AK(Q/J)	Ask REV ATT
Queen	QJ(…)	Ask unblock/count
Jack	J10(…), AJ10, KJ10	Ask REV ATT
10	109(…) may have higher H	Ask unblock/count
9	1st/3rd	Ask REV ATT
Hi-X	1st/3rd/lowest	ATT
Lo-X	1st/3rd/lowest	ATT

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	ATT [B1]	Smith [B2]	REV ATT
Suit	2	REV count	REV count	REV count
	3	S/P	S/P	S/P
	1	REV ATT	Smith [B2]	REV ATT
NT	2	REV count	REV count	REV count
	3	S/P	S/P	S/P

Signals (including Trumps): REV ATT, REV count, standard S/P except

NAT ATT on H leads v suits. Top from 4 small when length shown

Smith Peters [B2]

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

X=T/O through 4♥, may be light (9+) with suitable shape. Cue=F1

X then equal level conversion implies extra values

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

X of (overcall) emphasis on highest suit

X after (2-suited) shows values

Support X opposite our overcall

X of directional cue of our suit =lead anti-directional

W B F CONVENTION CARD

CATEGORY: Green

NCBO: New Zealand

PLAYERS: Malcolm Mayer, Brian Mace (11261, 20105)

EVENT (Open /Senior)

20/72025

SYSTEM SUMMARY

Acol, weak NT, 4 card suits

1NT: NV (11)12-14, (10)11-13 favourable, (12)13-14 VUL

1NT response NF (except 1♣-1NT=♣). 2-over-1 F1

Bids can be light on HCP with shape

PRE sound VUL, 3rd hand and NV can be wide range, 5 cards

2 level PRE openings generally constructive, esp 1st/2nd hand

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣=4+ with TRF responses

2♦=weak either M NF

2♥=5♥/4+m (5)6-9, 5/5+ VUL, NF

2♠=5♠/4+m (5)6-9

3NT= SOL any or good m PRE

1m-2M=6+M, 3-7

1m-2♦=4/5MM 4-7 or 14+, 6+♦ over 1♣, (8)-13 4+♦ over 1♦

Some TRFs in competitive auctions [D2]

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

LEB/Rubensohl [D1], some TRF and special agreements in COMP [D2]

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♥	NAT (10)11-20, NF, may be 4414	1♦/♥=4+♥/♠ 3+; 1♠=4+♦, denies M unless GF; 1NT/2♣=4+♣;2♦=4/5M 4-7 or 14+, 6+♦; 2M=6+M, 3-7; 2NT=4+♣ GF; 3♣=4+♣ 6-7; 3♦/M=SPL 14+; 3NT to play	1NT rebid wide range 11-17, 2♣ CB [A1]; 1♣-1NT/2♣: ART continuations [A2].	1♣-(X): system on, XX=4♠, 1♥=5+♠; 1♣-(suit): 2♣=6-7, 3♣=8-9, X=4♠, 1♠=5+
1♦		4	4♥	NAT (10)11-20, NF, may be 1444, 4144	1M=NAT; 1NT=NF; 2♣=F1; 2♦=4/5M 4-7 or (8)-13, 4+♦; 2M=6+M, 3-7; 2NT=4+♦ GF; 3♣/♦=4+♦ 6-7/8-9; 3M/4=SPL 14+; 3NT to play	1♦-1♥-1NT 14-17, 2♣ CB [A3]; 1♦-1♠-1NT 11-17, 2♣ CB [A1]; 2NT after 2-level GF [A4].	
1♥		4	4♥	NAT (10)11-20, NF, may be 4441	1♠=NAT; 1NT=NF; 2m=F1; 2♥+ = raises [A5]	2NT after 2-level GF [A4].	P-1♥-(P/X)-2♣ ART [A6];
1♠		4	4♥	NAT: 4+, (10)11-20, NF	1NT=NF; 2m/♥=F1; 2♠+ = raises [A5]	2NT after 2-level GF [A4].	P-1♠-(P/X)-2♣ ART [A6]
1NT			4♥	(11)12-14, (10)11-13 NV v V; BAL, may have 5M or 6m	2♣ = Stayman [A7]; 2♦/♥=TRF [A8]; 2♠=INV or INV with ♣ or slam int BAL [A9]; 2NT PPT weak m, strong m or strong both m [A10]; 3♣=ask [A11]; 3♦=NAT INV; 3M NAT S/T, 4m=TRF to bonded M	1NT-TRF: 2M+1 and 3M-1 superaccepts	1NT-(X=ART):system on, XX=m; 1NT-(X=PEN): XX=single suited, suit=2+ touching suits. Rubensohl [D1]
2♣	✓	0	4♥	GF or 22-24 BAL/S-BAL	2♦=waiting, can be good; 2NT/3♣=TRF to ♣/♦; rest NAT	2♣-2♦-2♥=GF BAL or ♥; 2♣-2♦-2NT=NF; 2♣-2♦-2♥: 2NT=♦;	X shows 4+ other M; 2NT+=TRF positive; cue denies stop; TRF cue shows1/2 stop+
2♦	✓	0	2♠	Weak either M, NF	2/3M=P/C; 2NT=ART STR INQ; 3♣=INV+ MM; 3♦=own M, ask bid shorter M; 4♣=bid 1 below suit; 4♦=bid suit; 4M to play	2♦-2NT: 3♣=bad; 3♦/♥=MIN suit above; 3♠/NT=MAX suit below. 2♦-3♣: 3♦/♥= MIN suit above; 3♠/NT=MAX suit below.	XX=own suit; X=T/O below 2NT else PEN P then bid=own suit
2♥		5	2♠	5♥/4+m (5)6-9, 5/5+ VUL, NF	2♠=F1; 3/5m=P/C; 4m=SPL; 3♥=very mild INV; 2NT=ART STR INQ; 3NT ask bid shorter m.	2♥-2NT: 3m NAT MIN, 3M=bonded MAX	XX=own suit; else system ON
2♠		5	2♠	5♠/4+m (5)6-9	3♥=F1; 3♠= very mild INV; rest as 2♥	2♠-2NT: 3m NAT MIN, 3M=bonded MAX	XX=own suit; else system ON
2NT				20-22 BAL/S-BAL	3♣=M ask [A12]; 3♦/♥=TRF; 3♠=5♠/4♥; 4m=minorwood	2NT-3♦/♥: acceptance=S/A then SPL or last train; 3NT=denies 3+ support, then re-TRF	
3♣		(5)6		PRE 5-9, Wide range 3rd hand NV	New suit F1; 4♦=ART ASK	3♣-4♦: step 1=bad, rest RKCB	
3♦		(5)6		PRE 5-9 Wide range 3rd hand NV	New suit F1; 4♣=ART ASK	3♦-4C: step 1=bad, rest RKCB	
3♥		6		PRE 5-9 Wide range 3rd hand NV	As 3♦	As 3♦	
3♠		6		PRE 5-9 Wide range 3rd hand NV	As 3♦	As 3♦	
3NT	✓	7		SOL 7+ any or good m PRE		4♣=P/C; 4♦=STR INQ; 4M=to play	
4♣/4♦		(6)7		PRE 5-9			
4♥/♠		(6)7		To play			
4NT	✓			Both m	Any m or M to play, 5NT gives choice of m	**HIGH LEVEL BIDDING**	
						Frequent Last Train. CUE 1st or 2nd. 5NT=pick-a-slam	
						RKCB 03/14/2 without Q/2 with Q with void shown sometimes [A13]	
						Over interference P0D1/P0R1 [A13]	
						Residual shape ask after opener raises responder [A14]	