


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
INITIAL ENTRY MAY BE LEAD DIRECTING (6+HCP)		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker:
MINIMUM RESPONSES ARE CONSTR BUT NF	Suit	3rd or 5th	SAME		
JUMPS IN A NEW SUIT BY UPH ARE FORCING (if PH then FIT SHOWING)	NT	4th (RUSINOW HONOR LEADS)	LOW FROM 3		Country: USA
CUE BIDS SHOW A FIT (or CONTROL OF THE AUCTION)	Subseq	CODED J,10,9			Event: SENIOR TEAMS - MARRAKESH
DOUBLE JUMPS (unless to GAME) SHOW SHORTNESS	Other:				Players: Neil Chambers
SEE NOTE 2					John Schermer
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-19HCP PH SYSTEM ON	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace		AK asking UD ATT		NATURAL 5533 2/1 with STRONG 2C, MULTI 2D, INTERMEDIATE 2H and 2S
REOPENING 11-15 WITH MODIFIED STAYMAN	King	FROM AK or KQ	POWER LEAD		
	Queen	FROM QJ OR SHORT	RUSINOW with UD ATT from PARTNER		SOUND OPENING BIDS
	Jack	FROM J10 OR SHORT	RUSINOW		DEFENSIVE CARDING ON A NEED TO KNOW BASIS
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	MAY HAVE HIGHER		
1-Suit: WEAK BUT TACTICAL	9			RUSINOW	1NT Openings: 15+to18-
2-Suit: 3C/1D,H,S = CLUBS + HIGHER	Hi-x	USUALLY 2			2 OVER 1 Respon: GAME FORCE (12+HCP)
	Lo-x	USUALLY 3+			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: JUMPS ARE INTERMEDIATE IN NATURE				SIGNALS IN ORDER OF PRIORITY	MULTI 2D (4-11 six card major or 20+ any 4-4-4-1)
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	3C over OPPT 1D,1H,1S = CLUBS + HIGHER
DIRECT SHOWS THE TWO HIGHER SUITS	Suit:1st	ATT	COUNT/SP	SP	TRANSFER ADVANCES after 1MA - X, 2MA - X, and 2H - OPPT 2S
JUMP CUE USUALLY SHOWS SHORTNESS IN THAT SUIT	2nd	COUNT	ATT	ATT	
REOPENING JUMPS ARE NATURAL	3rd	SF		COUNT	
	NT: 1st	COUNT	SP	ATT	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	ATT	COUNT	SP
X=PENALTY IN BAL(or PH) VS STRONG X=1mi or BOTH MAJORS	3rd	SP	ATT	COUNT	
2C=MAJORS 2C,2D=NAT+1 MAJOR 2H,2S=NATURAL	Signals (including Trumps):				
2D=HEARTS	STANDARD HIGH-LOW EVEN LOW-HIGH ODD				
2H=SPADES					
2S=MINORS	<b>DOUBLES</b>				
2NT=UNUSUAL TWO SUITS	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		USUALLY CLASSIC STYLE			
X of 3MA MAY BE OFFSHAPE (LONG MINOR), 4C,4D =NAT+OTHER M					SPECIAL FORCING PASS SEQUENCES
					PASS then PULL IS STRONGER than IMMEDIATE ADVANCE
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
VS 1C - X = MAJORS, SUITS ARE NATURAL, 1NT = MINORS	SUPPORT X (INCL D) THRU THE 2 LEVEL (IF 2S then EXTRA VALUES)				
	MAXIMAL O/C X				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	NEGATIVE X AT ALL LEVELS BY UPH				X of OPPT MINOR that may be 2 or LESS MAY BE OFFSHAPE
OVER OPPONENTS' TAKE OUT DOUBLE					
IF MAJOR THEN TRANSFERS					Psychics: RARE BUT THIRD SEAT IS SUSPECT
XX IMPLIES NO FIT					
2NT SHOWS LIMIT RAISE+					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	>	NATURAL	2C INVERTED, 2D=0-6HCP 5-5 MAJORS, 2H=5-(54) MAJORS 2S=8+ PLAYING TRICKS ANY SUIT, 2NT=12+-15HCP FG THREE LEVEL BIDS ARE NATURAL	1C-2C-2D=3 CLUBS 2NT=INQ after 2C,2D,2H,2S SEE NOTE 1	IF PH then 1C-2S=5-5 with fit AFTER OPPT O/C 1H then X=4/5 S 1S=NO MAJOR and 2C INVERTED
1 ♦		3	>	NATURAL	2D INVERTED, 2H=5-(54) MAJORS 2S=8+ PLAYING TRICKS ANY SUIT 2NT=12+-15HCP FG THREE LEVEL BIDS ARE NATURAL	1D-2D-2H=3 DIAMONDS 2NT=INQ after 2D,2H,2S after 1NT REBID 2C INV, 2D FG	IF PH then 1D-2S=5-5 with fit
1 ♥ / ♠		5	>	NATURAL MAY OPEN WITH 4 IN 3RD SEAT	2NT=LIMIT+ WITH FIT see Note 3 TWO OVER ONE IN A NEW SUIT IS A GAME FORCE 2C=GENERIC GF	XYZ, 2NT F INQ AFTER MINOR REBID	
1 NT				15+ to 18-	UPH 2C INV,2D FG STAYMAN,2H,S=TO PLAY 2NT RELAY TO 3C then P,3D TO PLAY 3C,D=INV,3H=MAJORS INV,3S=MAJORS FG+ PH 2CSTAYMAN,2D,H=TRANS,2S=SIZE OR CLUBS,2NT=D		
2 ♣				STRONG but may be BAL 19+to22-	3C=PUPPET,3D=FG MINORS,3H,S=SHORT (13)(54) STEP RESPONSES 2D=0-4,2H=5-9,2S=10+		
2 ♦				WEAK TWO (5-11) IN MAJOR OR VERY STRONG ANY 4441	3 LEVEL= SUIT ABOVE, 3NT=SOLID SUIT		
2 ♥				NATURAL 6+ 10-13 HCP	NEW SUITS FI, 2NT INQ,2H-3S*,4C,D=VOID SEE NOTE 4	TRANSFERS OVER 2 LEVEL INT STARTING WITH 2NT	2H-(X)-2S=INQ then 2H-(2S)-X=INQ 2NT always
2 ♠				NATURAL 6+ 10-13 HCP			2S-(X)-XX=INQ BAL MAX
2 NT				23-24 HCP	3C=MA INQ,3D>H,3H>S,3S>3NTMINOR(S)		OVER INT P=FORCING
3 ♣					4C=ACE ASK, 4D>H, 4H>S, 4S=QUAN w 5D		X=TAKEOUT
3 ♦							
3 ♥				THREE LEVEL ALL NATURAL TACTICAL			
3 ♠							
3 NT				ACOL 19-23 HCP 9 TRICKS WITH THE LEAD	4C INQUIRY		WHEN SUIT IS AGREED IN UNOPPOSED FG AUCTION JUMPS=VOID and RAISE TO 4 OF AGREED MINOR = RKC
4 ♣							
4 ♦							
4 ♥				FOUR LEVEL ALL NATURAL TACTICAL			
4 ♠							
4NT				ACE ASK			
5 ♣							
5 ♦							
5 ♥				FIVE LEVEL NATURAL			
5 ♠							
5NT				NOT USED			

**Note #**  
1

2

3

**Description**

1C-1D-1NT then 2C>2D with further auctions INV, 2D FG, 2H,S are NAT F1, 3C,3D INV  
IF PH then 2C is STANDARD RAISE and 3C is LIMIT RAISE  
AFTER 1C,D-1X-1NT then 2NT=RELAY TO 3C then 3LEVEL=(45)-(54) with support and shortness  
5mL,5mH,5ML,5MH

and 2C=RELAY TO 2D then INVITATIONAL SEQUENCES  
2D=GAME FORCING CHECKBACK  
3 LEVEL JUMPS ARE FORCING AND NATURAL

1C-2D-2NT=ASKS SHORTNES then L,H

1C,D-2H-2NT=FG INQ then 3C=5431 3D=5413 3H=5521 3S=5512 3NT=5422  
then 4C=RKC H and 4D=RKC S  
IF MINOR FRAGMENT WAS SHOWN then ...3D(3 Clubs)-4NT=SLAM INTEREST IN CLUBS  
...3C(3 Diamonds)-3D=SETS SUIT FORCING

AFTER 1mi-1MA-2MA-2NT=ART F1 INQ then 3mi=3 minimum support with no shortness  
3Omi=SING w 3  
3MA =4 minimum no shortness  
3OMA=SING w 3  
3NT=MAX w 3 NO SHORTNESS  
4C=4 MAX w LOWER SING  
4D=4 MAX w HIGHER SING  
4MA=4 MAX NO SHORTNESS

AFTER OPPT 1mi-P-1NT WE PLAY MULTI-LANDY X=ONE SUITED MINOR or 5mi-4MA or STRONG HAND  
2C=MAJORS limited hand (may be 4-4)  
2D=ONE MAJOR  
2H,S=NATURAL+MINOR (2NT ASKS MINOR)  
2NT=GOOD MAJORS (5+-5+)  
3 LEVEL=NATURAL, GOOD PLAYING STRENGTH

1MA-2NT=LIMIT+ RAISE then 3C=MINIMUM (11-14) then 3MA=LIMIT RAISE  
3D=ASK with SP RESPONSES: 1)VOID 2)BAL 3,4,5)SP SHORTNESS  
3D=15+ and SHORTNESS then 3H ASKS - 3S=VOID (3NT asks then SP)  
3NT(C),4C(D),4H(OMA)=SP SHOR  
IF SKIP ASK then  
3S=VOID (then 3NT is SP ASK)  
3NT,4C,4D=15+HCP with SP SHORTNESS  
3H=15+HCP 5422 then 3S ASKS then SPACE PRINCIPLE (3NT is NON SERIOUS  
3S=15+HCP 6+CARD SUIT BALANCED then 3NT is NS S/T  
3NT=15+HCP BALANCED  
4C,D,H=5-5 (A or K at least in 2nd suit)  
4MA=BALANCED WITH NO OUTSIDE CONTROLS (GOOD SUIT)

IF INTERFERENCE

P=NO CONTROL IN BID SUIT  
X=SHORT IN O/C SUIT  
BID= CUE + CONTROL IN BID SUIT  
3NT=A or K in BID SUIT, NO SHORTNESS

IF SKIP ASK then 3MA=limit raise

.TNESS

S/T)

Note #  
4

AFTER 2MA-2NT

then 3C=MINIMUM and 3D ASKS 3H=VOID (SP responses), 3S=BAL, 3NT,4C,4D SP SING

3MA=NONFORCING

3OMA=FORCING, NATURALISH

3NT=TO PLAY (CORRECTABLE)

4C=RKC

4D,H(if available)=SHORT, SLAMMISH

3D,H,S=SP SHORTNESS

3NT=BAL MAX, GOOD SUIT then 4C=RKC, 4D,OMA=Q, 4NT=QUANT

4C,D,H= 6-4 with A or K in 2nd SUIT