



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	 WBF CONVENTION CARD
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	OPENING LEAD STYLE	TYPE: Natural, 2/1 Game Force
1-level aggressive; 2-level sound; Can have very good hand New suit NF after 1-level overcall, FIR after 2/3-level overcall	Lead	NCBO: CANADA 
Cue bid=support; Raise weak; Jump raise PRE;	In Partner's Suit	PLAYERS: CARRUTHERS, John
Jump shift=FIR; Higher JS=Fit; Jump cue=4-card mixed raise;	Suit 3 rd from even; lowest from odd	LEBI, Robert
Dbl after opponents' raises or NT bid=Takeout	NT 4 th best; 1 st /2 nd from poor suit	EVENT: All
2NT=4-card raise of our overcalled major	Other: Rusinow; After trick 1, 3 rd and lowest vs. all contracts	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	SYSTEM SUMMARY
15-18-: System on	Lead	GENERAL APPROACH AND STYLE
4 th seat INT=11-14 (m); 11-17- (M) 2♣ range ask/Stayman	Vs. Suit	1♣ = 3+, 11-21
4 th seat 2NT=19-21, 4-Suit transfers	Vs. NT	1♦ = (3)4+, 11-21
4-way transfers of non-jump 2NT overcall	Ace A(x) / AK(x); asks attitude	1♥/1♠ 5+, 11-21
JUMP OVERCALLS (Style; Responses; Unusual NT)	King AK(x) / KQJ(x); asks count	INT Response Forcing (UPH)
Weak after one-level opening	Queen KQ(x); asks attitude	2/1 Game force (UPH)
Strong after weak opening	Jack QJ(x)	INT = 14-17
(1♣)-2♦=MM; (1♦)-2♥=MM if 1♦ promises <4♦	10 J10(x) / KJ10(x)	2♣ =22+ F to 2NT, 3M or 4m
4m over 2M weak=other major + the bid minor	9 109(x) / K109(x) / Q109(x)	2♦ = Weak 2 either major, 3-9 HCP
Reopen: Intermediate 12-16, good 6-card suit	8 8x or 3 rd (K98, etc.)	2♥/2♠ = Weak 5+M & 4+m, 3-9 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Hi-X Third/Doubleton/Singleton	2NT = 20-21
1m-(1M)-3M=bid 3NT	Lo-X 3 rd from even no., lowest from odd	3NT Solid m, no outside A or K 1 st /2 nd
(1M)-2M=OM+m	SIGNALS IN ORDER OF PRIORITY	
Cue bid after weak 2-bid=bid 3NT with a stopper	Partner's Lead	OTHER BIDS THAT MAY REQUIRE DEFENCE
	Discarding	1m-2♥ = 4-9 5♠/4♥
VS. NT (vs. Strong - Direct/Reopening/PH)	Suit 1 Hi=Disc; Lo=Enc. Hi=Odd; Lo=Even	1m-2♠ = Mixed Raise
2♣=4+♣ & 5M vs. Strong NT; both majors vs. Weak NT	2 Hi=Odd; Lo=Even Suit preference	1M = Jump OM = Mixed Raise
2♦=4+♦ & 5M vs. Strong NT; one major vs. Weak NT	3 Suit preference Top from Honours	Unusual over unusual; Michaels; Leaping Michaels
2♥=4♥ & 5+m vs. Strong NT; M+m vs. Weak NT	NT 1 Hi=Disc.; Lo=Enc. Hi=Odd; Lo=Even	1m-2m = LR+; 2-Way Drury Fit
2♠=4♠ & 5+m vs. Strong NT; M+m vs. Weak NT	2 Hi=Odd; Lo=Even Suit preference	Fit jumps in competition and by passed hand
2NT=minors	3 Suit preference Top from Honours	
Dbl=1-suiter or MM vs. Strong; (2♣=relay); Pen. vs. Weak NT	Trump Hi-Lo=Suit preference or ruff ability	SPECIAL FORCING PASS SEQUENCES
3-level Weak vs. Strong NT, Intermediate vs. Weak NT	Reverse Smith vs. NT	Vul v NVul if we are FG (except after our preempt)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Classic Remainder Count	(INT)-Pen Dbl-(2♣/2♠/2♥)-Pass=F, but (2♠)-Pass=NF
Dbl=Takeout; Cue bid=bid 3NT with a stopper; Jumps=Strong	DOUBLES	(3m)-Any-(5m)-Pass=F
Jump to 4m=other major (or a major+bid minor over Multi);	TAKEOUT DOUBLES (Style; Responses; Reopening)	
NT bids natural	Usually shape-disciplined; Cue bid=F to game or twice-bid suit;	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	If Responder shows values, NSF;	
CRASH: (1♣)-Dbl/1♦/INT=Colour/Rank/Shape	Cue bid or jump shift forcing after min. non-jump response	
(1♣)-P-(1♦)- Dbl/INT/2♣=Colour/Rank/Shape	2NT=Scramble after our double if game is not in the picture	
VS. OPPONENTS' TAKEOUT DOUBLE	2NT=Lebensohl after our double of weak 2-bid or raised major	
New suit=FIR; Jump in new suit=Fit; Preemptive jump raises;	SPECIAL, ARTIFICIAL & COMP. DBLS/RDBLS	
1M-(Dbl)-2♣=Good raise; 1X-(Dbl)-2NT=LR in M; PRE in m	Negative through 4♥; Responsive through 4♥; Competitive through 4♥;	
Rdbl=usually no fit; if fit, then stronger than raise to same level	1m-(1♥)-Dbl denies 4 spades; Game-try Dbls through 4♣; Splinter Dbls	
	After our overcall, Dbl of INT=Takeout; Support Dbls. & Redbls.	IMPORTANT NOTES
	Dbl of the 3 rd suit=Takeout; Tolerance Rdbls; Lightner Slam Dbls;	Penalty passes of some redoubles
	Dbl of 3NT: My suit; Lead through; Your suit; Shorter major	Psychics: Almost never
	Anti-lead Dbls in own suit	

Opening Bid	Art?	Min. #	Neg. X Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	No	3	4♥	Open 1♣ if 3-3 minors, 11-21 HCP (12-14/18-19 if Bal.) Usually bypass ♦ to bid major	1♦ usually bypass ♦ to bid M unless ♦ 1-suiter or GF, or 6-7 Bal.; 1M natural; INT=8-10; 2♣=LR+ raise; 2♦=Inv. Nat.; 2♥=5♠/4♥, less than inv.; 2♠=Mixed; SPL; 2NT=12-15-; 3NT=15+, 17 3=3=(4-3)	After INT rebid, 2-Way Checkback; After 2NT rebid, 3♣=Puppet, 3♦=Stayman After major-suit raise, 2NT=Relay; SPL	Same as for unpassed hand (UPH) where possible. Jump shift=Fit
1♦	No	(3)4	4♥	Open 1♦ if 4-4 minors 11-21 HCP (12-14/18-19 if Bal.) Shows 4+♦ unless 4=4=3=2	1M=Natural; INT=6-10; 2♣ natural GF; 2♦=LR+ raise; 2♥=5♠/4♥ 5-9 HCP; 2♠=Mixed; 3♣=Inv. Nat.; 3M=SPL; 2NT=12-15-; 3NT=15+-17 3=3=(4-3)	Same as for 1♣	Same as for UPH Jump shift=Fit
1♥	No	5	4♦	11-21 HCP (12-14/18-19 if Bal.)	1♠=Nat., FIR; INT=FIR; 2♣/2♦=Nat., FG; 2♥=6+-10-; 2♠=Mixed raise; 2NT=FG Raise; 3♣=LR+shortage; 3♦=LR no shortage; 3♥=PRE; 3NT=1 Trick raise to game; SPL	Min NT rebid=12-14 Bal.; 2m=3+ after FINT; 1♥-INT-2m-2♠= strong m raise; 1♥-INT-2NT (Transfers); 1♥-1♠-2♣-2NT=Relay; SPL	Jump shift=Fit, F to 3♥ INT=NF; 2♣/2♦= Reverse Drury Fit
1♠	No	5	4♥	11-21 HCP (12-14/18-19 if Bal.)	INT=FIR; 2♣/2♦/2♥=Natural, FG; 2♠=6+-10-; 2NT=FG raise; 3♣=LR+shortage; 3♦=LR no shortage; 3♥=Mixed raise; 3♠=PRE; 3NT=1 Trick raise to game; SPL	Min NT rebid=12-14 Bal.; 2m=3+ after FINT; SPL	Jump shift=Fit, F to 3♠ INT=NF; 2♣/2♦= Reverse Drury Fit
INT	No		4♦	14+-17 Balanced or semi-bal. Could be 6-3-2-2 (with 6m), 5-4-2-2 (with 5m) or 4-4-4-1 (with stiff high honour)	2♣= Stayman; 2♦/2♥=Transfers; 2♠=♣ or Range-ask; 2NT=♦ or Minors, weak; 3♣=Puppet Stayman; 3♦=Minors, strong; 3M=Short M, 5+/4+ minors; 4♣=Gerber; 4♦/4♥=Texas; 4♠=Quant., both minors	2M after Stayman=Inv.; 3M after no M=Smolen; New suit after transfer=Relay or FG Nat.; Bid after Texas=KC	Same as for UPH
2♣	Yes	0	—	Strong; 22+ if Bal. 9+ tricks if M; 10+ tricks if m	2♣=0/1 control; 2♥=2; 2♠=3+; 2NT=4x3, all 4 queens, no A or K; 3Any=6+-card suit (1 under), 3 of the 4 top honours; 3NT=AKQJxx of any suit; 4R=transfer with 2-loser, 7-card suit.	2♣-2♦-2♥=Hearts, Hearts & another, or Strong Bal., forces 2♠. After 2♣-2♦, 2NT NF. Cheapest 3-level suit=2 nd Neg. Jump to 3M by Opener=4M & 6+♦	Same as for UPH
2♦	Yes	0	—	(5)6 either major; 3-9 HCP	2M/3M=P/C; 2NT=Relay, Inv.+; 3m=Nat., NF; 4♣=Bid the suit under your M; 4♦=Bid your M; 4M=To play.	After 2NT: 3♣=Max, hearts; 3♦=Max, spades; 3♥=Min, hearts; 3♠=Min, spades	Same as for UPH
2♥	No	5	—	Weak 5+♥/4+m; 3-9 HCP	2NT asks m, inv+ relay; 3♣=P/C; 3♦=Strong ♥ Inv.; 3♥/4♥=To play; 3♠=Nat., Inv.	After 2NT: 3m=Nat.; 3♥=5♥/5+♣, Max; 3♠=5♥/5+♦, Max	Same as for UPH
2♠	No	5	—	Weak 5+♠/4+m; 3-9 HCP	2NT asks m, inv+ relay; 3♣=P/C; 3♦=Strong ♠ Inv.; 3♠/4♠=To play; 3♥=Nat., Inv.	After 2NT: om=Nat.; 3♥=5♠/5+♣, Max; 3♠=5♠/5+♦, Max	Same as for UPH
2NT	No		—	20-21 Bal/semi-bal	3♣=Stayman; 3♦/3♥ Transfers; 3♠ Puppet to 3NT with minor-suit slam try; 4♦/4♥=Texas; 4♠=Quant. Bal. with 4/4 or 5/4 mm	Major 2-suiters go thru 3♣; Smolen; Accept xfer with 2/3; Re-transfers, Super-accepts; After 3♠, show m or shortage mm	Same as for UPH
3 Suit	No	(6)7	—	Weak, preemptive	4♣=KC (4♦ after 3♣); NSF		Same as for UPH
3NT	Yes	7	—	Solid 7/8-card minor with no outside A or K in 1 st /2 nd	4♦=asks shortness; Any other minor suit bid=P/C; 4M to play; 4NT asks extras	To 4♦: Bid suit or major (4NT=no short) To 4NT: Bid suit or major	Same as for UPH
4 Suit, 5m	No	7+	—	Natural	Asking bids except 4♠ over 4♥	Steps: 1=no control; 2=2 nd rd.; 3=1 st rd.	Same as for UPH
4NT	No		—	Ordinary Blackwood	HIGH LEVEL BIDDING		
5M	No	7+	—	Bid higher with a/K of trumps	Cue bid 1 st /2 nd round controls; RKCB 1430; queen ask; Gerber; Super Gerber; GSF; 5NT=Pick a slam; EKCB; 6KCB; DIP2; RIP2; DEPO, REPO 5 our suit and higher; Pass & pull strong; Jump to 5M=asks: (1.) control their suit, (2.) trump quality (3.) Quant. Non-Serious 3NT; Last Train.		
5NT	No		—	Pick a minor			