

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; responses: 1/2 level; reopening)
General Style = Sound
Responses: Jump Raise = PRE, cue-bid= F1
New suit = F1 if unpassed hand
Jump cue-bid = SPL
Jump-shift= fit-showing
Reopening: Same
INT OVERCALL (2nd/4th live; responses; reopening)
15-18 HCP w stopper syson, same 2nd/4th live
Reopening: 11-14 HCP w stopper syson, may be 15(16) if 1♠
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (6-10 HCP) 6-card suit, may be < 6 HCP if distributional
Double Jump = 7-card suit, 2-10 HCP
Responses: as if we opened a weak 2 or preempted
Reopen: Jump overcall = 8 playing tricks with points
DIRECT & JUMP CUE BIDS (Style; responses; reopen)
Direct cue-bid = Michaels [A4]
Jump cue-bid = Asks for a stopper
1m must have 3+ for Michaels to apply
VS. NT (vs. Strong/Weak; Reopening;PH)
X= PEN if range <15, 5+♣ or 4+/4+ in ♦ &♥ otherwise
2♣= either 5+♦ or both M 4+/4+
2♦= either 5+♥ or blacks 4+/4+
2♥= either 5+♠ or mm 4+/4+
2♠= either 5+♣ or reds 4+/4+
2NT = ♣ &♥ or ♦ & ♠ 4+/4+
VS. PREEMPTS (doubles, cue-Bids; jumps; NT bids)
NAT with T/O X; X of 4♠ PEN oriented
4NT over 4♠ = T/O
Leaping Michaels [A2]
VS. ARTIFICIAL STRONG OPENINGS i.e.1♣ or 2♣
Style: Destructive. X=5+♦ or MM 4+/4+
1NT = ♣ &♥ or ♦ & ♠ 4+/4+
any suit = 5+ in the suit above or 4+/4+ the next two
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+HCP, new suit NF
If our 1♣opening is doubled:
1♦= 5-7 HCP no M, XX= 5-7 HCP w M,
others are the same as without the X
Jump shift if 1M is doubled = Fit-showing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
Notrump	3rd/5th	Same	
Subsequent	4th (Sxx, HxS)	Same	
	4th	Same	
Other: A from AKx(+) asks for ATT, K for CT			
See [B1]			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+), Ax	AK,AKJ10(+) ATT	
King	AK(+), KQ(+), Kx	KQ(x), AK(+) ATT	
Queen	QJ(+) ATT	QJ(+), AQJ10(+) UB	
Jack	J10, J10x(+) ATT	Same, no higher H	
10	109, 109x(+), 10x	2 or no higher H	
9	9x, H109x(+)	98x(+), May be 4th	
Hi-X	Sx, xxSx	Sx, xSx(x)	
Lo-X	xxSx, HxSx	HxS, HxxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISC	Hi=Odd	O/E
2 Suit			
3			
1	Hi=DISC	[B2]	O/E
2 NT			
3			
Signals:			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Offshape OK if (17)18+			
RESP X up to 4♥			
Cue = FG			
SPECIAL, ARTIFICIAL & COMP DBLS/RDLS			
X of 1NT - 3NT asks for a ♥ lead			
(2M) - X - XX= puppet to the lowest suit [D1]			
They X our 1M overcall: XX = 3-card support w/o A or K			
X of OPPT Bergen raise = lead directional			
1NT X XX= puppet to 2♣ any single suiter [D2]			
They X our cue-bid: XX 2nd round control			
Lightner Xs vs slams			
X at the three-level below our 3M PEN if room for G/T			

WBF CONVENTION CARD
CATEGORY: Blue
NCBO: New Zealand
PLAYERS: Murat <u>Genç</u> Anne <u>Somerville</u>
EVENT: Senior
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision. 1♦ 11-15HCP w 1+ D; 1M 5+ (11-15 HCP)
1NT 14-16 HCP may have 5M
2♣ 11-15HCP w 5+♣ no 5M. Occasionally 6+/5+M
1NT response = not forcing except when we open 1♣
NEG DBL thru 4♥
Jumps raises PRE except when we open 1♣
4SF FG
3 seat openings may be light.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ opening: <11HCP (within reason) MM 4+/4+
2NT Opening= mm 5+/5+ (6-10 or 15+ HCP)
3NT Opening = Gambling
Michaels Cue-bids (WK or STR) [A4]
2NT Overcall = two lower unbid suits 5(+)/5(+) WK or STR
NEG free bids except when we open 1♣
Lebensohl after 2-level overcall of 1NT [A3]
Unusual over unusual [A5]
SPECIAL FORCING PASS SEQUENCES
After 1♦/M-(DBL)-RDBL
IMPORTANT NOTES
Our ATT signals are based on whether we can stand a switch
PSYCHICS: Rarely, completely random. Never been discussed.

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4♠	any 16+HCP	1♦= any 0-7 HCP, all other bids FG [F1]	[F2]	PH bidding = Same, [F3] in competition
1♦	✓	1	4♥	11-15 HCP no 5M unless 6+♦/5+M	1M=NAT 6+ HCP, 2♣= 5+ 9+HCP	NAT. INV (2♣) & FG (2♦) CB	NEG free bids, X=T/O up to 4♥
1♥		5	4♦	5+ (10)11-15 HCP	2♦=5+ 10+ HCP, NT NAT, [F4]	Mostly NAT [F6]	PH: 2♣= ART raise w maximum PH
1♠		5		5+ (10)11-15 HCP	1NT = 6-10 HCP NF, New Suit NAT [F5]	As above	NEG free bids, cue-bid = LIM+ raise
1NT			2♠	No singleton, may have 5M	As above	As above	As above
				(54) in minors allowed	2♣=STAY, 2♦/♥=TRF, 2NT=mm	Super accepts, new suit after TRF F1	Lebensohl w T/O X [A3]
					2♠=range-finder, 3m=5+ WK, 3M=5+ FG, 4m=KCB		X at 3-level shows values
2♣		5	4♥	5+♣ 11-15 HCP w/o 4M unless 6+♣/5+M	2♦= ART (R), 2M=5+ NF, 3M= 5+ INV, 2NT=10-12 BAL, 3♦= NAT NF	Mostly NAT, [F7]	Same
2♦	✓	0		4+/4+ MM <11 HCP	2NT=(R) ART 15+HCP, 2M=better M NF, 3/4M= to play, 3m=NAT NF	After 2NT: 3♣=any MIN, 3♦=MAX 44, 3M= MAX longer	X=PEN
2♥				6+ 2-10 HCP	2NT=ART (R), new suit NAT NF, 4♣= Weakwood [A6]	Show feature if MAX	X=PEN
2♠				As above	As above	As above	As above
2NT	✓			5+/5+ mm 6-10 or 15+ HCP	3m=better m NF, 3M= NAT F, 4m=NF		X=PEN
3♣		(6)7		2-10 HCP	3♦=ASK 3-card M, 3M=6+ F, 4♦= Weakwood [A6], 4M = Lackwood[A1]		X=PEN, PH: New suit=fit-showing
3♦		(6)7		2-10 HCP	3M=NAT F, 4♣=Weakwood [A6], 4M=Lackwood [A1]		As above
3♥		(6)7		2-10HCP	3♠=NAT F, 4♣=Weakwood [A6], 4♦/♠=Lackwood [A1]		OPP X: new suit fit-showing, X=PEN
3♠		6(7)		2-10 HCP	4♥= NAT NF, 4♣/♦=as above		As above
3NT	✓			Gambling, no outside A/K	4/5/6/7m=P/C, 4M=NAT NF		X=PEN
4♣		7		6-10 HCP	4♦=Weakwood [A6], 4M=NAT NF		
4♦		7		6-10 HCP	4M=NAT NF, 4NT=Weakwood [A6]		
4♥		(6)7		6-10 HCP, Two-suiter if 6	New suit= Lackwood [A1], 4NT=Weakwood [A6]		
4♠		6)7		As above	As above		
4NT	✓			Specific ace ask	5♣=no A, 5♦/♥/♠= ♦/♥/♠A, 5NT= 2 Aces, 6♣= ♣A, 6♦= 3 aces		
5♣/♦		7		6-10 HCP			
5♥/♠		7		6-10 HCP			

HIGH LEVEL BIDDING	ADDITIONAL NOTES
1st round cue-bids, but can cue K from KQ	
Declarer can cue K from Kx(+)	
Frequent use of SPLs	
4m in FG auction is KCB (1430)	
4NT in a cue-bidding sequence is always KCB (1430)	
Pass and pull shows slam interest	
X at the 5/6-level shows 2+ quick losers	

SUPPLEMENTARY SHEETS
Genç & Somerville

A Conventions Used

Note 1: Lackwood

Shows support and slam interest with at least two quick losers in the suit bid. Opener signs off in the agreed suit with two or more losers. With one quick loser in the suit they simply bid slam. With no quick losers in the suit they respond as if partner had used Weakwood.

Note 2: Leaping Michaels

When opponents open a weak 2 in a major:

- 4♣ Good hand with 5(+)/5(+) in ♣ and the unbid major NF
- 4♦ Good hand with 5(+)/5(+) in ♦ and the unbid major NF

Also applies if opponents open a weak 2 in ♦ or preempt 3♣:

- (2♦) 4♣ = 5(+)/5(+) in ♣ and an unspecified major NF
- (3♣) 4♦ = 5(+)/5(+) in ♦ and an unspecified major NF

Note 3: Lebensohl

When they overcall our 1NT Opening at the two-level:

X = T/O

2NT forces 3♣. Options: Pass, cue-bid = STAY w stopper, suit = NAT NF

2-level new suit bids are NF. 3-level new-suit bids are forcing

2NT then cue-bid = STAY w/o stopper FG

Note 4: Michaels Cue Bids

(1♣) - 2♣

(1♦) - 2♦

5(+)/5(+) in ♠ and another. (Only if 1m opening promises 3(+).)

(1♥) - 2♥ 5(+)/5(+) in ♠ and a minor

(1♠) - 2♠ 5(+)/5(+) in ♥ and a minor

All are 6-10 or 15+ HCP.

Note 5: Unusual over unusual

When they overcall 2NT our 1♥/♠ opening to show the minors:

X Interest in penalizing the opponents in one of their suits

3♣ A game-forcing hand in the unbid major (hearts if partner bid spades, and vice-versa). F

3♦ A limit raise or better in partner's suit. Forcing

3♥ A constructive raise (7-10 points) opposite a 1♥ opening

A natural non-forcing bid opposite a 1♠ opening

3♠ A constructive raise (7-10 points) opposite a 1♠ opening

A natural non-forcing bid opposite a 1♥ opening

With 5-card support, we only use Unusual over Unusual with game-forcing values. With less than 12 points, we simply jump directly to 4♥/♠.

Note 6: Weakwood

KCB with the assumption that the opener can have at most 2 key cards. The replies are

Step 1: Q of trumps with no key card

Step 2: 1 key card but no Q

Step 3: 1 key card and the Q

Step 4: 2 key cards but no Q

Step 5: 2 key cards and the Q

B Leads and Signals

Note 1: Leads

In general, we lead the higher of touching honours. However, we can lead the A or K from AKx(+) depending on whether we want to ask for attitude or count.

Lead of A or Q against NT is a strong lead, asking for an unblock. If cannot unblock, partner gives reverse count.

Lead of J against NT denies a higher honour. We therefore lead the 10 from an interior sequence.

From 4(+)small against NT, we lead the second highest card unless it is sequence (then the highest).

Note 2: Signals

Our primary focus is ATT. This is based entirely on whether we can stand a switch (or occasionally on the ability to ruff).

We always show ATT if we cannot beat the card in dummy.

Once attitude is shown, we give reverse count.

Against NT, we play reverse Smith: lo-hi the first time declarer plays a card from dummy indicates that we liked the lead because we cannot stand a switch. Hi-lo indicates that we can stand a switch. Hi-lo if we have already been able to discourage the opening lead demands a switch.

Discards: Odd ENC, Even DISC. We may give suit preference in discarding an even card.

C Bids that may require a defence

D Defensive and competitive bidding

Note 1: They X our Weak 2 Opening

XX = Puppet to 3♣. I have a single suiter, pass if I bid over 3♣.

2NT = Two places to play.

Note 2: They X our 1NT

2♣/♦/♥ Lower of two touching suits

2♠ single-suiter, partner is allowed to raise

XX Puppet to 2♣. Then pass or suit shows a single-suiter

PASS Forces XX. Can then pass or bid to show two non-touching suits

E Doubles

F Back of card

Note 1: Responses to 1♣ opening:

1♦ Any 0-7(8) HCP
 1♥ (8)9+ HCP, 5+ hearts FG
 1♠ (8)9+ HCP, 5+ spades FG
 1NT Good 8-10 or 16+ HCP BAL FG
 2♣ (8)9+ HCP, 5+ clubs FG
 2♦ (8)9+ HCP, 5+ diamonds FG
 2♥ (8)9+ HCP, 4144 FG
 2♠ (8)9+ HCP, 1444 FG
 2NT 11-12 HCP BAL FG
 3♣ (8)9+ HCP, 4441 FG
 3♦ (8)9+ HCP, 4414 FG
 3♥ 14-15 HCP 3433 FG
 3♠ 14-15 HCP 4333 FG
 3NT 13-15 HCP BAL FG

Super accepts with 4-card support:

2NT No weak doubleton, max
 Suit weak doubleton, max
 3M 4-card support, weak

Note 2: Subsequent Actions after 1♣ Opening:

RESP bid 1♦:

1♥ Any 19+ HCP
 1♠ 16-18 HCP, 5+ spades NF
 1NT 17-18 HCP BAL NF
 2♣ 16-18 HCP, 5+ clubs not BAL NF
 2♦ 16-18 HCP, 5+ diamonds not BAL NF
 2♥ 16-18 HCP, 5+ hearts NF
 2♠ 16-18(19) HCP, 6+ spades 8 playing tricks NF
 2NT 23-24 HCP BAL NF
 3♣ 16-18(19) HCP, 6+ clubs 8 playing tricks NF
 3♦ 16-18(19) HCP, 6+ diamonds 8 playing tricks NF
 3♥ 16-18(19) HCP, 6+ hearts 9 playing tricks NF
 3♠ 16-18(19) HCP, 6+ spades 9 playing tricks NF

After 1♣- 1♦; 1♥:

1♠ ART any 0-4 HCP
 1NT 5-7(8) HCP BAL
 2♣ 5-7(8) HCP, 5+ clubs not BAL
 2♦ 5-7(8) HCP, 5+ diamonds not BAL
 2♥ 5-7(8) HCP, 5+ hearts
 2♠ 5-7(8) HCP, 5+ spades
 3♣ 5-7(8) HCP, 4441
 3♦ 5-7(8) HCP, 4414
 3♥ 5-7(8) HCP, 4144
 3♠ 5-7(8) HCP, 1444

After 1♣- 1♦; 1♥- 1♠:

1NT BAL 19-20 HCP, STAY & TRF apply
 2NT BAL 21-22 HCP, STAY & TRF apply
 2♣ ART 25+ HCP BAL F
 2♦/♥/♠ NAT NF

RESP gives a positive:

Natural bidding. A new suit after suit agreement is NAT. Jump in a new suit by either partner is SPL.

Note 3: In competition:

They X 1♣: Pass is any 0-4 HCP. 1♦ = 5-7 HCP, no 4-card major. XX = 5-7 HCP with a 4-card major. Other bids are as if there was no X.

They make an overcall: PASS = any 0-4 HCP. X = any 5-7 HCP, but may be BAL 8+ w/o stopper. Other bids = NAT FG. X by opener when RESP passes is T/O.

Opener can rebid 1♥ to show 19+ HCP if there is room.

Note 4: Other responses to 1♦ opening

1NT = BAL 6-11 HCP NF

2M = 6(+) 0-5 HCP NF

2NT = BAL 12-13 HCP no 4-card M NF

3m = 0-7 HCP PRE

3M = SPL good hand

3NT = BAL 14-15 HCP

Note 5: Additional responses to 1M opening

Single raise = 6-10 HCP, 3-card support

Jump in the other M = LIM 11-13 HCP 3-card support

2NT = Jacoby 13+ HCP 4(+)card support no shortage FG

3♣ = 6-10 HCP 4-card support F

3♦ = 10-12 HCP 4-card support F

Double raise = <6 HCP 4-card support

3NT = 13-15 HCP BAL 3-card support

Other jump shifts are SPL

4M = 5-card support not necessarily weak

Note 6: Opener's rebids after Jacoby raise

New suit at the three-level shows shortage

New suit at the four-level is natural, good suit (5+ or a very good suit)

3M = Better than minimum, 6+ in M. Responder cue bids with slam interest

4M = Minimum hand

3NT = Maximum balanced hand

Note 7: Structure of the 2♦ relay after 2♣ opening

Opener rebids M with a 4-card M. Then 2NT by RESP is ART relay, FG. If RESP instead bids a new suit, it is natural FG. 3♣ by RESP NF

3♦ by opener = SOL clubs, no singleton in a major

3M by opener = singleton with SOL clubs

2NT by opener = 6(+) clubs, not minimum

3♣ by opener = 6(+) clubs, minimum

After 2♣ - 2♦; 2M - 2NT: Step 1 = 5/4

Step 2 = 6/4 with high singleton

Step 3 = 6/4 with low singleton

Step 4 = 6/4 with high void

Step 5 = 6/4 with low void

After Step 1 next step asks more. Replies are:

Step 1 = 5/4 with 22
Step 2 = 5/4 with high singleton
Step 3 = 5/4 with low singleton
Step 4 = 5/4 with high void
Step 5 = 5/4 with low void

G Others

H Prepared defences