

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level, rarely may be 4 cards, natural
Cue = raise, invitational or better. If opponents have bid 2 suits, then cue of lowest suit= good raise/ call of higher of their 2 suits= natural
New suit response to overcall (non-passed hand) = one round force
Splinters
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Over 1 suit, 1NT = 15-18, with stop(s)
Over 2-suit, 2NT = 15-18 with stop(s), 3NT= to play, usually 19-21
Balancing: 1NT = 12-15 normally has a stop.
Stayman and transfer responses to 1NT and 3NT overcalls
Puppet Stayman and transfer responses to 2NT overcall
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak in principle – but good playing hand if VUL.
Jump to 2NT: Unusual, 2 lowest suits Constructive
Reopen jump overcall: 6+ suit with 10-15 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue minor = both Majors; Cue Major = other Major + minor (Constructive)
Jump cue of Major asks stop for 3NT. Jump cue minor= NAT weak
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
X = 15+, penalties: next X = T/O (except TRF) then all X penalty
2♣ = both M: 2♦ = one Major; 2♥/♠ = 5M + 4+ m: see additional notes for Multi-Landy [2]
2NT= initially assumed to be 5-5 in both minors, but can be any other wild 2 suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout; 3NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs Precision 1♣: X=5+♣ & 4+♠/ 2♣= Majors/ 2NT=5-5 minors/ 1NT=2 odd suits (with 5+ of minor & 4+ Major)/ 2D= 5+♦ & 4+♥
Same after P 1C-1D (X=♣&♠ etc.). 1-level suit bids= NAT overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
Largely unchanged, maybe shaded after 3 rd hand opening.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th	4 th	
NT	4 th	4 th	
Subsequent	Low from honour, lead high without anything of value		
Other: MUD from 3 small vs suit contract. May lead 2 nd from 4 small or lead top from 3 small vs a NT contract.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Top	Top	
King	Top	Top, ask unblock/reverse count	
Queen	Top	Top or KQ+ not want unblock	
Jack	Top (maybe internal/2nd)	Top (maybe internal/2nd)	
10	Top (maybe internal/2nd)	Top (maybe internal/2nd)	
9	Top (maybe internal/2nd)	Top (maybe internal/2nd)	
Hi-X	Doubleton/Singleton/Top	Top	
Lo-X	4 th or low from Honour	4 th or low from Honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude (1 st)
Suit 2	Reverse count	Suit preference	Reverse count (subsequently)
3	Suit preference		
1	Reverse attitude	Reverse count	Reverse attitude (1 st)
NT 2	Reverse count	Suit preference	Reverse count (subsequently)
3	Suit preference		
Signals (including Trumps): high-low in trumps wants higher-ranking unplayed suit.			
Reverse: low encourage/even count; high discourage/odd count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+, either showing unbid suit(s); or X and subsequent bid = at least 16+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles			
In Game Force situations (e.g. after a 2/1 response), X= penalty double			
(Updated 15 Sept 2024)			

W B F CONVENTION CARD
PLAYERS: Richard Solomon & Alan Grant
15941 7280
NCBO: New Zealand
CATEGORY: Green
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Variable 1NT Opening: 11-14 NV/ 15-17 VUL
2/1 Game Force
1♣ = 2+ clubs, 11-19, with TRF RESP
may have longer ♦ (possibly up to 5♦) when balanced
5+M (semi-F 1NT RESP)/ 5(4)+ 1♦
1minor – 2M 0-6 to play
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2♦ opening (3-way):
0-10 HCP weak 2 in a Major/ or strong single-suited in a minor/ or BAL 19-21 (only 19 when have a 5-card suit) [4]
2♥/2♠ opening: 5 of Major & 4+ of minor, 6-10HCP
1♣ - 1♦ = 4+ ♥s (transfer response) 5+ HCP
1♣ - 1♥ = 4+ ♠s (transfer response) 5+ HCP
1♣ - 1♠ = either 6-9 with no Major/ or Game Try/Force with 4+♦s
SPECIAL FORCING PASS SEQUENCES
In Game Force situations (e.g. after a 2/1 response) pass= forcing (substitutes for a takeout double)
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	2+♣ s, 10-19 HCP may be BAL and may have longer♦ (rarely up to 5♦), when balanced. RESP 1♦/1♥ = Transfers (see next column)	1♦ = 4+♥ 5+ HCP: 1♥ = 4+♠ 5+ HCP: Responder 2♦ on next round = art GF 1♠ = 6-9 hcp no major/ or 6+ with diamonds 1NT = 10-11 no M 2♣ = 4+♣, NAT GF/ 3♣ = 5+♣ with 6-9 pts 2♦ = (9)10/11 with 5+♣ 2♥/♠ = 0-6 with 6+ card suit, to play 2NT = 11-12 no Major/ 3NT = 13-15 no Major/ 4♣ = Pre-emptive	Accept Xfer = 1♥/♠ = 3♥/♠ if weak 2♥/♠ = 4♥/♠ NF, 3♥/♠ = 4♥/♠ INV Other rebids: Suit: NAT NF & reverse apply. 1NT BAL and may have 4M, non-jump 2/3♣ = CB 1♣ - 1♠ - 1NT - 2♣ = transfer to ♦ weak or INV Weak hands with minor(s) or various INV hands 1♣ - 1♠ - 1NT - 2♦ = GF with ♦ 1♣-1♠-1NT/2♣-2♥/♠ = 5+♦ & 4M G/T or stronger	Ignore X- continue transfers. Except 1♣ (X) XX is for rescue and says have a weak hand and don't want to play in 1♣X Over their (1♦/1♥) our X= xfer and 1♥/ (if available) or 1♣ means same as no interference Responsive doubles
1♦		4	4♥	Natural 10-19 HCP, 4+ suit, often UNBAL & 5+ card suit (exception: 4441s)	1♥/♠ = 5+ HCP, NAT; 2♥/♠ = 0-6 with 6+ card suit, to play 2♣ = GF, NAT/ 1♦ - 3♦ = 5+♦ with 6-9 pts 1NT = 6-10/ 2NT = 11-12 no Major/ 3NT = 13-15 no Major 2♦ = GF, NAT/ 3♣ = (9) 10/11 with 4+♦s/ 4♦ = Pre-emptive	1NT rebid = 11-13 VUL/ 15-17 NV then 2♣ = CB 2NT Bal, then bid 4M up	
1♥/♠		5	4♥	Nat 10-19 HCP, 5+ cards	1♠ NAT; 1NT 6-12 NF/ 2♣/♦/ or new suit 2♥ = all NAT GF 2♥/♠ raise = 6-9, 3 cards ♥/♠ raise 2♣/ 2NT 6-10 mini-SPL, any shortage (usually 4 cd SUPP) (S) [3] 2NT/3♣ GF, 4+♥/♠ (similar to Jacoby 2NT RESP to 1M) (P) [3] 3♣/♦ = 9-12 INV raise, 3 or 4 cd support (only 9 when 4 cd) [3] 3♦ over 1♥ is 6-8 HCP, 4 card support, no shortage (N) [3] 3♥ over 1♠ is 9-11 w 6+♥ INV (note this bid is NOT a raise in ♠) 3♥/♠ 0-6, 4 cards ♥/♠ raise (E) [3] 4♥/♠ 0-9, 5+ raise, max 1 key or 2 ctrl 4♣/♦, splinters, around 9-13, 4+ cd support (also 1♥-3♣ or 1♠-4♥)	1♥/♠-1NT-2♣ = Gazzilli [1]/ 1♥-1♠-3♣/♦ = splinter (Note: 1♥ - 1♠ - 2♣/♦ can be very strong) Next step asks; then bid singleton if below M Suit = S/S/ 3NT = 15/17-19/ 3M = good/ 4M = min/ jump = void/ 5♣/♦ jump = exclusion w/good hand Step is game try, asks to split range 9-10 or 11-12	1M (bid): CUE = INV or better raise/ bid NAT 10+/ jump (if available below 3 of the M) = SPINE [3] (truncate early steps if limited jump steps available) Also, after interference at the 2-level: 2NT is never SPINE [3] bid and is always NAT and INV
INT			4♥	11-14 BAL NOT VUL: 15-17 BAL VUL: 4333, 4432, 5332, some 5422	2♣ = Stayman (asks for 4M or 2♦ bid)/ 2♦/♥ = transfer to ♥/♠ 2♠ range inquiry/ or weak with ♣ or GF with ♣ or GF ♣ + another 2NT xfer-♦ weak/ or 5-5 both minors weak or GF♦ or ♦ + another 3♣ puppet Stayman/ 3♦ = NAT INV with 6♦/ 3♥/♠ 6+ suit, slam interest/ 4♣ = Gerber/ 4♦ = ♥s/ 4♥s = ♠s (alternative to 4♠)/ 1NT - 4NT = quantitative	3♣/♦ NF; 3♥/♠ = 4 of bid M with 5 in other M, GF Subsequent new suit = game force 2NT min; 3♣ max; then if suit bids > 3♣ = GF 3♣ or 3♦ = better minor; bid 3♦ if equal preference 3♦ = 1/2 4-card M, 3♥/♠ = 5-card M, 3NT = no M over 3♥/♠ - cue = 1 st or 2 nd / 4M = no interest	1NT (X) XX = single-suiter; 2♣/ 2♦/ 2♥ bids = suit + higher 1NT (2♣) X = values then X = PEN /1NT (bid): suit NAT NF; 2NT Lebensohl; X = 9-10+ INV or better; 3-suit = force
2♣	✓	0	4♥	24+ BAL or 20+ unbalanced	2♦ = negative or waiting 2♥/2♠/3♣/3♦ = NAT positive usually with 3+ controls	2NT = 24+ unlimited GF, Puppet & TRF as above	
2♦	✓	0		3-way multi; weak M/ or 19-21 BAL; 19 with 5+ suit/ or STR minor [4]	2♥/♠ pass/ correct if weak (2NT => subsequent Puppet and xfers); 2NT INQ; 3♣/3♦ to play/ 3♥ pass or correct/ 3♠ = pass or correct/ 3NT = M pre-empt, if weak2; showing 4-4 in Majors (5-9 HCP)	2NT INQ: 3♣ = very poor weak 2 or 20-21 BAL, else 3♦/♥/ 3♠/NT shows ♥ min/♠ min/♥ max/♠ max. 4♣/♦ = strong with long minor	
2♥/♠		5/4+	-	5M + 4+ minor, 6-10 5+-5+ if vulnerable	3/4/5♣ pass/correct; 3♦/ 2♥-2♠/ 2♠-3♥ all NAT to play 2NT inquiry	3♣/♦ M + ♣/♦ min; 3♥/♠ M + ♣/♦ max	
2NT			-	22-23 BAL	3♣ puppet Stayman and transfers	HIGH LEVEL BIDDING	
3any		6+		Pre-empt, natural	New suit F1, 3NT or other game bid = to play/ 3♣-4♦/ 3♦-4♣ = RKC	RKCB 1430 4NT. After 4NT RESP next non-trump step asks Q & if +ve specific K/ Subsequent 5NT asks specific K	
3NT		7+		Solid minor	4♣ = correct/ 4♦ = asks singleton/ 4 of a Major = to play/ 4NT = asks minor		
4 any		7+		Natural pre-empt	Usually 8+ card suits in 1 st and 2 nd seat	GSF (5NT after cue bidding) 6♣ none; 6♦ 1 of top 3; 6♥ KQ or AQ; 6♠ AK or better.	
4NT		-		Specific Ace ask	5♣ = no aces, 5NT = A♣ with any 2 aces; bid lower at 6-level	POD1, POR1, run-on with 2 if room, Lightner Doubles; Exclusion Key Card (jump with void). Jump to 5-of-a-Major level in our suit asks for control in theirs.	
5♣/♦		8+		Natural pre-empt			

Section A) Conventions used

NOTE [1] Gazzilli

Gazzilli responses are as follows:

1♥ Pass 1NT Pass

2♣ = Either 5♥ and 4+♠ 11-15 HCP or any 16+

- 2♦ shows 8+ HCP with any shape (see below)
- 2♥ shows 5-7 HCP with 2+ hearts
- 2♠ shows 5-7 HCP with a 3 suited hand with short hearts
- 2NT shows 5-7 HCP with 5+ clubs and 5+ diamonds
- 3♣ shows 5-7 HCP with 6+ clubs
- 3♦ shows 5-7 HCP with 6+ diamonds

1♠ Pass 1NT Pass

2♣ = Either 5♠ and 4+♠ 11-15 HCP or any 16+

- 2♦ shows 8+ HCP with any shape (see below)
- 2♥ shows 5-7 HCP with 5+ hearts
- 2♠ shows 5-7 HCP with 2+ spades
- 2NT shows 5-7 HCP with a 3 suited hand with short spades
- 3♣ shows 5-7 HCP with 6+ clubs
- 3♦ shows 5-7 HCP with 6+ diamonds

When responder bids 2♦ opener either rebids their major showing the weak option or any other bid 16+ GF.

NOTE [2] Multi-Landy defence to opponent's 1NT

2♣ = both Majors – wide ranging depending on distribution and VUL up to 15 HCP, typically 8-15 HCP

2♦ = single-suited in one Major – wide ranging depending on distribution and VUL up to 15 HCP, typically 8-15 HCP

2♥/♠ = 5 of bid Major plus 4+ of unspecified minor – wide ranging depending on distribution and VUL up to 15 HCP, typically 8-15 HCP

Responses to above bids are similar to responses to 2♦/2♥/♠ openings as described on the system card and in NOTE [4]

NOTE [3] SPINE

Responses to 1♥/1♠:

2♥/♠ raise = 6-9, 3 cards ♥/♠ raise

2♣/ 2NT 6-10 mini splinter, any shortage (usually with 4 card support) (S)

2NT/3♣ GF, 4+♥/♠ (similar to Jacoby 2NT response to 1 M) (P)

3♣/♦ = 9-12 INV raise with 3 or 4 card support (only 9 when 4 cd) (I)

3♦ over 1♥ is 6-8 HCP, 4 card support, no shortage (N)

3♥ over 1♠ is 9-11 w 6+♥ INV (note this bid is NOT a raise in ♠)

3♥/♠ 0-6, 4 cards ♥/♠ raise (E)

4♥/♠ 0-9, 5+ raise, max 1 key or 2 ctrl

4♣/♦, splinters, around 9-13, 4+ cd support (also 1♥-3♣ or 1♠-4♥)

1♥/1♠ - 2♣/ 2NT – next step asks shortage – rebid of trumps shows shortage in asking step.

1♥/1♠ - 2NT/3♣ – new suit shows shortage/ 3NT= 15/17-19/ 3M= good/ jump to 4M= min/
jump new suit= void/ 5♣/♦ jump= exclusion key card (with a good hand)

Section B) Leads and signals

Nothing extra to add in this section at this stage

Section C) Bids that may require a defence**NOTE [4]****Names:** Richard Solomon and Alan Grant**Country:** New Zealand**Event:** World Bridge Games**Opening bid of** 2♦ **in** any **seat at** any vulnerability**Shows:** Either 0-10 HCP with a 6-card suit in a M/ 19-21 BAL/ or 8-9 playing tricks in a minor**Detailed Description:**

For the first option, the weak 2 strength can vary according to VUL and can be extremely weak at favourable VUL

Strong balanced: If balanced without a 5-card suit the range is 20-21, it is only 19 if it contains a 5-card suit

Strong minor is always single suited

Responses and Rebids in Uncontested auctions**With what hands will responder pass the opening bid?** 0-4 HCP and 4 or more ♦s 2♦-3♦ is also weak to play...with long ♦s

Meanings of other responses and rebids: 2♥= correctible/ 2♠= better ♥s (with at least 3♥) than ♠, prepared to compete to the 3-level in ♥/ 2NT= inquiry/ 3♣/♦ = weak to play 3♥/ 4-7Hcp with 3 ♥s & 4+ ♠s/ 3♠ = 4-7hcp with 3 ♠s & 4+ ♥s/ 3NT = 4-7 hcp with 4-4 in majors/ 4♥/♠ to play, natural/ 2NT = 13+hcp, game try inquiry

Responses to 2♦ - 2NT INQ: 3♣= very poor weak 2 or 20-21 BAL/ else 3♦/♥/ 3♠/NT shows ♥ min/♠ min/♥ max/♠ max/ 4♣/♦= strong with long minor

Competitive Agreements**Responses after opponent's DBL:** (including Pass, RDBL and expected follow-ups)
Bids retain same meaning as above/ Pass implies 4+♦ usually very short in 1 major
XX Strength showing, looking to penalise**Responses after opponent's overcall:** Overcall of 2♥/♠: X= pass or correct
Overcall of 2NT,3♣,3♦,3♥,3♠: X= penalties**Rebids after 4th hand DBLs the response:** No change as without double. XX looking to penalise**Rebids after 4th hand overcalls:** 3♥/3♠ = Pass/Correct
X = pens, except after 2♠ overcall, when X = pass/correct

Supplementary Sheet 4:

**Richard Solomon and Alan Grant
NCBO: New Zealand**

Section D) Defensive and competitive bidding

Nothing extra to add in this section at this stage

Section E) Doubles

Nothing extra to add in this section at this stage

Section F) Back of card

Nothing extra to add in this section at this stage

Section G) Others

Nothing extra to add in this section at this stage

NOTE [5]

Section H) Prepared Defences

Proposed Defence to Multi 2♦ Opening

(2♦):

X= 13-15 HCP with no good suit to overcall

2NT= 15-18 Balanced with stopper(s) in the Majors

3NT= 19-21 Balanced with stopper(s) in the Majors

Overcalls= Opening hand or better with at least a 5+ long suit

(2♦) – (2♥):

(Bidding by non-passed hand)

X= shows a hand equivalent to a takeout double of 2♥

2NT= 15-18 Balanced with stopper(s) in ♥

3NT= 19-21 Balanced with stopper(s) in ♥

Overcalls= Opening hand or better with at least a 5+ long suit

(2♦) – (2♠):

(Bidding by non-passed hand)

X= shows a hand equivalent to a takeout double of 2♠

2NT= 15-18 Balanced with stopper(s) in ♠

3NT= 19-21 Balanced with stopper(s) in ♠

Overcalls= Opening hand or better with at least a 5+ long suit