DEFENSIVE AND COMPETITIVE BIDDING

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

8–17 natural- possible good 4 card suit

New Suit F1 at one and two level

Jumpshift = fit and good suit

Direct jump raise = preempt

Jump cue-bid = 4 card fit and good hand

Reopening jump to 2M = 6 cards & 12 - 13H

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

In 2nd strong, balanced or semi-balanced

Responses: after minor opening- Stayman, transfers

After major - transfers

In 4th : 10 – 13 Responses same as above

JUMP OVERCALLS (Style; Responses; Unusual NT)

2/3 level = Nat 6/7 card (6H+)

(1♣) – 2/3♣= Natural;

Balancing 2NT = 17 - 19 / (2M) P (P) 2NT = 14-16

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

1♣ – 2/3♣ natural /1M – 2M : M + minor

1m-2♦(5+-5+M), 1X : jump overcall : weak (5-10)

Jump cuebid asks for stopper except 1 ♣ 3 ♣ = preempt

Reopening cue= 2suiter

VS. NT (vs. Strong/Weak(to 14H); Reopening;PH)

STR: 2♣=♥+♠; 2♦=6cM, 2M=M+m, X=4M+ 5+ m, 2NT=55m(+)

   (same if they open 1m – P - 1NT)

    (same if we open 1m, opp o/c 1NT except X=points)

WEAK NT, as for strong NT but X=points; ptr resp to 1NT or pass

GAMBLING 3NT, as for weak NT

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

Takeout X thru 4♥; Natural overcalls; cue bid asks for stopper

Leaping Michaels 4m=5m+5OM

Versus Multi – refer to ACBL suggested defense

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

X=majors and NT = minors, otherwise natural

OVER OPPONENTS' TAKEOUT DOUBLE

Jump shift=weak (<10H); RDBL = 10+

2NT/M=fit+10H+, 2NT/m=5m and 9-11 & 3m=5m 4-9 H

All other Swiss partnerships – Buenos Aires

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	2nd/4th	
Subsequent		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	KQx	KQJx, KQ10x
Queen	QJx	QJ10x or KQx
Jack	J10x or HonorJ10x	J10x or Honor J10x
10	10 9 x or Honor 109	10 9 x or Honor 109
9	9x	9xx or Honor 98x
High-low	even number	Bad suit
Low-high	odd number	4th best

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low=Enc	Count Low-hi=even	Low = Enc
	2	Count Low-hi=even		Count (UD present)
	3	SP		
NT	1	Low=Enc	Count Low-hi=even	Low = Enc
	2	Count Low-hi=even		Count (UD present)
	3	SP		

Signals (including Trumps) UDCA

No Smith

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

3 suiter or 18+ any distribution

Responses natural – only cue bid F1

Reopening either 3 suiter or 14+HCP

Suit at lowest level ambiguous

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1m – (1♥) – X, X= 4 spades and 1♠=5+ spades

Support X and XX to 2M-1 (shows 3c support) OR a strong hand

Leaping Michaels 4m=5m+5OM /over Multi 4m = 5m+5♥

WBF CONVENTION CARD

SYSTEM SUMMARY
15-17 NT; 5 card majors, better minor, UDCA

GENERAL APPROACH AND STYLE

2/1 GAME FORCE

5 card Majors in 1st and 2nd; and better minor (3+)

Preempt quality variable dependent on vul & position

Balanced minimum opening 1st and 2nd = (11) 12 H

1NT opening = 15-17 H (5M or 6m possible)

2NT opening = 20-21 H (5M or 6m possible)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NTsolid minor w/o outside control

2♣ (artificial + strong); Multi 2♦ (weak 2M or 22-23 balanced)

2M=5M+4(+)m (5-10H)

WJS, fit jumps by PH, mixed raise in COMP. 3rd / 4th suit=F1

Rubensohl/NT; Lebensohl

XYNT

1M response to 1♣ may bypass 4c diamonds (but no Walsh)

3rd hand opening may be lead directing or weak

Vs 2 known 2 suited O/C, cheapest cue= raise (10+); next cue= 4th suit GF; 4th suit is NF or raise ptr's suit=NF

In COMP, after we open or O/C a M, cue/2NT shows 3/4 card support and invite or better 10(+) H

1NT after the OPP's have bid 1m+ responded 1M= 4OM +5+om (64 by PH)

SPECIAL FORCING PASS SEQUENCES

In GF situations, pass is forcing

In SI, pass of OPP's bid at 5 level = first round control, X denies control, bid = cue & 2nd round control

IMPORTANT NOTES

PSYCHICS: Rare

				c=card, DH= distributional points, DNP=does not promise; F1=round force, GF=game force, GT=game try, INV = invitation;, KC=key card, NF=non forcing, m=minor, M=major, OB=opening bid; O/C=overall, OPP=opponent, P/C=pass or correct; PH=passed hand, PRE=Preempt, SI=slam interest, SPL=splinter, SYSON=system on, TP=to play, TRF=transfer; UPH=unpassed hand, WJS=Weak jump shifts, X = double; XX=redouble			
OPENING	**TICK IF ARTIFICIAL**	**MIN. NO. OF CARDS**	**NEG.DBL THRU**	**DESCRIPTION**	**RESPONSES**	**SUBSEQUENT ACTION**	**COMPETITIVE & PASSED HAND BIDDING**
1♣		3+	4M-1	Balanced 11-22 (may be weaker in 3rd) rule of 15 in 4th If unbalanced, rule of (19) 20	2m = 5c+ 11+, no 4 card M, 3m=PRE 0-7H 1m – 1NT = 6-11H; 1♦ -2♣ = natural GF 1♣-2♦ & 1♦ -3♣ = Fit 8-10H but (FJ if PH) 1m-2/3M (6/7c) or 1♣-3♦ = 6c (4-7H) 2NT=11-12 balanced; 4m=PRE, 4M=TP	1X – 1Y, 1NT – 2♣ = 10+ F1 or TRF♦ /2♦=GF, 2NT=TRF 3♣ on by PH, 3XYZ = natural SI 1m – 1M, 2M – 2NT= asks (3/4c & min/max)	1m - (X) - 3m /2NT = fit 10-11/fit / fit 6-9H 2♣/1♦ by PH is Nat 10-11H P (P) 1M (2♣), X = Fit 10-11 Fit jumps (10+H) 5+fit 4th by PH
1♦		3					
1♥		5	4M-1	10-21 in 1st or 2nd may be weaker in 3rd, rule of 15 in 4th 3rd seat can be 4 card suit Rule of (19) 20	1NT=F1 (5-15); 2M=8-10; 2NT= Fit 4+ GF; 3♣=4c 7-10, 3d =4c 10-12; 3M=4c 0-6H; 3NT=TP; 1♠-3♥ = 6c 10-11 NF SPL 10-14 w/3-5 CI; 4M = PRE; 4OM is TP	After 2/1: 2M=Catchall; Reverse or rebid at 3 level =14+; 2NT is max 14 or 18-19; 3NT=15-17 2NT = GT → 3M=min; 4M=max; 3X=values	PH 2♣= 3+ fit 10+H; 2NT=4c+shortage invite; 1♥-2♠=FJ by PH (10-11) but PRE (4-7) in COMP
1♠		5					
INT			4♥	15-17 HCP, 5M or 6m possible	2♣=Stayman can be weak, with or w/o major 2♦ /2♥ /2♠ /2NT =transfer and 3X= natural SI 4♣ = 5-5 M SI, 4♦= 5-5 M GF OR Slam going. 4M = 5-5 m, short in M	Super accept: /m=3+ max+ & 1H, /M: 2NT=4 max, 3M=4 min, 3X=3 max & control; After M TRF + 2nd suit, 3M=fit, 3OM fit m, and 4♣=3cM and 4cm	OPP overcall → Natural (8+) Lebensohl 2NT→ 3♣→ P/C(<8) SYSON after non penalty X DONT (x + >x) if X=points
2♣	√	0		Artificial GF or 8.5 tricks	2♦=no aces; 2♥/♠/=1 ace r/b; 2NT = 2 aces, 3♣/♦ 1 ace b/r w/1+king, 3M = KQTxxx or better	3♣ by responder over 2M is second negative 2♣-2♦; 3M is NF (8.5 tricks)	OPP interfere: →DEPO or REPO P=1/3 ace and X/XX = 0/2 aces
2♦	√	0		Multi 6cM 5-10H or 22-23 Balanced	2NT=asks 2/3M=P/C; 3♣/♦=Nat F1 4♣/♦=bid suit under/suit, 4M=TP	2NT →3♣/♦/♥/♠=min ♥/♠, max ♠/♥	Opp X - P = desire TP 2♦X IF ptr has Hx/xxx, 2M=P/C, SYSON X of 2M O/C=P/C 4th seat opening 22-23H
2M		5M & m		5-10H, 5 card major and at least 4m	2NT=asks→3m=nat & min and 3♥/♠=♣/♦ max; 3♣=P/C 3♦ = Invite in M; 3M=to play 3♥ over 2♠ = natural RF to 3♠ 3/4M or 4OM=TP	2NT→3m = minimum with m →3♥/♠ = max with clubs/diamonds	3/4M is **TP** 4th seat opening or balancing jump to 2♥/♠ = 6 cards 12-13H.
2NT				20-21 HCP, 5M or 6m possible	3♣=Stayman; 3♦/♥=TRF→accept:no fit; 3♠=TRF to 3NT, 3NT = 5♠+4♥ 4♣/♦ = 55M SI/GF or slam; 4M = short M +55m	TRF→3NT=3fit; 4M=4cfit + ctrl all suits 3♠→3NT→4m=6om SI 5♥/♠=5c+4d/4c+5d	SYSON if we O/C 2NT natural BUT (2M) P (P) 2NT {14-16} 3♣=Stayman & 3♦/♥ = TRF
3♣		(6)7		3♣ may be 6 cards; constructive in second seat, variable in third seat depending on vulnerability	4♦ = RKCB (1430)		Raise is TP (PRE or to make)
3♦		(6)7			4♣ = RKCB (1430)		After X, new suit=lead directing
3♥					4♦ =Fit, cue bid or extending PRE over 3♦		After O/C, new suit is NF
3♠		7			New major = F1; 4M over 3X=TP		3m in 4th = 8 tricks
3NT	√	7		Solid suit, no outside control	4♣=P/C; 4♦=Asks for shortage; 4M = To play	4♦ asking = →4M=M, 4NT=none, 5m=om	After X, 4♣=P/C
4X		7(+)		4m = Preempt 4M = To play	4M/4M = TP, 4NT = RKCB (1430)		Raise is PRE or to make
4NT	√			Both minors (6/5 or better)	5m=To play	**HIGH LEVEL BIDDING**	
5♣		(7)8		Natural To play		RKCB and EKCB (1430), after BW, next step = queen ask	
5♦						5NT response to 4NT=void + 2KC; 6♣=void + 1 or 3 KC's	
5♥						After BW 5NT bid your cheapest king	
5♠						Opp interferes BW we play DEPO/REPO (X/XX = 02 and P = 13) Queen ask: 5 trump = no, 5NT=yes but no king, 6X=yes + cheapest king	
5NT	√			Both minors	6m=To play	Quant 4NT→5m=4cm; 5M=44m ; 6m = 5 cards, 6NT=TP	

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