

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Can be light (8H) at 1 level w/good suit, Ptr's resp=NF/m (1NT=8-11)
Generally sound (10H+) overcalls at the 2 level
Reopening jump to - 2♦ = Michaels (♥+♠)
Reopening jump to 2M = 6 cards & 12 - 13H
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP in direct seat, SYSON
(1x) P (1y) 1NT→4 higher ranking & longer lower ranking
(1M) P (2M) 2NT → any 2 suiter 55 or better
Balancing 1NT = 10-13, (does not promise a stopper) SYSON
Balancing 2NT = 17 - 19 / (2M) P (P) 2NT = 14-16
JUMP OVERCALLS (Style; Responses; Unusual NT)
2/3 level = Nat 6/7 card (6H+)
(1♣) - 2/3♣ = Natural;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1X) - 3X and 1X - (1Y) - 3Y = Stopper ask, EXCEPT (1♣) - 3♣
1♣-2♦ = ♥+♠ in 2 nd or 4 th seat
(1M) - 2M/3♣ = OM+clubs / OM + diamonds in 2 nd or 4 th seat
2NT=2 lowest unbid in 2 nd or 4 th seat
VS. NT (vs. Strong/Weak(to 14H); Reopening; PH)
2♣=♥+♠; 2♦=6cM, 2M=M+m, X=4M+ longer m, 2NT=55m(+)
(same if they open 1m - P - 1NT)
(same if we open 1m, opp o/c 1NT except X=points)
Vs wk NT, as for strong NT but X=points; ptr resp to 1NT or pass
Vs strong 2NT, as for strong NT but X=55(+) minors
Versus gambling 3NT, as for weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels 4m=5m+5OM /over Multi 4m = 5m+5♥
Natural NJ over Multi but 3♥/♠ = Natural (16-18) / minors
(2M) 3M = 55 minors or better
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

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LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	2 nd /4 th		
Subsequent	Low=Enc		
Other: 10 is not considered an honour for opening lead purposes			
LEADS [ace for attitude and king for count or queen unblock against NT]			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AKJT K asks count	AKJT K asks unblock/count	
Queen	QJT(x), QJ9	QJT(x), QJ9	
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x	
10	(H)T9x	(H)T9x	
9	9x	9x	
High-low	Doubleton	Doubleton	
Low-high	Promises a third	Promises a third	
SIGNALS IN ORDER OF PRIORITY - we play UDCA			
	Partner's Lead	Declarer's Lead	Discarding
	1 Low=Enc	Count Low-hi=even	Low = Enc
Suit	2 Count Low-hi=even		Count (UD present)
	3 SP		
	1 Low=Enc	Count Low-hi=even	Low = Enc
NT	2 Count Low-hi=even		Count (UD present)
	3 SP		
Signals (including Trumps)			
Hi Low = odd # of trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
If shapely, may be light			
Support X and XX to 2M-1 (shows 3c support); Maximal Overcall Double			
1m - (1♥) - X, X= 4 spades and 1♠=5+ spades			
If they bid our suit, X by responder= big H; by opener=lead unless			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles through 4M-1; Lightner double			
X=TO if they O/C our 1NT at the 2 or 3 level			
X of splinter: VUL= lead the suit under, NVUL=possible save			
X of transfer shows suit, cue of the underlying is TO			
Relay (TRF) X after OPP's 3 level pre-empt over our 1M opening or O/C			
Lebensohl after OPP's 2 level pre-empt and our X			

WBF CONVENTION CARD
CATEGORY: Natural Green
NCBO: SWITZERLAND
PLAYERS: Cedric Thompson – George Hashimoto
EVENT: Seniors - Buenos Aires
August 31, 2024
SYSTEM SUMMARY
15-17 NT; 5 card majors, better minor, UDCA
GENERAL APPROACH AND STYLE
2/1 GAME FORCE
5 card Majors in 1 st and 2 nd ; game tries
Preempt quality variable dependent on vul & position
Balanced minimum opening 1 st and 2 nd = (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+5(+m) (5-10H, may be 4m if NVUL in 3 rd seat
WJS, fit jumps by PH, mixed raise in COMP. 3 rd / 4 th suit=F1
Rubensohl/NT; Lebensohl
1M response to 1♣ may bypass 4c diamonds (but no Walsh)
3 rd hand opening may be lead directing or weak
Vs 2 known 2 suited O/C, cheapest cue= raise (10+); next cue= 4 th suit GF; 4 th 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 & 2 nd round control
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ATT=attitude,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			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3+	4M-1	Balanced 12-14 (may be weaker in 3 rd) or 18-19, rule of 15 in 4 th If unbalanced, rule of (19) 20	2/3m = 5c+ 6-10DH, no 4 card M 1m – 1NT = 6-11H; 1♦-2♣ = natural GF 1♣-2♦ & 1♦-3♣ = Fit 10-11H 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 4 th by PH
1♥ 1♠		5	4M-1	10-21 in 1st or 2 nd may be weaker in 3 rd , rule of 15 in 4 th 3 rd seat can be 4 card suit Rule of (19) 20	1NT=NF (6-11); 2M=7-10; 2NT= Fit 3+ 10-12DH; 2♣=GF but may be 2c; 3M=4c 4-6H; 3m=natural NF 10-11; 3NT=3 w/13-15; 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
INT			4♥	15-17 HCP, 5M or 6m possible	2♣ = Stayman; 2NT=invite w/o 4M 4 suit trf; with super accept; 3♣=TRF 3♦; 3♦/M/4♣ = Nat SI → cue=fit 3NT denies fit (xx) 4♦ = 55M; 4M = single M +55m	Super accept: /m=3+ max+ & 1H, /M: 2NT=4 max, 3M=4 min, 3X=3 max & control; After M TRF + 2 nd suit, 3M=fit, 3OM fit m, and 4♣=3cM and 4cm	OPP overall → 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 & invite 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 4 th seat opening 22-23H →2M = longer than OM
2M		5M & m		5-10H, 5 card major and at least 5m BUT may be 4m in 3 rd NVUL	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 4 th 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 4♣; 3NT = Natural TP 4♣ = TRF 4♦; 4♦ = 55M; 4M = single M +55m	TRF → 3NT=3fit; 4M=4cfit + ctrl all suits	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 (3041)		Raise is TP (PRE or to make) After X, new suit=lead directing After O/C, new suit is NF 3m in 4 th = 8 tricks
3♦		(6)7	4♣ = RKCB (3041)				
3♥		7	4♦ =Fit, cue bid or extending PRE over 3♦				
3♠		7	New major = F1; 4M over 3X=TP				
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	4NT = RKCB (3041)		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 (3041)	
5♦						5NTresponse to 4NT=void + 2KC; 6♣=void + 1 or 3 KC's	
5♥						3NT is serious when GF in Major; First cue=1 st or 2 nd rd ctrl to 4♠	
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=5m/4om ; 6m or 6NT=TP	