



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
AGRESSIVE = REASONABLE SUIT		Lead	In Partner's Suit	
RAISES = PRE - EMPT [OVER 1 MAJOR 3C / 3D = LIMIT RAISE]	Suit	3rd & 5th Mud Journalist	3rd & 5th Mud Journalist	
CUE BID = SUPPORT or GOOD HAND	NT	3rd & 5th Mud Journalist	3rd & 5th Mud Journalist	Category:
JUMP SHIFT = GOOD SUIT 2/3 TOP HONOURS & SUPPORT	Subseq	3rd & 5th Mud Journalist	3rd & 5th Mud Journalist	Country: IRELAND
NEW SUIT = FORCE 1 ROUND [SELF SUPPORTING IF NO FIT]	Other:			Event: CAMROSE
				Players: Michael Coffey & Fergal O'Shea
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
16 - 18 RESPONSES AS 1NT OPENING	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
11 - 15 IN 4th SEAT [11 - 16 OVER 1S]	Ace	Asks for Attitude	Asks for Attitude	MODIFIED PRECISION
IF BOTH OPPONENTS HAVE BID 1NT = WEAK 5+/ 5+ other Suits	King	Asks for Count	Asks for Count	AGRESSIVE COMPETITIVE STYLE
	Queen	KQx{+} Except Shortage	KQT{+}	SPECIALIZED 2 LEVEL OPENINGS
	Jack	QJx{+} Except Shortage	QJx{+} AQJx	PRE-EMPT RANDOM IN 3rd SEAT COULD BE TACTICAL
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	JTx{+} Except Shortage	JTx{+} HJTx{+}	ie QUITE STRONG
1-Suit: WEAK - GOOD SUIT VULNERABLE MAY BE 5 CARD SUIT N.V.	9	T9x{+} Except Shortage	T9x{+} HT9x{+}	
2-Suit:	Hi-x	Even No. Cards	Even No. Cards	1NT Openings: 14-16 H.C.P. may have a 5 Card Major
	Lo-x	MUD	MUD	2 OVER 1 Responses: 12 + pts
Reopen:	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
GHESTEM	Suit:1st	ATTITUDE	ATTITUDE	ATTITUDE
CUE BID = EXTREMES	2nd	COUNT	COUNT	COUNT
2NT = 2 LOWEST SUITS	3rd	SUIT PREFERENCE	SUIT PREFERENCE	SUIT PREFERENCE
3C = DENIES C's & SUIT OPENED	NT: 1st	ATTITUDE	COUNT	ATTITUDE
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	COUNT	ATTITUDE	COUNT
Vs STRONG [13 - 15 +] X = SINGLE SUITER 2C = C & A.N.O.	3rd	SUIT PREFERENCE	SUIT PREFERENCE	SUIT PREFERENCE
2D = D & MAJOR, 2H = MAJORS ,	Signals (including Trumps): SMITHS PETERS [i.e. Low Odd Card = Encourage]			
2S = S's [Weaker Than X then 2S]				
Vs WEAK NT X = PENALTIES 2C = SINGLE SUITER				
2D = D & MAJOR, 2H = H & S/C, 2S = S & C , 2NT = MINORS	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	SHAPE SUITABLE OPENING BID or TO STRONG TO OVERCALL			
X = TAKE OUT, 2NT = 16 - 19 BALANCED				
LEBHENSOL OVER DOUBLE OF WEAK 2				
OVER WEAK 2H/S 4 minor = 5+ / 5+ THAT SUIT & OTHER MAJOR				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			After 1C - X - XX - ANY - Pass = FORCING
Vs 1C X = H', 1D = S , 1H = 2 same COLOUR, 1S = 2 same RANK	NEGATIVE DOUBLE WITHOUT 5 CARD SUIT to 4S			After 1C - Overall - Bid - New Suit - PASS = Force to 2 NT
1NT = 2 ODD SUITS	RESPONSIVE & COMPETITIVE to 4D			
Vs 2C X = H, 2D = S, 2H = 2 same colour, 2S = 2 same RANK	DOUBLE OF 1C = 16+ H.C.P. UNBALANCED 19+ BALANCED			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2NT = 2 ODD SUITS. VS 2D X = EITHER MAJOR	DOUBLE OF 1C [STRONG] = HEARTS			
OVER OPPONENTS' TAKE OUT DOUBLE	DOUBLE OF STRONG 2C = HEARTS			
XX = 9+ H.C.P. PENALTY ORIENTATE,	DOUBLE OF STRONG 2D = EITHER MAJOR			
EXCEPT OVER 1C - X - XX = 5 to 7 H.C.P. & 4 + C	DOUBLE OF 1NT = SINGLE SUITER [EXC. Directly over 12- 14]			Psychics: Rare Except N.V. Vs VUL in 3rd Seat
NEW SUIT =NATURAL & F1, 2NT = GOOD RAISE				
RAISES = PRE- EMPT, JUMP SHIFT = GOOD SUIT & FIT,				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	YES	0	4S	16+ IF Unbalanced	1D =0-7; 1H =5+H;1NT =5+S; 1S = 8+ Bal;2m =5+m 8+pts	1C - 1D; (1); 1C - 1H/1Nt: (2) 1C - 1S; (3); 1C -2m (4)	Same
1C				17+ IF Balanced	2M = 4 -7 6 Card Suit; 2NT = 8 -11 4441; 3Nt = 12+ 4441	1C - 2NT(5); 1C - 3NT (6); 1C - 2M (7); 1C - 3 Any (8)	
1C					3 Any = 4 -7 & 7 Suit; 4 Any = 4 -7 & 8 Suit; 1C -4Nt =BW	1C - 4 Any (9):	
1D	YES	0	4S	10 -15 No 5M or 6m	1H/S = 8+ 4Suit or 4+ 5+ suit; 1NT = 8-11; 2m =11+ 4+Suit	1D - 1M- 1NT = 10-13; (10): 1C -1M -2M- 2NT = G.F.	2m = 7 -10 & 5+m
1D					2H/S = G.F. 14+ pts (2/3 Hon) : 2 NT = 16+ Balanced	1D -2m (11) ;	
1D					3 Any = Nat & Pre-Empt ; 3 NT = 14/15 Bal No 4M or 5m		
1H		5	4S	10 - 15, no longer Suit	1S = 8+ : 1NT =8-11: 2H =8-11 3H: 2m = 11+	1H - 2H - New Suit = Long Suit Trial Bid	
1H					2NT =GF 4+H; 3C = 7-10 4H: 3D =11/12 4H		
1H					3H =0 -6 4; 4H= 0-7 5H or No Slam Int;		
1S		5	4S	10 - 15, no longer suit	1NT = 8-11, 2H = 11+ 5H, Rest as 1H opening	1S - 2S - New Suit = Long Suit Trial Bid	
1NT			4S	14 - 16 Bal.	2C = Stayman or Raise to 2NT: 4 Suit Transfer	1NT - Break TRF =Max & 4+ Support	
1NT				may have 5M or 6m	3Any = TRF Linked M/m Slam Int (2/3 Hon)	1NT - Jump in TRF Suit = min & 4+ Support	
2C	YES	0	2S	13-16 6 Clubs or weak 5/6 Dimonds	2D =NF; 2M = NFoppD's; 2NT=GFopp C's: 3/4/5m =PC	After 2NT 3C= 2-5 3D=Weak, 3M=Clubs +M, 3NT = Clubs Max	
2D	YES	0	2S	13-16 6Diamonds or weak 5/6 Hearts	2H = NF:2S =Nat NFop H's 2NT= G oppD's;3/4/5D =PC	After 2NT, 3C=Weak Hearts, Otherwise 2-5 Diams and Suit Bid, 3NT=D+C	
2H	YES	0	3D	4-10 5+Hearts & 5+ Spades, Clubs, Diamonds	2S= NF;2H -2NT F Enq; 3C =PC:3D =inv Maj.3H=PC		
2S		5		4 - 10 5+ S (6+S Vul 0	2NT = Forcing Enquiry; 4S = Weak or No Slam Int	3C = min 5S, 3D = Max 5S, 3H = min 6S, 3S = Max 6S	
2NT	YES			4-10 5+Spades & 5+ either Minor	3/4 m = P/C: 3S/4M = P/C: 3H = Forcing Relay	3 Spades = min, 4 Minor = Max Spades + Bid Minor	
3C		6		PRE-EMPT			
3D		6		PRE-EMPT			
3H		6		PRE-EMPT			
3S		6		PRE-EMPT			
3NT	YES			Solid minor (may have A/K in3rd)			
4C	YES	0		Either Solid H or 1 Ace Outside	4D = INQUIRY		
4D	YES	0		Either Solid S or 1 Ace Outside	4H = INQUIRY		
4H		7		PRE-EMPT	New Suit Asks Opener to bid 6 of His Suit with 2nd Rd.	Cue bid Another Suit if You have 1st Round Control	
4S		7		PRE-EMPT	Control of that Suit	of Responders Suit	
4NT				Specific ACE ASK	5C = No Ace, 5NT = 2 Aces, 6C = Ace of C's		
5C		8		PRE-EMPT			
5D		8		PRE-EMPT			
5H							
5S							
5NT							

HIGH LEVEL BIDDING

RKCB 1430 ; DOPI, ROPI, Roman Gerber (1430) Over NT Opening

Jump Bids at a level Higher than forcing shows Splinter, Double Jump shows Void

Cue Bids, 1st Round Control before 2nd. Asking Bids

Raise to 5 Major (Non Competitive) = Asks for Good Trumps or Contol of Opp's

Suit. 5NT = Grand Slam Force (if Major 0 6C = Ace or King, 6D = Queen
