



WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
Very Aggressive at the 1 Level - 5+ Points needed depending on suit		Lead		In Partner's Suit	
Reasonably Passive except for 1♠ - 2♣ which is very aggressive	Suit	3/5		3/5	
Responses are totally forcing except if the hand has previously passed	NT	3/5		3/5	Category: Red
Cue bids after a minor are unassuming cue bids but after a major are cue raises	Subseq	Attitude		Attitude	Country: Australia
Re-opening very aggressively at all level - mostly with a double even if off-shape	Other: Unblocking plays and leads vary depending on bidding and if spot cards				Event: World U26 Championships
1♣ - 2♦ can be a much larger range of hands as it complicates auctions	are going to be important				Players: Justin Howard & Peter Hollands
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
14-19 Points in 2nd seat - Can be off-shape if long suit has been bid	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
10-15 Points in 4th seat - Can be off-shape if no other suitable bid	Ace	AKx - Asks For Count		AKxx - Asks For Count	2/1 Game Forcing - Balanced Hands are split between 1♣ & 1♦ Openings
All Systems are on in all situations	King	Unblock Q or Overlead - Asks Count		Unblock Q or Overlead - Asks Count	1♣ Opening - (10)11-14 Balanced or Natural Unbalanced with Clubs (1+ ♣)
Transferring to oppositions suit is a natural invite in the other major	Queen	Unblock J or Overlead -Asks Count		Unblock J or Overlead -Asks Count	1♦ Opening - (17)18-19 Balanced or Natural Unbalanced With Diamonds (1+ ♦)
Doubles after the 1NT overcall are take-out 123 doubles (if they bid)	Jack	KJT, JTx, QJ9 asking to unblock T		KJT, JTx, QJ9 asking to unblock T	Transfer Responses to 1♣ Opening at the 1 & 2 Levels
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Showing 9 + Higher Honour or Short		Showing 9 + Higher Honour	Low Level Relays - 2NT is almost always forcing
1-Suit: Variable depending on VUL and seat and if partner is a passed hand	9	Showing 10 + No Higher Honour		Showing 10 + No Higher Honour	2 Level Openings Vary In Seat But Show Specific Suits
2-Suit: Intermediate - if weak we usually just bid 1 of the suits	Hi-x	3/5		3/5	1NT Openings: 15-17 (14 Often) Can be off-shape
responses are natural and forcing with cue bids being normal style	Lo-x	3/5		3/5	2 OVER 1 Responses Game Forcing Except For 1♦-2♣ which is forcing to 3♣
Reopen: Intermediate	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	1♣ - (10)11-14 Balanced or Unbalanced With Clubs
Cue bids are usually Michaels Cue bids by overcaller	Suit:1st	Count	Count /Suit Preference	Count / occasional ATT	1♦ - (17)18-19 Balanced or Unbalanced With Diamonds
Cue bids show intermediate plus hands and depend on VUL	2nd	Count /Suit Preference	Suit Preference	Count / occasional ATT	2♦ - 4+♦ + 4+♠ 1st/2nd - 4+♥ + 4+♣ 3rd 0-11 points - Natural Intermediate 4th
Jump Cue bids are often just looking for a stopper	3rd	Suit Preference	Suit Preference	Count	2♥ - 4+♥ + 4+♠ 1st/2nd - Weak 3rd 0-11 Points - Natural Intermediate 4th
Partner will often bid to where they want to play or go via 2NT or cue bid themself	NT: 1st	Same	Same	Same	2♠ - Weak 0-11 1st/2nd/3rd (often 5 card suits) - Natural Intermediate 4th
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Same	Same	Same	Transfer Responses Over 1♣
X = Penalties of all strength NT's	3rd	Same	Same	Same	3♦ Lebensohl after 3♣ pre-emptive bids
2♣ = Majors - depending on our VUL will depend on Points + Shape (4/4+ 6+ Points)	Signals (including Trumps): Suit preference - Asking to give a ruff or trump promo				2NT in almost all auctions is Forcing and used to show many different hands
2♦ = Single Suited Major -5+ Cards and 13+ Points, Depending On Vul better than 2M	On leads only show sequence in P's Suit if odd no. cards				Transfers In Competition
2♥/♠ = Single Suited Major - 5+ Cards and a worse hand than going via 2♦	Splitting High shows 3 honours / Low = 2 or 4				Variable Jump Overcalls when partner is a passed hand
2NT = Minors - 5/4 or better and Intermediate (can be a little weaker if NV v VUL)	DOUBLES				We Respond on any strength hands depending on the shape
3♣/♦ = Intermediate and Natural - Can be raised to 3NT (Very Variable)	TAKEOUT DOUBLES (Style; Responses; Reopening)				Low Level Relays after 1♣ and 1♦ bids (usually 2nd and 3rd rounds of bidding)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Very Aggressive Doubles				Low Level Relays after support bids have been made
3♦ Lebensohl v 3♣ pre-empts and 2NT lebensohl/scrambling after 2 level pre-empts	Re-open even without the correct shape to allow for penalties from partner				Short Suit Trials
X = Take Out and values depending on the level - Just shows shortage if balancing	Varies largely around if partner is a passed hand or not				
Cue bids are Michaels Cue Bids - NT Bids are Natural and don't need balanced hands	responses are based around shape of the hand and points - cue bids to force				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Forcing Pass Applies after we have shown high card values for game
X = Majors	Doubles after 1♦ overcall is a transfer to ♥				2/1 or anytime a game forcing bid has been made
NT = Minors	Doubles can often be used to show competitive hands				When the opposition make a massive pre-emptive raise while NV
Bidding = Lead Directional - Pass then bidding = Strong	Doubles after a major suit fit has been found are penalties				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Jump Bidding = Natural and variable strength	Doubles when we are in forcing auctions are penalties				
OVER OPPONENTS' TAKE OUT DOUBLE	Doubles are used commonly when we are not sure of the strain to play in				
System is still on - Nothing Changes	even if we are off-shape				
XX is either support or Values	Balancing doubles don't show values or shortage they simply keep auction open				Psychics: Rare - Mostly involves having fewer cards in a suit while pre-empting
Bids are still natural and forcing	redoubles are often support or Hx showing or values				Over 1♣ we will can respond with a transfer to a suit we don't have
NT bids are a little stronger as we can pass freely					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	1	6♥	(10)11-14 Bal or Unbal with ♣	1♦=♥, 1♥=♠, 1♠=No Major, 1NT=10-12, 2♦/♥=6+ transfer	Accepting xfer=3 cards, new suit = unbal, NT=11-14 BAL	STOP BIDDING PARTNER!
1♦	Yes	1	6♥	(17)18-19 Bal or Unbal with ♦	Natural - Inverted - 2M = Weak - Splinters	Natural - 1NT = 18-19 BAL, 2NT = ART GF	Natural
1♥	No	5	6♥	5+ ♥ 10+ Points	Step Raises - 2/1 GF - 1NT - Semi - Forcing - 2♣ - ART	Witch after 1NT - 2♦ after 2♣ any min - Natural-Swedish	Natural
1♠	No	5	6♥	5+ ♠ 10+ Points	Step Raises - 2/1 GF - 1NT - Semi - Forcing - 2♣ - ART	Witch after 1NT - 2♦ after 2♣ any min - Natural-Swedish	Natural
1NT	No	1	6♥	15-17 semi-bal/bal - good 14's	Stayman, xfers, 2♠=RF or ♣, 3♣=forces 3♦, 3M = SPL	2NT = Forcing, normal things otherwise	Weak Take Out
2♣	Yes	0	-	Game Forcing	2♦ = Waiting, New Suits = 1 Loser Suits or Better	Kokish - Natural Bids	Natural
2♦	Yes	4/4	-	4+♦/4+♠ 1st/2nd-4+♦/4+♥ 3rd 0-11	Natural To Play - 2NT- AFT asking bid	Relay or Pass	Natural
2♥	Yes	4/4	-	4+♥/4+♠ 1st/2nd-Weak 3rd 0-11	Natural To Play - 2NT- AFT asking bid	Relay or Pass	Natural
2♠	No	5	-	Weak 0-11 can be 5 card suit	Natural Forcing - 2NT - ART asking bid	Min/Max/Max/Min - New suits are features	Natural
2NT	No	1	6♥	20-22 (good 19) Can be off-shape	3♠=Puppet to 3NT, 3♦/♥=Xfer, 3♣=Stayman, 4♣=Majors	Super accepts via 3NT and 4x	Minors
3♣	No	6	-	Pre-emptive	Natural & Forcing - 4♦ = General Slam try in ♣	Natural	Pre-emptive
3♦	No	6	-	Pre-emptive	Natural & Forcing - 4♠ = General Slam try in ♦	Natural	Pre-emptive
3♥	No	6	-	Pre-emptive	New suits ask for 1st/2nd round control 4♣ = Slam try	Cue bid if 1st control and jump in major if 2nd	pre-emptive
3♠	No	6	-	Pre-emptive	New suits ask for 1st/2nd round control 4♠ = Slam try	Cue bid if 1st control and jump in major if 2nd	Pre-emptive
3NT	Yes	6/5	-	6-5 Minors 11-15 Points	To Play - ♥/♠ = Slam try in other suit	Cue bids / to play	To Play - Lurking - sorry still drunk forgot to count PTS
4♣	No	6	-	Pre-emptive	4♦ = Slam try, 4♥/♠ = Natural to play	Cue bid if 1st control and jump in major if 2nd	Usually 7+♣ and 4+ Major
4♦	No	6	-	Pre-emptive	5♣ = Slam try, 4♥/♠ = Natural to play	Cue bid if 1st control and jump in major if 2nd	Usually 7+♦ and 4+ Major
4♥	No	6	-	Pre-emptive	New Suits are asking for 1st/2nd round controls	Cue bid if 1st control and jump in major if 2nd	Please Double Me - Lurking
4♠	No	6	-	Pre-emptive	New Suits are asking for 1st/2nd round controls	Cue bid if 1st control and jump in major if 2nd	Please Double Me - Lurking
4NT	Yes	6/5	-	Minors - Serious Hand	5♣/♦ to play. 5♥=Clubs - 5♠=Diamonds 5NT=Pick a minor	To Play	Minors - A hand too good to bid 4NT the 1st time
5♣	No	7	-	Pre-emptive	Bid to what you can make	None	Please Double Me - Lurking
5♦	No	7	-	Pre-emptive	Bid to what you can make	None	Please Double Me - Lurking
5♥	No	7	-	Pre-emptive	Bid to what you can make	None	Please Double Me - Lurking
5♠	No	7	-	Pre-emptive	Bid to what you can make	None	Please Double Me - Lurking
5NT	Yes	6/6	-	Minors + bid Grand with A/K of m	6♣/6♦ or 7♣/7♦ with A/K of a minor	None	7/6 in the minors asking for 3rd round control in minors
HIGH LEVEL BIDDING							
Exclusion Key Card - 01122 responses							
RKCB - 1430							
Specific King Asks							
1st/2nd Round Cue Bidding							
Splinters							
Serious 3NT							
Non Serious Cue Bids							
Leaping Michaels							
Forcing Passes - ROPI-DOPI							

DEFENSIVE and COMPETITIVE BIDDING

Overcalls (Style; Responses, Reopening)

1-Level: Light, 2-Level: Sound
 Responses: 2/1 constructive NF, 1/1 and 2/2 F1, jumps natural and forcing, jump in opener's suit is a 4c mixed raise, 2NT = 4c INV+ (NAT by UPH after 3rd seat passes). Lowest cue is a good raise.

1NT Overcall (2nd/4th; Responses; Reopen)

11-14 in 4th Seat over 1m; 12-16 over 1M
 15-18 HCP in 2nd Seat. All System ON

Jump Overcalls (Style; Responses; Unusual NT)

1-suit: Pre-emptive

2-suits: 2NT = Lowest 2 Unbid Suits, can be weak but not crazy. More constructive style – either values or shape, usually good suits

Direct and Jump Cue bids (Style; Responses)

(1m)-2m = 5♠/5♥+
 (1M)-2M = 5oM5m+ (2NT inquiry, 3♣ pass/correct)
 Jump cue-bid: asks for stopper
 GF Leaping Michaels

VS. NT (vs. Strong/Weak; Reopen; PH)

X = Penalty
 2♣ = Both majors (2♦ response = no preference)
 2♦/♥/♠ = Natural
 2NT = Both minors
 3x over Weak NT = Constructive, otherwise PRE

VS. Preempts (Dbls; Cue bids; Jumps; NT bids)

T/O X with Lebensohl vs. Weak 2's.
 Cue-bid: Strong with a minor
 GF Leaping Michaels

VS. Artificial Strong Openings

Over 1♣: Suction

Over Opponent's Take Out Double

1♣-(X)- = Transfers starting from 1♦
 1M-(X)- = Transfers starting from 1NT
 After a strength-showing XX, first double = takeout.
 After (1M)-X-(XX), pass is no direction.
 After (1m)-X-(XX) or over the trump length or at 1NT or higher, pass is to play.

LEADS and SIGNALS

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th or top
NT	4 th from strength, Top/2 nd bad suit	4 th or top
Subseq	ATT or count	ATT or count

Other: Overlead all honour sequences vs suit.
 At 5+ level/NT, Ace for ATT, King for UD count.
 In Midgame, we often lead attitude (low =strong).
 Midgame count leads: high from even, low odd

Leads

Lead	Vs. Suit	Vs. NT
Ace	A(x), AK+	AK+ (asks attitude)
King	KQ+ (attitude)	Strong, asks count
Queen	QJ+ (attitude)	QJ+, KQ+, AQJ+
Jack	J10+, KJ10+	J10+, HJ10+
10	109+, H109+	109+, H109+
9	3/5 or shortage	9x, 98+
Hi-x	3/5	xx, xxx(x) etc, 4th
Lo-x	3/5	4 th from an honour

Signals in Order of Priority

	Pard's Lead	Declarer	Discarding
Suit: 1 st	UD count	UD count	UD count
2 nd	UD attitude	S/P	UD attitude
3 rd	S/P		S/P
NT: 1 st	UD attitude	UD count	UD attitude
2 nd	UD count	S/P	UD count
3 rd	S/P		S/P

Signals (INC trumps): Trumps: Odd No. or S/P.
 Low: Encouraging or Even Number
 High: Discouraging or Odd Number
 Standard suit preference

Doubles

Takeout Doubles (Style; Responses; Reopen)

Can be light with more distribution
 X of 2♦ multi = 16+
 Responsive X's can be bal or 2 places to play

Special, ART and Comp Dbls/Rdbl's

Support DBL's to 2♥, usually t/o dbl's at low level
 After our favourable 1♦, opener's X is 16-17 bal in low-level competition



System
Card



Category:

Red

Country/team:
Australian Juniors

Players:
Michael WHIBLEY
Liam MILNE

Event:
2013 NEC/Yeh Bros

System:
2/1 Game Force

System Summary

General Approach and Style

Natural, 5card Majors, 1♣ = 2+♣, 1♦ = 4+♦
 Transfer responses to 1♣
 1st/2nd FAV: 1NT = 9-12 bal, 1♣ = natural or 13-15 bal, 1♦ = natural or 16-17 bal
 3rd Seat Openings can be very light (possible 4cM)
 Responding can be made with a very light hand
 Some low level transfers in competition
 2♦ = weak, both majors 4+/4+

1NT Openings: (13)14-16 (5M/6m/single/5422)
 1st/2nd fav: 9-12 (5M/6m/single/5422)

2-over-1 Responses: Game Forcing

Special Bids that may require defense

Good/Good 2NT
 Lots of transfers and suit-switches in competition

Special Forcing Pass Sequences

When obvious, like in a GF auction etc.
 Pass and pull shows a strong hand

Important Notes that Don't Fit Elsewhere

After Opponent's Overcall:

1♣ - (1♦) - X/1♥/1♠	= 4-5♥/4-5♠/No Major
1♣ - (1♥) - X/1♠	= 4-5♠/No Major
1♣ - (X/1♦) - 2♦/2♥	= 6+♥/♠
1♣ - (1♥) - 2♥	= 6+♠
1m - (1NT) - 2♣	= Majors
1M - (1NT) - 2♣	= (52) in the majors

Psyches

Can occur, but rarely

Opening	ART	Min. #	Neg. D. Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11+ HCP, 2+♣	1♦/♥=4+♥/♠, 1♠=diamonds or no major, 1NT=11-12 BAL (can have 4M), 2♣=GF bal, 2M=INV jump shift, Inverted Minors (2♣ GF, 2NT 0-6, 3♣ 7-9), 3X=Void SPL, 4M nat.	1♣-1♦/♥-accept = 3-card support 11-17. 1♣-1♦-2♠/1♣-1♥-3♥ = INV/GF 6+♣ 3M. 1♣-1NT-2NT = GF Baron.	
1♦		4	4♠	11+ HCP, 4+♦	1X=NAT, 2♣=4+♣ GF, 2♦=4+♦ INV+, 2M=INV jump shift, 2NT=NAT INV, 3♣=6-9 raise, 3♦=pre-emptive NV, 3x=Void SPL, 3NT=12-15, 4M to play.	1♦-1♥-1♠ promises an unbal hand, F1. 1♦-1♥-2♠/1♦-1♠-3♥ = INV/GF 6+♦ 3M.	
1♥		5	4♠	10+ HCP, 5+♥ Can be weaker 1 st seat fav.	1NT=0-12 "semi-F", 2♣=GF Relay, 2♦=NAT GF, 2♥6-10, 2♠=6+♠ INV, 2NT=4+♥ INV+, 3♣=4+♥ 6-11, 3♦=3(4)card Limit Raise, 3♥=4+♥ 0-8 vulnerability dependent, 3♠=Any void, 3NT/4♣/4♦= 9-12 splinter in ♠/♣/♦	1M-2NT-3♣ = no extras, 3♦ = extras BAL, 3♥/3♠/3NT = extras ♣/♦/oM shortage, 4X=NAT 55+ good side suit. 1M-2♦: transfer rebids by opener.	1♥-2♣ = 8-11, 3+♥ 1♥-2NT = 8-11, 4+♥ with a shortage.
1♠		5	4♠	10+ HCP, 5+♠ Can be weaker 1 st seat fav.	1NT=0-12 NF, 2♣=GF Relay, 2♦/2♥=NAT GF, 2♠=6-10, 2NT=4+♠ INV+, 3♣=4+♠ 6-9, 3♦=3card Limit Raise,, 3♥=6+♥ INV, 3♠=4+♠ 0-8 vul dependent, 3NT/4♣/4♦=9-12 splinter (3NT short hearts), 4♥=to play.	Similar to 1♥ opening 1♠-2♦/2♥: transfer rebids by opener.	1♠-2♣ = 8-11, 3+♠ 1♠-2NT = 8-11, 4+♠ with a shortage.
1NT			4♠	(13)14-16 HCP (Good 13 to 16) May have 5cM, 6cm, 5422, or a singleton	2♣=Stayman with Smolen and usually promises 4M, 2♦/2♥/2NT=TRF with transfer extensions, 2♠=♣'s or Range Ask, 3♣=Puppet Stayman, 3♦=both minors GF, 3M=(31)(54) GF, 4♣=majors COG, 4♦/♥=TRF to play or keycard, 4♠=5♣332 quantitative.	Over Mini 1NT (9-12), 2♣ Stayman with Smolen and some ♠ invites, 2♦ forces 2♥ (INV+ with a major), 2M to play, 2NT/3♣ TRF, 3♦ minors and 3M (13)(54).	
2♣	✓			Any GF or 22+Bal	2♦=Waiting, 2♥/2♠/3♣/3♦=Positive with 6+suit with 2 of top 3 honours, 2NT=5+/5+ Majors	2♣-2♦-2♥=Kokish Relay showing a big balanced hand or ♥'s	
2♦	✓	4+/4+		Weak both majors	Any M bid = to play, 2NT inquiry, 3♣/♦ = NF but raisable.	2♦-2NT: 3♣ = minimum 54 either way, 3♦ = equal length, 3M = maximum 54.	
2♥		(5) 6		Weak Two	2♠ = inquiry, 2NT= 5+♠ F1, 3♣/♦ = NF but raisable.		
2♠		(5) 6		Weak Two	Similar to 2♥ opening with 2NT inquiry. 2♠-4♥ = To Play		
2NT			4♠	(19)20-21 HCP	3♣=Simple Stayman, 3♦/♥=TRF, 3♠=forces 3NT to show minor suit hands, 4X = same as over 1NT opening.		
3♣/♦		6		Preempt	4M=To Play, 3m-4om=RKCB		
3♥/♠		6		Preempt	4♣=Key card ask		
High Level Bidding							
3NT	✓			Gambling	4♣/5♣= Pass or Correct, 4♦=Shortage Ask	1430 RKCB. 4m=RKCB very rarely. 01122 EKCB, DOPI/ROPI when interference is less than our trump suit, if higher, then DEPO.	
4♣/♦		7		Preempt	4M to play	1 st or 2 nd Round Ctrl Cues, Non-Serious 3NT, Last Train Cue Bids 5NT is usually pick a slam, rarely GSF. Serious 4m in some auctions. Lightner DBL	
4♥/♠		7		Preempt	4NT RKCB		
4NT	✓			Specific Ace Ask	5♣=No Aces, 5♦/5♥/5♠/6♣=That Ace, 5NT=2 Aces		