DEFENSIVE AND COMPETITIVE BIDDING

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

Light overcalls at one level. Sometimes a 4 card suit

New Suit @ 1 lvl Forcing

New Suit @ 2 lvl NF, Constructive, Wide Range

Sound overcalls at two level. New suit forcing.

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

15-18 in live auctions

14-16 in passout seat

JUMP OVERCALLS (Style; Responses; Unusual NT)

Intermediate jump overcalls.

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

Cuebid at two level = Michaels, wide range

Cuebid at three level = natural for minors, stop ask for majors

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

X = pen, 2C = majors, 2D = 1 major, 2M = M+ m

In passout seat, non vulnerable, optional double starts at 10+

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

Lebensohl

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

Natural .

OVER OPPONENTS' TAKEOUT DOUBLE

Ignore the double (Except 1NT double when bids are nat)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from Even; Low from Odd	
NT	4th from strength. Second or top from low cards	
Subseq	4th or attitude	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+	AK+
King	KQ+ (1)	KQ+ (1)
Queen	QJ+	QJ+, AQJ
Jack	J10+, KJ10+	J10+, KJ10+,AJ10+
10	109+,Q109+,K109+	109+,H109+
9	9x	9xx,9x rare 9xxx
	(1) K for rev count at 5 level + or they open/overcall 4M	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low Enc (1)	Rev. Count	Low Encourage
	2	Rev. Count	S/P	Rev Count
	3	S/P		S/P
NT	1	Low Enc (1)	S/P	Low Encourage
	2	Rev. Count	Rev count	Rev. Count
	3	S/P		S/P

Signals (including Trumps): S/P ;

S/P when dummy has singleton

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Can be light.

Most doubles are takeout or do something.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles and redoubles

Double is pen in game-force

Jam Punt Jam doubles by limited opener when responder jams.

W B F CONVENTION CARD

CATEGORY: Open

NCBO: Australia

PLAYERS: Sartaj Hans – Peter Gill – Paul Gosney

March 2013

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision base. Aggressive action

HCP are only a guide. Wide scope for judgement

14-16 NT in 1st/2nd ; 15-17 NT in 3rd/4th

1♣ = 16+, artificial

5 card majors , 4M possible in 3rd seat

2♣ = 10-15, 6+ ♣, 5♣ possible in 3rd seat

2♦ = 10-15, short ♦

NV 2M preempts often 5 card suit.

V 2M preempts 6 card suit

Singletons OK In 1NT Open/Rebid/Overcall.

Aggressive Openings/Overcalls/Preempts/3rd Seat

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Strong Club

Variable NT.

SPECIAL FORCING PASS SEQUENCES

1♣ opening and 4 level or higher interference

IMPORTANT NOTES

NV Responses to 1♦/1♥/1♠ = 0+ HCP

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	ART	0		16+	1♡=♠; 1♠ = ♡; 1N = ♣; 2♣ = ◇; 2◇/2♡/2♠ = bal	Lasker Asker, Fischer Asks and natural	
					2N up 4441		
1♦		2	4♠	2+◇, 10-15, usually 11-13 bal	1♡/1♠/1N = nat; 2♣ = ♣ or bal gf; 2◇ = ◇F1; 2M = 4+♡,5♠ NF/INV		
1♥		5	4♠	5+♡, 10-15, 3rd NV 4+♡	2N GF raise; 3♣ AS raise; 3◇ Inv raise; 3M pre		2♣ drury
1♠		5	4♠	5+♠, 10-15, 3rd NV 4+♠	2N GF raise; 3♣ AS raise; 3◇ Inv raise; 3M pre		2♣ drury
INT			4♠	14 – 16 in 1st/2nd	2◇/2♡ : transfers; 2♠: puppet 2N; 3x = short		
				15 – 17 in 3rd/4th	2N : Slam try stayman		2N = invite rest same
2♣		2	4♠	6+♣, 10-15, 3rd 5+♣	2◇ : enquiry; 2M = F1; 3x = spl		
2♦	ART	0		0/1◇, 10-15, no 5M	2N F enquiry, rest to play	3M can be raised	
2♥		5		NV vs V :dealer 5♡ 0-6	New suit NF; 2NT enquiry		
				NV others: 5♡ often, 7-10			
				Vul : 6♡			
2♠		5		Same as above			
2NT				19+ to 21- in 1st/2nd	3♣ stayman; 3◇/3♡ = transfers; 3♠ = minors		
				20-21 in 3rd/4th	4♣-4♠ : natural, mild slam try		
3♣		6		Loose NV, Sound V			
3♦		6		Same			
3♥		6		Same			
3♠		6		Same			
3NT				Solid suit + A/K	4♣ p/c		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT							
5♣		7				**HIGH LEVEL BIDDING**	
5♦		7				If they bid 4M , 4N is usually takeout	
5♥						High level cuebids often choice of game	
5♠						FOES	

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

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

Light overcalls at one level. Sometimes a 4 card suit

New Suit @ 1 lvl Forcing (has been passed in practice)

New Suit @ 2 lvl NF, Constructive, Wide Range

Sound overcalls at two level. New suit forcing.

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

15-18 in live auctions

14-16 in passout

JUMP OVERCALLS (Style; Responses; Unusual NT)

2M NV weak; 2M V intermediate

(1♣) 2♦ = ♦ + ♠

(1♦) 3♣ = ♣ + ♠

(1♡/1♠) 3♣ = ♣ + OM

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

(1M) 2M = ♦ + OM

(1♣/1♦) 2m = ♡ + ♠

(1x) 3x = stopper ask unless x = 2+

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

Vs. weak ASPRO X= pen; 2♣ = ♡+ another; 2D = ♠+ minor

Vs. strong X= 4M/5+m; 2♣ = ♡+♠; 2♦ = ♡/♠ ; 2M = M/m

Vs. strong NT in 3rd seat NV, X = pen

Vs. NT o/call ASPRO if 1m open; 2m = m+ OM if 1M open

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

Leaping Michaels/ Lebensohl

(3♣) 4♦ = ♦+ ♡

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

Natural . Often 4 card suit @ 1 lvl.

(NT advance of overcall = fit + good hand)

OVER OPPONENTS' TAKEOUT DOUBLE

System on. Fit Showing Jumps

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from Even; Low from Odd	
NT	4th from strength. Second or top from low cards	
Subseq	Attitude @ NT.	

Note: Can disobey these rules in favour of attitude, depending on situation.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A or AKxx	AKxx, attitude ask
King	AKxx or KQxx, asks count	Strong lead, AK or KQ
Queen	Underlead (Rusinow) Queen through to nine except	
Jack	a. Partner's suit	
10	b. Dummy's suit	
9		
	Overlead AK,KQ doubleton. Underlead QJ,J10,109 doubleton	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low Encourage	Rev. Count	Low Encourage
	2	Rev. Count	S/P	Rev Count
	3	S/P		S/P
NT	1	Low Encourage	OddBall	Low Encourage
	2	Rev. Count	Rev. Count	Rev. Count
	3	S/P	S/P	S/P

Signals (including Trumps): S/P ;

S/P when dummy has singleton; attitude when dummy is void.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Can be light.

Most doubles are takeout or do something.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles.

Preemptor's doubles express desire to compete in some situations

After 2/1; 2 lvl dbl = pen ; higher = do something

After 2D; dbl pen until 3S by RES ; higher = regressive

No lightners of grands

W B F CONVENTION CARD

CATEGORY: Open

NCBO: Australia

PLAYERS: Sartaj Hans -- Tony Nunn

NEC Cup – Feb 2012

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Aggressive Openings/Overcalls/Preempts/3rd Seat

5 card majors (4c M in 3rd)

(11)12-14 NT in 1st/2nd

14+ to 17- NT in 3rd/4th

Singletons OK In 1NT Open/Rebid/Overcall.

2♣ = (17) 18-19 balanced

2♦ = Game Force

NV 2M preempts often 5 card suit.

V   2M preempts 6 card suit

2NT 20-22 frequent upgrades

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Variable NT.

SPECIAL FORCING PASS SEQUENCES

Rare (SPL doesn't set up Forcing pass)

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S		2C ART GF; 2D 9-11no M; 2M weak		2C nat; 3C limit; Fit Jumps
1♦		3	4S	3 only when 4432	2C ART GF; 2D 9-11 no M; 2M weak; 3C INV		2D nat; 3D limit; Fit Jumps
1♥		5	4S		2S 3c Lim; 3C 4c Mixed; 3D 4c lim; 3N 13-15, 3c		2C drury; 2N Big drury; Fit Jump
		4 in 3rd					
1♠		5	4S		3H 3c Lim; 3C 4c Mixed ; 3D 4c lim; 3N 13-15, 3c		2C drury; 2N Big drury; Fit Jump
		4 in 3rd					
INT			4H	(11) 12 to 14 in 1st/2nd	4 suit transfers. 3M = anti stayman		Same
				14+ to 17- in 3rd/4th	2S = range probe or clubs		
2♣		2	4H	(17) 18-19 bal	2D/2H transfers; 2S → 2NT; 3 level stayman		
2♦		0		Game Force	2H = 4+; 2S = 0-4; Others good suit		
2♥		5		NV vs V : 5♡ usually, 0-8			
				NV vs NV: 5♡ often, 7-10			
				Vul : 6♡			
2♠		5		Same as above			
2NT				20-22 ,frequent upgrades	3C Puppet; 3D/H transfers; 3S minors		
					4C up = 2 under transfers		
3♣		6			4D forcing enq		
3♦		6			4C forcing enq		
3♥		6			4C forcing enq		
3♠		6			4C forcing enq		
3NT				Solid eight card suit	4C forcing ask; 4D short ask; 4N Q ask		
				To play in 3rd/4th			
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Specific Ace Ask			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				If they bid 4M , 4N is usually takout	
5♥						Frequent non pen dbl	
5♠						FOES	