



# WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive to 18+, can be 4 card suit at the one level		Lead	In Partner's Suit		
NEW SUIT = NF; JUMP IN NEW SUIT = INV, NF; CUE-BID = F1R: INV with supp or F		Suit	1st/3rd/5th	1st/3rd/5th	
JUMP-RAISE = PRE; JUMP-CUE = Mixed raise		NT	1st/3rd/5th	1st/3rd/5th	Category: RED
RESP DBL -> 4♥		Subseq	1st/3rd/5th	1st/3rd/5th	Country: Finland Open
		Other: NT: K=strong->CT/UB; 4th from KJ8x or similar; Q from KQx+			Event: Nordic Championships 2009
		Suit: K from AK bare; K from AKQ if interest in ATT for J			Players: Mika Salomaa - Pekka Viitasalo
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18, BAL or SEMIBAL -> TWO WAY STAYMAN, SA TEXAS		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
		Ace	AKx(+) AKQ(+)	AK(+)	BART SIMPSON CLUB:
4th live: T/O, at least 45 in the unbid suit, weakish, lower ranking suit tends to be 5+		King	AK AKQx+ KQJ(+) KQ(+)	Strong holding: CT/UB	1st/2nd position: 1♣=15+; 1♦=9-14, 2+ cards; 1M=9-14, 4+ cards; 1NT=12-14
		Queen	QJ(+)	QJ(+) KQ(+): ATT	2♣=9-14, 5+ cards; 2♦=5-8, 44/45/54/55 ♥♠; 2M=weak 2; 2NT=19-20
Reopening: 11-14, does not require stopper -> CUE-BID = F1R		Jack	Top	Top or AQJ(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Top or (A/K)J10(+)	Top or KJ10(+)	3rd/4th position: 1♣=19+; 1♦=12-18, 2+ cards; 1M=12-18, 4+ cards; 1NT=16-18
1-Suit: Weak; new suit F1R; 2NT = ASK; CUE-BID = SUPP + INV		9	Top or 3rd	Top or 3rd	2♣=12-18, 5+ cards; 2♦=both majors; 2M=weak; 2NT=22-23
2-Suit: UNUSUAL NT (PRE or STR), lowest unbid suits 55+		Hi-x	1st/3rd/5th SxS SxSxS(+)	1st/3rd/5th SxS SxxxS(+)	1NT Openings: 1st/2nd position: 12-14; 3rd/4th position: 16-18
		Lo-x	1st/3rd/5th SxS SxSxS(+)	1st/3rd/5th SxS SxxxS(+)	2 OVER 1 Responses: F1R (to 2 tricks of suit opened)
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
CUE-BID = highest unbid + another 55+, PRE or STR		Suit: 1st	Hi = DISCRG	Hi/Lo = O	E = DISCRG + S/P
JUMP CUE = asks stopper with a solid suit, can be weak -> XX of 3NTX shows doubt		2nd	Hi/Lo = O	S/P	Hi/Lo = O
		3rd	S/P	Hi/Lo = O	1♦ = (A: 9-14) (B: 12-18); can be as short as xx
		NT: 1st	Hi = DISCRG	S/P	E = DISCRG + S/P
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/Lo = O		Hi/Lo = O
Vs strong NT (low+high >= 29) or by PH: DONT (aggressive, (8)9+ cards)		3rd			
DBL = any 1-suiter (2♣=P/C); 2♣=♣+other (2♦=P/C); 2♦=♦+M (2♥=P/C); 2♥=♥+♠		Signals (including Trumps): PRESENT COUNT;			1M - 3M = PRE
2♠ = Nat weak; 2NT = STR 2-suiter; 3X = PRE		Only the 1st discard is Roman (O=ENC, E=S/P)			1M (A:) -> ART splinters differentiating singletons and voids
		DOUBLES			WEAK JUMP RESPONSES
Vs weak NT (low+high <= 28): CAPPELLETTI (constructive, 9+ cards)		TAKEOUT DOUBLES (Style; Responses; Reopening)			(1x) - p - (1y) - 1NT = T/O with at least 45 in the unbid suits
DBL=PEN; 2♣=any 1-suiter (2♦=P/C); 2♦=♥+♠; 2M=M+m		May be light (1o+) with classic shape; CUE-BID = F to S/A			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		JUMP CUE = asks stopper (1M) / shows both majors (1m)			
DBL = T/O->5♦ (LEB VARIATIONS against 2M); 2/3NT = NAT		Resp X -> 4♥			
vs. 2M: CUE-BID = Asks stopper; 4m = m + unbid M		Reopening: can be light (7+); CUE-BID = F to S/A			SPECIAL FORCING PASS SEQUENCES
vs 3m: CUE-BID = both M; vs. 3M: CUE-BID = unbid M + m		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1♣ - (4♥+) - pass = F1R promising values
VS. ARTIFICIAL STRONG OPENINGS		Our NEGATIVE DBLs (after 1♦♥♠/2♣) tend to show unbid M(s)			1♦♥♠ - (X) - XX / 1♦♥♠ - (1NT) - X -> pass = F at 2 level
vs 1♣: X = good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♥; 1♥=g♥/b♠; 1♠=g♠/b♣;		Above NEG DBL range DBL shows TRANSFERABLE VALUES			
1NT = ♥+♠; 2♣ = ♥+♠, STR; 2♦=♥ or ♠; 2♥=♣+♥/♦+♠; 2♠=♣+♠/♦+♥; 2NT=♣+♦		SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
vs 1♦: X=g♦/b♥; 2♣=g♠/b♦; others as vs 1♣		1M - (MAX overcall) - raise - (raise) - DBL = game try (MOD)			1♦ - (1NT): X = PEN, 2♣=1-suiter, 2♦=majors, 2M = M+m
vs pass: 1♣=g♠/b♦, others as vs 1♣ vs 2♣: NAT; 2NT = any two suiter		COMP DBL from 'under' tend to show xx(+), speculative pass for PEN can occur			1M - (1NT): X = PEN, 2♣ = 1-suiter, 2♦=3M&5+OM; 2OM=OM+m
OVER OPPONENTS' TAKE OUT DOUBLE		SPLINTER DBL asks lead in the suit below but NV vs. VUL shows length			
RDBL = 12+(A) / 7-8 (B) penalty seeking (CoOp): we X with 4 trumps in direct seat and 3+ in last seat (pull with x/- at 1 level)		LIGHTNER DBL also at the game level			Psychics:
1/1 = F1R; 2/1 = NF; 1M (X) 2NT = INV+ with SUPP; 1♦ (X) 2NT = both minors;					
WEAK JUMPS but 1M (X) 4m / 1♠ (X) 4♥ = FIT JUMP					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y	N/A	4♦	A: 15+, F1R B: 19+, F1R	1♦ = 7-9; 1♥ = 0-5; 1♠ = 10+, no 5 card suits;	1♣-1♦: 1♥ = ART FG R; 1NT = 15-18-> STAY JTB	1♦ = 4-5; 1♥ = 0-3; 1♠ = 6+, no 5 card suits;
1♣				A = 1st/2nd position	1NT = 10+, 5+ M; 2m = 10+, 5+ cards;	1♣-1♠: 1NT=BAL->2♣=STAY; 2♦=asks 5 card suits	1NT = 6+, 5+ M; 2m = 6+, 5+ cards;
1♣				B = 3rd/4th position	2M = 0-4, 6 cards; 2NT = SOL 6c suit; 3X = HHxxxx;	1♣-1NT: 2♣=R ->2♦=♥;2♥=♠ -> R = SUPP ask short	2M = 0-3, 6 cards; 2NT = 6+, 55+ minors
1♣					3NT = SOL 7+c suit; 4m = S-SOL M with shortness;	1♣-1NT-2♣: 2♠ = ♥+m55+; 2NT = ♥+♠55; 3m = ♠+m55+	3♦ = PRE
1♦	Y	2	2♠	A: 9-14 B: 12-18	2♦ 13+, 4+ cards; 3♦ = PRE; 2NT = 6-10/5+ both m	1♦ - 2NT - 3m - 3M = SPL, 15+	
1♦				9-11/12-15 BAL, no 4cM OR		1♦-2♦: 2M = 12+, guard; 2NT = 9-11 BAL; 3M = SPL	
1♦				4+♦, ♣-canape possible			
1♥		4	2♠	A: 9-11 B: 12-18	3♥ = PRE; 2NT = SUPP, INV+; 3♠ = any singl. SPL;	1♥ - 2NT: 3♣ = any minimum -> 3♦ = ASK short, FG	2NT = INV raise; 3♥ = good INV raise
1♥				4+ ♥; can be 4♥/5♣ if weak ♣	3NT = SPL, ♠-void; 4♣♦ = SPL, void; WJR	1♥ - 2NT: 3♦♠ = 4+ cards; 3NT = 4+ ♣; 3♥ = 1-suiter	FIT JUMPS
1♠		4	2♥	A: 9-11 B: 12-18	3♠ = PRE; 2NT = SUPP, INV+; 3NT = any singl. SPL;	1♠ - 2NT: 3♣ = any minimum -> 3♦ = ASK short, FG	2NT = INV raise; 3♠ = good INV raise
1♠				4+ ♠; can be 4♠/5♣ if weak ♣	4♣♦♥ = void; WJR	1♠ - 2NT: 3♦♥ = 4+ cards; 3NT = 4+ ♣; 3♠ = 1-suiter	FIT JUMPS
1NT		N/A	at 3 level	A: 12-14 B: 16-18	TWO-WAY STAYMAN; SA-TEXAS	1NT-2♣-2X: new suit = INV; 2NT = can be W/O 4cM	2♣ = NF STAY; 2♦♥ = transfer
1NT				4333, 4432, 5332, 5m422, 6m322	2NT = weak with m OR strong ♥ or ♠ or ♣♦ or ♥♠	1NT-2♦-2NT: 3♣ = shape relay	2♠ = minor suit STAY
1NT					3X = INV with good 6+ card suit	1NT-2NT-3♣: 3M = nat strong; 3NT/4♣ = ♣♦; 4♦ = ♥♠	3x = good 6+ suit (HHxxxx typically)
2♣		5	2♠	A: 9-14 B: 12-18	2♦ = ART, INV+; 2M = 5+ cards, F1R; 2NT = NAT INV	2♣-2♦: 2M = 4cards; 2NT = max, 6+♠; 3♣ = min, 6+♣	2♦ = ART INV; 2M = nat, NF
2♣				5 reasoble ♣ & 4cM or 6+ ♣	3♦ = 6+ cards INV; 3M = 6+ cards, FG	2♣-2♦-2M: 2NT = ART, FG, shape relay	
2♦	Y	N/A	No	A: 5-8 3rd: (0)6-11	3M = PRE; 2NT = ART, INV+	2♦-2NT: 3♣ = min; 3♦ = 44; 3M = longer; 3NT = 55	After 4th hand opening no conventions; value bidding
2♦				44/54/55 ♥♠; 4th 10-13, 55 ♥♠	4♣ = slam try in ♥; 4♦ = slam try in ♠	2♦-2NT-3♣: 3♦ = ART FG -> 3M = longer, 3NT = 44	
2♥		5	No	Undisciplined weak 2	2NT = ART, INV+ (OGUST); new suit F1R	2M-2NT: 3♣ = bad suit & min; 3♦=good suit & min	
2♠		5	No	Undisciplined weak 2	2NT = ART, INV+ (OGUST); new suit F1R	2M-2NT: 3♥ = bad suit & max; 3♦=good suit & max	
2NT		N/A	No	A: 19-20 B: 22-23	3♣ = Puppet STAY; 3♦♥ = JTB	2NT-3♣: 3♦ = at least one 4cM; 3M = 5c; 3NT = no 4cM	
2NT				BAL (any 4443,4432,5332)	3♠ = 5+♠ & 4♥; 4X = NAT slam try		
3♣		5	No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
3♦		5	No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
3♥		5	No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
3♠		5	No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
3NT	Y	N/A	No	PRE: in either minor	4♣/5m/6m/7♣ = P/C; 4♦ = ask shortness		
4♣	Y	N/A	No	Strong 4♥; AKQ+/AKJ+/AQJ+	4♦/4♠/4NT = slam try, 1/2/3 key cards		
4♦	Y	N/A	No	Strong 4♠; AKQ+/AKJ+/AQJ+	4♥/4NT/5♣ = slam try, 1/2/3 key cards		
4♥		6	No	PRE			
4♠		6	No	PRE			
4NT	Y	N/A	No	PRE in m; no suit w 2 quick losers	5m/6m/7♣ = P/C		
5♣		7	No	PRE, not suitable to 4NT			
5♦		7	No	PRE, not suitable to 4NT			
5♥		7	No	PRE NV v. Vul / top honour ask			
5♠		7	No	PRE NV v. Vul / top honour ask			
HIGH LEVEL BIDDING							
Cue style; 1st/2nd round controls; skipping suit denies control							
RKCB; DOPI-ROPI below 5 level of trump suit, DEPO above;							
Jump to 5M asks good trumps / shows good trumps / asks control in opp's suit							
PASS&PULL in forcing auction shows interest to proceed							
TRANSFERABLE VALUE DOUBLES (FP only in GF auctions or opps clearly sac'ing)							