

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: 1-level may be light or 4-card suit; 2-level = good suit or HCP
Responses: new suit=F1; CUE=limit raise+; jump raise=PRE; jump in other suit=shortness+fit
Reopening: with shape or values
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2nd position: 15-18 HCP
Responses: TRFs; LEB-SLOW; Runouts after (1X)-1NT-(DBL)
4th position Live: 15-18 HCP
Balancing: 11-14 HCP NVUL; 12-15 VUL; 2NT=19-20 HCP
Responses: Same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: over 1-level, PRE over 2-level, STR, possibly 2-suited
Responses: new suit F1; 2NT ASKS rate your hand
Unusual notrump: PH 1NT=4-4(+) unbid suits; 4-9 HCP; 2NT in direct=5-5(+) lower suits, HCP as per vulnerability 2NT in balancing=18-19 HCP
Reopening: jump=12-16 HCP, 6+ suit
DIRECT & JUMP CUE BIDS (Style, Resp., Reopening)
Style: (1m)-2m=5-5(+)MM, HCP as per vulnerability (1M)-2M=OM+m, 5-5(+), HCP as per vulnerability UNCUE between 2 bidders; Jump Cue ASKS bid 3NT with stopper
Responses: 2NT asks which m after (1M)-2M
Reopening: As above
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: 2♣=4-4(+)♥+ m; 2♦=4-4(+)♠+ OTHER direct DBL=strength+; 2NT= mms
Reopening: Same for 2♣, 2♦, 2NT; reopening DBL = 11+ HCP
Passed Hand: Same for 2♣, 2♦, 2NT
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL=T/O thru 4♠
Over WK 2: LEB (both positions), slower is weaker 2NT=15-18 HCP Cue= ASKS bid 3NT with stopper; Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣ DBL=any STR; 1♦=♥ or ♠+♣ 4-4(+); 1♥=♠ or ♠+♦ 4-4(+); 1♠=♣ or ♦+♥; 1NT=♣+♥ or ♠+♦ 4-4(+)
vs strong (1♣)-P-(1♦): DBL= any STR; 1♥=♠ or ♣+♦ 4-4(+) 1♠=♣ or ♦+♥; 1NT=♣+♥ or ♠+♦ 4-4(+)
OVER OPPONENTS' TAKE OUT DOUBLE
1M-(DBL)-TRFs starting at 1NT
1M-(DBL)-2NT=10+HCP with 4+fit
1♦-(DBL)-2♥,2♠,3♣,3♦=Weak, 6+ suit
1♥-(DBL)-2♠,3♣,3♦=SPL; 3♠,4♣,4♦=Void
1♠-(DBL)-3♣,3♦,3♥=SPL; 4♣,4♦,4♥=Void

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 4th: xxS, Sx 4th: xxS; but Sxx if raised
NT 4th: Sxx; Sx 4th: Sxx; Sx
Subseq Attitude Low from original 4
Other: High from original 3
LEADS
Lead vs. Suit vs. NT
Ace AK; AKx(+) below 4-level AKJ10(+) asks UB or CT
King AKx(+) (asks CT 4-level+); KQx(+) AKx(+); AKJ(+)
Queen QJ; QJx(+) QJx(+); KQx(+); AQJ(x)
Jack J10; J10x(+) J10; J10x(+)
10 10x; 109(+); KJ10(+); AJ10(+) 10x; 109(+); KJ10(+); AJ10(+)
9 9x; K109(+); Q109(+); A109(+) 9x; K109(+); Q109(+); A109(+)
Hi-x Sx (Sxx if raised partner's suit) Sx; Sxx
Lo-x xxS; HxS; HxxS(+); xxxS(+) HxS; HxxS(+); xxxS(+)
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST Hi=DISC Hi=ODD ODD=ENC
2 ND Hi=ODD LOW=ENC
3 RD
NT: 1 ST Hi=DISC Hi=ODD ODD=ENC
2 ND Hi=ODD LOW=ENC
3 RD
Attitude: Hi=DISC; Count: Hi=ODD; U/D Remainder Count
From 5(+) suit known, Middle=ENC; Hi & Low=Suit Preference
First Discard: ODD=ENC; EVEN=Suit Preference
vs NT: on Declarer's Lead Hi=DISC for opening lead
Hi/Lo in trumps = ruff possible
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: may be light with classic shape
Responses: Cuebid response FG
Reopening: T/O
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support DBL and RDBL thru 2♠
NEG DBL thru 4♦; RESP DBLE thru 3♠
1♦-(1♥)-DBL = NEG
1M-(P)-1NT-(2m/M)-DBL = T/O
DBL is a G/T if no other G/T available
Against NT if both partners bid, DBL=lead your own suit
After partner overcalls and next hand bids 1NT, DBL = T/O

WBFC Convention Card
Category: Green
NBO (Country): Canada
Event: Transatlantic Seniors Championship 2022
Players: Gordon Campbell Nicholas GARTAGANIS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
Weak NTs all positions (11-13) NV, (11-14) VUL
5-card Majors; 1NT resp: F1 (6-13)/1M
Weak 2♦, 2♥, 2♠ openings
Limit raises over 1M
2 over 1 Response: FG except if same suit rebid by responder
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
3NT any SOL
Other Bids:
Fit-showing SPL/1M & in COMP, Jump Raise = PRE in COMP
(1m/M) – 2NT = 2 lower unbid suits
LEB-SLOW (also after 1NT in COMP)
After NT in COMP: transfers begin at 2NT and higher
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE
4th Suit = ART FG by unPH
Runouts After: 1NT-(DBL); (1m/M)-1NT-(DBL); 1NT-(P)-P-(DBL); (2m/M)-2NT-(DBL)
Psychics: Rare – e.g. 1NT overcall after partner passes



Opening	Artificial	Min	Neg. DBL	Description	Responses	Subsequent Auction	Competitive/Passed Hand Bidding
1♣		3	4♦	14-16 HCP BAL 11-19 HCP	1♦=4-7 HCP or STR or DISTR; 1M=6+HCP, 4+M; 1NT=8-10 HCP 2♣=10+HCP, 5+m; 2♦=7-9 HCP, 5+♣; 2NT=11-12 BAL; 2M = 6+M 3-7 HCP	1NT Rebid = 14-16 HCP 2NT Rebid = 17-19 HCP	
1♦		3	4♦	14-16 HCP BAL 11-19 HCP	1M=6+HCP, 4+M; 1NT=6-9 HCP 2♣=10+HCP, 5+m; 2♦=10+ HCP, 5+♦; 2NT=10-12 BAL; 2M = 6+M 3-7 HCP; 3♣=7-9 HCP, 5+♦	1NT Rebid = 14-16 HCP 2NT Rebid = 17-19 HCP	
1♥		5	4♦	11-15 HCP; may be light if shapely	1NT=F1; 2NT=FG with 4+♥; 2/1=F1; 2♠,3m=SPL	1♥-2♥- S/S G/T & L/S GT; 4SFG	2♣/♦=9+HCP + fit; 2♥ rebid shows MIN
1♠		5	4♦	11-15 HCP; may be light if shapely	1NT=F1; 2NT=FG with 4+♠; 2/1=F1; 3m,3♥=SPL	1♠-2♠- S/S G/T & L/S GT; 4SFG	2♣/♦=9+HCP+fit; 2♠ rebid shows MIN
1NT			4♦	11-13 HCP NV; 11-14 HCP VUL 5M or 6m possible; 5-4-2-2 possible	2♣=NF STAY; 2♦=FG STAY; 2M=5+M; 2NT=choose m; 3m, 3M=PRE	1NT-2M-3M=4+, not MIN	NEG DBL, TRF
2♣		0		20+ HCP; Forcing to 3M Any distribution	2♦= at least 1 CTRL (K); 2♥= no CTRL; 2♠/3♣/3♦= 5+ suit with at least 2 top honours; 2NT=5+♥ with at least 2 top honours	2NT (over 2♦) = 22-24 HCP Kokish relay (2♥ forces 2♠)	
2♦		6		4-9 HCP NV, may be good 5 5-10 HCP VUL, may be good 5	new suit F1; 2NT asks to rate hand; new suit jump ART	2♦-2NT-3♣=MIN 2♦-2NT-3♦=MAX	
2♥		6		4-9 HCP NV, may be good 5 5-10 HCP VUL, may be good 5	new suit F1; 2NT asks to rate hand; new suit jump ART	2♥-2NT-3m=MIN with poor suit, 3♥=MIN with AQ or KQ, 3♠/NT=MAX	
2♠		6		4-9 HCP NV, may be good 5 5-10 HCP VUL, may be good 5	new suit F1; 2NT asks to rate hand; new suit jump ART	2♠-2NT-3m=MIN with poor suit, 3♥/NT=MAX; 3♠=MIN with AQ or KQ	
2NT				19+ -21 BAL; 5M or 6m possible	3♣=STAY; TRF; 3♠=mSTAY	2NT-TRF-3M=3+suit, jump with MAX	
3♣		6		5-10 HCP	new suit F1, NAT; jump bid ART	raise new suit with xxx or Hx	
3♦		6		5-10 HCP	new suit F1, NAT; jump bid ART	raise new suit with xxx or Hx	
3♥		7		5-10 HCP; may be 6 in 3rd	jump suit ART - CTRL ask	new suit ASKS key cards if suit control	
3♠		7		5-10 HCP; may be 6 in 3rd	jump suit ART - CTRL ask	new suit ASKS key cards if suit control	
3NT	ART			9-10 HCP with SOL m (7+) or M (7)	4♣/4♥/4♠=pass or correct; 4♦ ASKS for distribution; 4NT ASKS for length	3NT-4♦-4M=1M, 4NT=7-2-2-2, 5m=1om	
4♣		8		5-10 HCP; may be 7 in 3rd	4♦ NAT F1; 4M=NAT to play		
4♦		8		5-10 HCP; may be 7 in 3rd	4M/5♣=NAT to play		
4♥		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♥ ASKS trumps		
4♠		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♠ ASKS trumps		
4NT	ART			Asks for key cards		HIGH LEVEL BIDDING	
5♣		8		5-10 HCP; may be 7 in 3rd	Keycard Blackwood		
5♦		8		5-10 HCP; may be 7 in 3rd			
5♥		8		5-15 HCP	bid 6♥ with A or K of ♥		
5♠		8		5-15 HCP	bid 6♠ with A or K of ♠		
5NT							

Keycard Blackwood

- 5♣=1/4; 5♦=0/3, 5♥=2 (no Q), 5♠=2 (with Q), 5NT=any void, 1/4 KC, 6♣=any void, 0/3 KC, etc.
- 4NT- (interference →5♥) - DBL=1/4 keycards, PASS=0/3 keycards, next step=2 keycards (no Q), etc.
- 4NT- (DBL) - RDBL=1/4 keycards, PASS=0/3 keycards, next step=2 keycards (no Q), etc.
- 4NT- (interference 5♠+) - DBL=0,2,4 keycards, PASS=1,3,5 keycards
- If response to 4NT says nothing about Q of trumps, next step asks (if not trumps)

Special Keycard Blackwood (If responder known to be weak i.e. WK 2; any 3-level or 4-level Preempt)

- 5♣=0 KC, 5♦=1 KC (no Q), 5♥=1 KC (with Q), 5♠=2 KC (no Q), 5NT=2 KC (with Q)

Exclusion Keycard Blackwood; Minor Suit Keycard Blackwood; Ace-asking Gerber