

# WBF Convention Card



**Category:** Natural – GREEN  
**NCBO:** Canada  
**Event:**  
**Players:** Joseph Silver-Eric Kokish

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5-card Majors; semi-forcing 1NT response  
 1♦ = 4+ except 4=4=3=2, 1♦ with 4/4 minors, some 4/5 minors  
 Sound opening bids if BAL; very light responses possible  
 Fairly sound overcalls, WJO common, occasionally only 5 cards

**1NT Opening:** 15(14+)-17  
**2 over 1 RESP:** FG except 1♦-2♣; 2x-3♣

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

#### OPENINGS:

Sound 1+2 seat, 4-card M in 3<sup>rd</sup> with minimum strength  
 3NT = solid M, no side A or K  
 3x at FAV 1<sup>st</sup> seat known to be very weak, others traditional

#### RESPONSES & REBIDS:

1♣-2♦ and 1♦-3♣=INV or GF raises  
 1♣-2♠ = INV in ♦'s [1], 1♣-2♦ PH = 5+ ♠s, 4+ ♥s, 3-10  
 1m-2M = 5+♠/4+♥ weak, invitation respectively  
 1♥-2♣ and 1♠-3♣ are GF raises  
 1♥-3m and 1♠-3R = NAT, INV

#### COMP:

TRF advances after (1x) 1M (DBL); [RD=2M, values]  
 FIT JUMPS by PH and after we open  
 Mixed raise of 1 level overcall  
 Good-Bad 2NT after 1-level opening  
 RUBENSOHL after 1NT-(2M)  
 TRF after 1M (DBL) starting with 1NT  
 TRF after 1M-(2M)-?

### SPECIAL FORCING PASS SEQUENCES

3NT in comp creates GF if cannot be NAT  
 High level comp: P = neutral, DBL = PEN, direct bid=ST, Pass-then pull = weaker

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

TRANSFERABLE VALUES DBL when we are NOT forced  
 Reopening NAT NT bids may not have stopper  
**PSYCHICS:** Occasional 1M 3<sup>rd</sup> seat may be frivolous

## DEFENSIVE & COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 level; Reopening)

**Style:** Wide range – very light to very strong; 1x may be 4-card suit  
**Responses:** new suit NF after 1x o'call or in COMP  
 Jump raise = 7-10, 4-cd support; 2NT in COMP or by PH=LR+  
 Jump cue = distributional limit raise  
 Jump in new suit = INV by UPH, fit-showing by PH or at 4-level

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)

**2<sup>nd</sup> Position:** and non-jump 2NT=15-18  
**Responses:** As over 1NT opening  
**4<sup>th</sup> Position:** 1NT = 10-14 over m, 10-16 over M; 2NT=18-20  
**Responses:** Stayman & transfers apply unless 1NT DBLd

### JUMP OVERCALLS (Style; Responses; Unusual NT)

**Style:** WK, aggressive NV, quite sound VUL  
**Responses:** 2NT asks shortness; NS=NF  
**2-suited:** (2m)-3m = Majors; (1M)-2M=M+m (weak or strong)  
**Reopening:** intermediate

### DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

**Style:** (1m)-2m = Majors; (1M)-2M=M+m (weak or strong)  
 (1M/2M)-3M asks M stopper; (1m)-3m=NAT (stronger VUL)  
 (2M/3M)-4m=OM+m (FG); (2M/3M)-4M=minor (strong)  
**Reopening:** Same but may be weaker

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

**Vs. Both:** DBL=Ms or ♣ or 1M (2♣ or COMP DBL asks)  
 Others=canape-style: 2x=4x+5+ higher; jumps=constructive  
**By PH:** same

### VS PREEMPTS

T/O DBL generally shape oriented; at high level = values  
 Cue-bid/Major = good 1 suiter, asks stopper; /m = Majors  
**2M:** 2NT (15-19): As after (1M)-1NT; 4m=m+OM; 3M=m's strong; 4NT=m's weaker; 3M asks stopper  
**2m NAT:** 3m = Ms; 3M=intermediate; 4♣=♥+om; 4♦=♠+om  
**3m:** or (3m)-4♣=Ms; 4♦=(any strong 1-suiter; 4M=M+om  
**3M or (3M) P-(3NT)-4m = that minor + OM**  
**4M:** 4NT = any two suits; (Multi 2♦)-DBL/2♥=T/O of ♥/♠ respectively

### VS ARTIFICIAL STRONG OPENINGS

Vs STR 1♣ & 1♠-P-1♦: DBL=Ms; NT=m's; WJO's;  
 Vs STR 2♣: same

### OVER OPPONENTS' TAKEOUT DOUBLE

/1M: 2NT=LR; 3NT=GFR; 3M=Mixed; Jumps=FIT  
 TRF from 1NT->; Pass and DBL=PEN; Pass and bid=2 suits  
**After RDBL, opener may DBL RHO with 1 or 4 trumps + def**  
 /1m: 2NT=PRE raise; 3m=LR; Jumps=FIT

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd even, low odd	3rd even, low odd,
NT	4th from interest	4 <sup>th</sup> , low from xxx
Subs.	Same as above	
*may lead 2nd from xxxx		

### LEADS

Lead	Vs Suit	Vs NT
Ace	AKx* asks ATT	Asks ATT
King	AK, KQ+, asks count	Asks count or unblock
Queen	QJ, QJx(x)	Weaker KQ+ holdings
Jack	J10(x), (A/K)J10(x)	QJ holdings, or KQJx,
10	109(x), H109(x)	J10x, A/KJ10x(+)
9	3rd best or shortness	109(x), H109(x)
Hi-x	3rd best or shortness	Xx, XXx, xXxx
Lo-x	3rd/5th best or short	xXxX(x), xXX

\*K from AK above 4 level and in overcaller's raised suit

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's lead	Discarding
1 <sup>st</sup>	HI = DISCRG	Hi/Lo = odd	HI = DISCRG
2 <sup>nd</sup>	Hi/Lo = odd	S/P	Hi/Lo = S/P
3 <sup>rd</sup>	S/P	S/P	S/P
1 <sup>st</sup>	Hi=ENCRG	Smith (mod)	S/P
2 <sup>nd</sup>	Hi=even, lo=odd	S/P	Hi=DISCRG
3 <sup>rd</sup>	S/P	Hi=odd,	Lo=ENCRG

#### Signals (including trump):

Trumps: Hi-Lo shows O number or S/P

SMITH SIGNAL vs NT (hi from either is wake-up alert)

## DOUBLES

### TAKEOUT DOUBLES (Style, Responses; Reopening)

**Style:** Light if traditional shape  
**Responses:** aggressive with fit; (1x) DBL (1y); 2y/3y=NAT 5+;  
 2x=NAT, long suit

**Reopening:** off-shape DBL = not minimum

DBL by preemptor = offensive T/O

### SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

NEG DBL THRU 4♠; 1♠-(1♦)-DBL: at least 44 Ms;  
 1♣-(1♥)-DBL DENIES 4♠; 1m-(1♠)-DBL: 4+ ♥  
 RESP DBL thru 4♠: Useful values; Maximal overcall DBL  
 Support DBL & RDBL thru 2M, may have only 2 card supp  
 After opps' 2-suited overcall, DBL does not create a force  
 4th suit DBL;

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OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL TRUMP	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING	
1♣		3	4♠	1♣ with 33 minors Quite sound if BAL 11+-13 or 18-19 BAL Conservative if BAL Middle of the road if UNBAL	1♦ occ 3 cards if 1NT or ♣ look wrong 1NT = 7+-10; 2NT = FG, BAL 2♦ = LR+ in ♣; 3♣ = PRE 2M = 5+♠/4+♥-5 weak/INV respectively 3x = PRE	/1NT rebid: 2♣->2♦; 2♦ = GF INQ; 3♣=end; Other jumps = NAT ST /2NT rebid: TRFs 2♣ rebid = 6+ cards, so 1♣-1♠-1NT may be 1435 or less likely 1345 After reverse: cheaper of 2OM or 2NT = ART weak w/ only 4M Reverse (always 5+♣) may not be 4 cards	<b>PH:</b> Fit showing jumps (5-4+, 10+)  <b>COMP:</b> JUMPS = FIT.	
1♦		3	4♠	1♦ w/ 44 m's, some 45's 1♦ w/ exactly 4432	1NT= 6-10; 2♣ = F3♣; 3♣ = ART LR+ 3♦ PRE; 2NT = FG BAL; 3M=SPL 2M = 5+♠/4+♥-5 weak/INV respectively	1♦-2♣; 2♦=5+ any strength; 2M denies 5+♦ /2M: 2NT=NF; 3M=FG; om asks 1♥-1NT; 3♣/4m = self-SPLs	As after 1♣	
1♥		(4)5	4♠	10+-22,5♥+6m minimum May be weak 4-card suit in 3 <sup>rd</sup> seat w/ minimum	1NT Semi-F (0-12) 2♠=ART GFR (show short or BAL range) 2NT=13+ BAL GF; 3m = NAT, INV; 3♥ = Mixed raise; 3♠=ART light or 17+SPL; 3NT(♠)/4m=13-16 SPL or void (bid again)	1♥-1NT; 2m-2♠ = good raise 1M-1NT; 2NT-TRFs 1M-1NT; 3NT = NF w/ long strong M 1♥-2x; 2y-2♥: next = ART "Singleton Rule"	<b>PH RESPS:</b> Jump Shifts = FIT; 3♣=NAT 2NT = minors; Reverse Drury (FIT) New suit by Drury bidder over 2♥ or 2NT (short ♣) = SPLs w/ 4+ trumps <b>In COMP:</b> FIT Jumps, Mixed raises	
1♠		(4)5	4♥	see 1♥	3♠ = ART GFR; 3Red = NAT, INV, 3NT=ART light or 17+SPL; 4x=13-16 or void (may bid again over signoff)	see 1♥ 1♠-2x; 2y-2♠: next = ART "Singleton Rule"	see 1♥	
1NT			3♠	15(14+)-17 BAL 5 card M or 6 card m poss 4♥+5m=normal; singleton Honor with awkward rebid is OK	2♣ = NF STAY; 2♦ = GF INQ; 2M=NF; 2NT=minors; 3m=PRE; 3M=SPL 54 m's; 4♣=Gerber (0 or 4, 1, 2, 3) 4♦=both Ms, game only	1NT-2♣; 2♦-2M = INV 1NT-2♣; 2NT-3♣=ART shape ask	<b>COMP:</b> 1NT-(2x)-2NT->3♣ TRF Lebensohl Texas if room to jump	
2♣	!	0		22+ HCP or 9+ winners	2♦, 2♥, 2♠ = CONTROLS 2NT = any one-loser suit; 3NT=solid suit 3x= Transfers to AKJ, AQJ, or KQJ 6 <sup>th</sup> +	2♣-2♦; 2♥ = NAT or 24+ BAL, forces 2♠ 2♣-2♦; 2♠-2NT= waits. 2♣-2♦; 3M=4M, 5+♦ 2♣-2♦; 3♣-3♦ = waits	2♣-(overcall)-DBL = values	
2♦		5		Weak	2M NF; 2NT asks feature See High Level Bidding for all WK 2's			
2♥		5		Weak, decent suit	2NT asks feature; 2♠ NF; 3♠=good suit F 2NT then 3♠ generally 5 cards			
2♠		5		Weak, decent suit	2NT asks	<b>HIGH LEVEL BIDDING</b>		
2NT			3♠	20-21 (22) BAL	STAY; 3♦, 3♥, 3♠, 4♦, 4♥ TRF	SPL and mini-SPL; 3NT often waiting; LAST TRAIN; Exclusion RKC 0314		
3x		6		4-7 tricks Aggressive NV vs Vul	New suits F; See High Level Bidding	RKC 1430; DOPI; but DEPO above 5 our suit; GERBER 0 or 4, 1, 2, 3; 2x or 3R/3♠-4♣ and 3♣-4♦ = Optional PRE RKC (Bad; 0 decent, 1, 1+TQ, 2)		
3NT	!			Solid M, no A or K	4♣ asks TRF; 4♦ asks M; "new" asks SPL	"Slow Arrival" and some picture bids; 1x-or 2x-4NT=aces		
4♣				NAT PRE	4♦ = KC; 4NT asks aces; 4M=NF	<b>COMP:</b> LIGHTNER DBL; In forcing auctions, direct bids strongest; PASS then pull is weak, shaped; 4NT over 4M usually T/O; If not forced, DBL=transferable values (TV)		
4♦				NAT PRE	4M=NF; 4NT asks aces; 5♣=KC			
4M		7		NAT PRE	4♥-4♠ NAT; 4NT=KC; 5m=ST in M			
5m		7		NAT PRE				

