

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Aggressive but usually 5+ card at 1 level. Sound at 2 level.
Responses:1NT=9-13. 2NT=14-16 after 1 level overcall. New suit
F1 if no competition. CUE=limit raise+ or any FG [11]
All direct raises weak.
Jump in new suit below 4♥=FIT.
Jump cue=constructive 4 card raise. Double jump below 4♥=SPL
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT: 2nd "live"=15-18. 4th "live"=16-19.
Reopening=11-16. (system on).
(1X)-P-(2X)-2NT and (1X)-P-(2Y)-2NT = any two unbid suits.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit:WEAK except Intermediate when VUL v NV.
Suit response NF(2 level) F1(3 level), 2NT=relay.
2-suit: WEAK or STR, 55+. (1m)-2NT=♥+om,
(1M)- 2NT=♦+♣. (1♣)- 2♦=♥+♠ if 1♣<4 cards in ♣.
Reopen: Intermediate. (1X) P (P) 2NT=lowest 2 suits.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Direct Cue: 2-suit WEAK or STR, 55+. (1m)-2m=♥+♠,
(1M)-2M=OM+m then : 3m=P/C, 2NT=relay, 4m=Invitational.
Jump cue ASKS FOR STOPPER solid m.
Reopen Cue=MICHAELS. Double Jump Cue-strong 4M.
(1x) P (P) 4♣= Strong 4M (then 4♦=Good hand.)
VS. NT (vs. Strong / Weak; Reopening; PH)
Jump overcall=WEAK. DBL of Weak NT = PEN.
2♣=♥+♠, 2♦=one major, 2M=5M+4+m, 2NT=minors. [3]
DBL of Stayman or transfer=15+HCP if weak NT (minimum<14)
but bid suit if strong NT.
DBL of Strong NT or by PH =4M+5m then 2♣=P/C, 2♦.=M?
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O. LEB AFTER T/O DBL OF 2M (only when 1 opponent has bid)
3 level CUE asks for stopper. LEAPING MICHAELS.
After (3x) 4M (5x) : 5NT=RKCB
After (2♦) : 4♣=♣+♥. "Non-LEAPING MICHAELS" after 3M PRE.
VS. ARTIFICIAL STRONG OPENINGS
X=♥+♠ (54+) . 1NT=♣+♦.
Suit bids NAT. Jumps WEAK.
If 1♣ <4 cards in ♣, then 2♣=NAT, 3♣= NAT PRE, 2♦=5/5M's
OVER OPPONENTS' TAKEOUT DOUBLE
All direct raises=weak. FIT-SHOWING JUMPS (Limit+) with 4+
trumps. Double jump=splinter. 2NT=Limit raise+ with 4 trumps.
RDBL=9+HCP. New suit F1. Pass then DBL=T/O.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Fourth best from all holdings		
NT	Fourth best from all holdings. Top or bottom from xxx		
Subseq	Same as above		
Other: Ace for ATTITUDE, King for COUNT. King and Queen for unblock(NT)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AKx(+), Ax(+)	
King	KQ(+), Kx, AKx(x)	KQx(+), Kx, AKJT(+)	
Queen	QJ(+), Qx	QJ(+), Qx, KQT(+)	
Jack	J10(+), KJ10(+), Jx	J10(+), AJ10(+), KJ10(+), Jx	
10	109(+), H109(+), 10x	109(+), H109(+), 10x	
9	9x	9x, 98xx	
Hi-x	Sx	Sxx, Sx	
Lo-x	HxS, HxxS(+), xxS, xxxS(+)	HxS, HxxS(+), xxS, xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=ENCRG	Hi=Even	Hi=ENCRG
	2 Hi=even	Suit preference	Suit preference
	3 Suit preference		
NT	1 Hi=ENCRG	Hi=Even	Hi=ENCRG
	2 Hi=even	Suit preference	Suit preference
	3 Suit preference		
Signals (including Trumps): TRUMP SIGNAL=Suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
RESP DBL= 2 suits. (X of 3♠ denies 4♥)			
NEGATIVE DBL 1♣- (1♦)- X=4♥+4♠ 1m-(1♥)- X=< 4♠.			
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES			
1x-(P)-1y-(2z)-DBL= Good hand short in y.			
T/O DBL: (a) OPPT agreed a suit and auction is live, (b) after an overcall of our 1NT opening or overcall (c) after (1x)-1NT-(2x)-X			
(d) (1m)-P-(1NT)-P-(P)-X			
PENALTY DBL (>=Hxx under) after (1NT)-X-(2x),(1NT)-X-((2x)			
-P-P, and (P)-1NT-(P)- P- (2x)-DBL, and (1x)-1NT-(2y) DBL and			
(1M)-P-(1NT) P (P) DBL. Game try DBL after raise if no space.			

WBF Convention Card	
CATEGORY: Green	DATE: 02-April-2021
NCBO: England	EVENT:
PLAYERS: Gunnar Hallberg & John Holland	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural. 4 card Majors.	
2 over 1 = F1. (Except 1♠-2♥=FG)	
1NT Opening: (14) 15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
SPECIAL FORCING PASS SEQUENCES	
After (1x) 4x and (1x) P (P) 4♣.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
(1M)-(3x)DBL=T/O of M if 3x is a M raise which isn't FG.	
After a 5♣ or 5♦ response to Key Card the responder must go on after a sign off if he has 3 or 4 Key cards showing extras on the way.	
PSYCHICS: Rare.	

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		4	4♠	10+ HCP	1NT=5-11 .	1x-1y-1NT=11-14 with checkback (2♣=Inv+, 2♦=slam Interest). [7] 1m-1x-1NT-3m/om=to play.	Only 2♣=checkback with rebids of 2♦=to play & 3♦=Invitational
				Any 4333 with a poor suit may open 1♣.	Single jump=Strong	1x-1y-2NT=18-19. 1x-2y-2NT=F1 with NAT continuations	FIT-SHOWING JUMPS
					2 OVER 1 F1.	1m-1M-2M-3m=Inv-NF	
				Usually open 1♦ with	Limit raises.	4 TH SUIT FG unless given suit preference at 2 level or min NT bid.	
				(23)44	2NT = BAL FG with 4+ card support [8] Double jump=splinter. Triple jump=natural.	1x-1M-3M: 3NT asks for SPL, new suit =SPL except in partner's suit. SPL jumps after 2-level response. 1m-1M-4m= enough for slam opposite KQxxx trumps	
1♦		4	4♠	10+HCP	As 1♣	As 1♣	As 1♣
1♥		4	4♠	10+ HCP With (4432) we usually open the higher suit except if 44 in Majors when we open 1♥.	1NT=5-11 . Single jump=Strong denying 3 cards in ♥ 2 OVER 1 F1. Limit raises. 2NT =FG with 4+ card support [13] 3NT =12-14 BAL with 3 card support. Double jump=splinter. Triple jump=natural.	As 1♣ plus: 1M-1NT-3NT=good 6 card M. 1M-2M-2NT=F1 See [12] for Reverse continuations 1M-3M:3NT asks for SPL , 3♠/4x=Side Suit, Jump=exclusion(0/1/2/3) LONG SUIT GAME TRY	As 1♣ plus: 2♣=3 card DRURY (then 2♦=4♦+4M NF, 2NT=13/14 BAL, 3M=FG, 3 new suit=55, 4x=SPL) 2♦=4 card DRURY(then3M=FG) No Drury in comp. FIT-SHOWING JUMPS
1♠		4	4♠	10+ HCP	As 1♥ 1♠-4♥ =SPL with m suit controls.	As 1♥	As 1♥
1NT			4♠	15-17 Bal.	STAYMAN; FOUR SUIT TRANSFERS.	1NT-2♣-2♦-2♥ asks for major suit preference.	
					3x= Singleton. SMOLEN.	1NT-2♣-2♦-2♠ & 1NT-2♣-2♦-2♥-2♠ =INV NF with 5♠	
					4♣=ace ask, 4♦=♥+♠ 55+ seeking preference.	1NT-2♣-2M then : 3M=FG, 4m=SPL.	
				(5422) or 6m possible but not common	4M=Natural. See [1] for artificial intervention.	1NT-2♦/♥-2♥/♠-4♥/♠=To play 1NT-2♠/2NT-3♣/3♦=Positive. See [2]	
2♣	X			23-24 BAL or FG.	2♦ = Positive, 2♥=0-4 HCP(no Ace)	2♣-(2x)-DBL=PEN. 2♣-(2x)-P-P-DBL=23-24 BAL.	
2♦		6		6-11 HCP. 8 playing tricks in 4 th .	2M=Constructive NF, 2NT=(R), 3x=NAT F1.	After 2♦-2NT: 3♦=MIN, 3x=longest side suit non-MIN, 3NT=BAL non-MIN with good suit.	
2♥/		6		6-11 HCP.	2S=Constructive NF, 2NT=(R) promising 2+ cards in M, 3x=NAT F1.	After 2M-2NT: 3M=MIN, 3x=longest side suit non-MIN, 3NT=BAL non-MIN, 4x=NAT 6-5.	
2♠/		6		8 playing tricks in 4 th .	Raise =PRE. 4m=SPL.4M=NAT 4NT=RKCB	After T/O DBL:3m=NF(maybe for lead). After intervention : DBL=PEN, new suit=NAT NF.	
						After 2NT-3♣-3♦-3M=4M+5OM (SMOLEN).	
2NT			4♠	20-21(22) BAL.5M,(5422) or 6m possible.	STAYMAN. 3♠=minor suit enquiry.	After 2NT-3♣-3M then 4m=NAT slam try (usually 5 card), OM=ART slam try in opener's M, 4NT=NAT.After 2NT-3♦/♥	
					3♦/♥=TRF then 3♥/♠=3+ cards, 3NT=<3 cards	-4♦/♥=controls in all suits. After 2NT-3♦:3♠= 5 card suit.	
					4x=NAT slam try, 6 card suit.	After 2NT-3♦/♥-3♥/♠: 3NT=S Try no SPL, 4x=SPL	
HIGH LEVEL BIDDING							
3x		6		PRE. Weak 1+3 NV. Sound 2+4 or VUL.	3x=NAT F1.	4NT=NAT when raise of NT, when same hand bid 3NT on previous round or over NAT F 4m which is a new suit.4NT asks for aces (0,1,2,3,4) on 1st round in a non-comp auction.4NT=RKCB	

3NT	X		GAMBLING.Solid minor.	4♣=P/C. 4♦=asks for singleton. 4M=NAT.	(14/30), (30/14 with ♣) 5NT=2 +Void, 6x=(1) or 3+ void when suit agreed or when a jump over a
4x		6	PRE. Weak 1+3 NV.		suit bid. Continuations : 5NT asks for specific kings, 6 new suit asks for 3 rd round control.
			Sound 2+4 or VUL		LIGHTNER. 5NT GSF (6T=0,6♣=1,6♦ (if not trumps=A/K and extra length),7T=2.

NCBO: England

PLAYERS: Gunnar Hallberg & John Holland**NOTE 1: CONTINUATIONS AFTER ARTIFICIAL INTERVENTION OVER OUR 1NT OPENING**

If the intervention shows the bid suit plus another then it is treated as natural.

If the intervention is artificial without guaranteeing the bid suit then dbl=high card values for at least 2NT; after this any dbl is penalty and pass below 2NT is F.

If the intervention shows just one defined suit (possibly plus a 2nd undefined suit) then a 2 level cue bid is for take-out (not necessarily game invitational).

Pass then dbl is also take-out but with 2+ cards in the defined suit.

If the intervention shows two defined suits then a 2 level cue bid of a possible 4 card suit is NAT and a 3 level cue bid is stop showing.

NOTE 2: CONTINUATIONS AFTER A 1NT OPENING.

NO RETRANSFERS. Continuations after a transfer are natural FG After 1NT-2♣-2♦-3M=4M+5OM.(SMOLEN).

After 1NT-2♣-2M-3M:3♠/4m= good suit, 3NT=waiting. After 1NT-2♦-2♥ then : 2♠=ART FG with 5♥. After 1NT-2♥-2♠-3♥=5/5 FG

1NT-4M= to play by responder After 1NT-2♦/♥-2♥/♠: raise = slam try, jump=SPL, 4♥/♠= to play by opener.

After 1NT-(P)-2♦/♥-(X): XX=suggests responder should declare the hand.

After a 2♦/♥ transfer then opener only breaks the transfer with a suitable maximum : 2NT=3 card support, 3 bids show 4card support with a good suit.

NOTE 3: CONTINUATIONS AFTER OUR OVERCALL OF OPPONENT'S 1NT OPENING

After (1NT)-2♣-(P): 2♦=relay for longer major, 2NT=Game try then : 3m=fragment, 3M=5 card suit.

After (1NT)-2♣-(DBL): Pass=to play, Rdbl=relay for longer major, bids=natural.

After (1NT)-2♣-(2♦/3m/4m): Dbl=relay for longer major, bids=natural.

After (1NT)-2♦-(P): 2M=P/C, 2NT=relay, 3m=nat NF, 3M=P/C, 3NT=to play, 4♣=bid suit below your Major, 4♦=bid your Major, 4M=natural

After (1NT)-2♦-(P)-2NT: 3♣=MAX(then 3♦ asks with 3♥/♠=♠/♥), 3♦/♥=♥/♠ MIN.

After (1NT)-2♦-(DBL): Pass suggests playing, Rdbl=bid your M, 2M=Natural, 2NT+=unchanged by the double.

After (1NT)-2♦-(2M/3M): Dbl=P/C.

After (1NT)-2♦-(3m): Dbl=game try in partner's M, 3M=P/C..If the overcaller reopens with a Dbl before his suit is defined then a delayed 3M by responder is P/C.

After (1NT)-2M-(P): 2NT=relay for minor suit (3♣/♦=natural minimum, 3♥/♠=♣/♦ maximum), 3m=P/C, 3M=invitational, OM=natural NF.

After (1NT)-2M-(DBL): RDBL=PUP to next bid wishing to play in own suit, other responses are unchanged by the DBL.

After (1NT)-2M-(Bid in OM): Dbl=game try in M, raise=weak, cue=good 4M bid, others as without intervention.

After (1NT)-2M-(3m): Dbl=P/C, 3M=mild invite, 3OM=natural, cue=good 4M bid.

If we are a passed hand then 2♦= natural, DBL=4M+5m if strong NT then 2♣=P/C, 2♦= M? DBL=10-11 HCP with 4♠ if weak NT.

NOTE 4: DEFENCE TO 2 LEVEL TWO SUITED OPENINGS

Neither suit known: Treat as a multi 2♦ opening so Dbl=13-16 BAL or strong, 2NT=17-19 BAL (System on), Bids=natural, later Dbl=T/O.

One suit known: Treat as a single suited opening. If the bid suit is not the known suit then Dbl=13-16 BAL or strong and cue of known suit is take-out with shortage; Pass then Dbl is Penalty.

Both suits known: Dbl of a known 5 card suit is take-out but Dbl of a suit which may only be 4 card is Penalty, 2 level bid of opponents suit which may only be 4 cards is NAT but is take-out with shortage if 5 cards have been shown, 3 level bid in opponents suit is stopper showing asking for stopper in other suit. If the bid suit is not a known suit then Dbl=13-16 BAL or strong. 2NT=17-19, Pass then Dbl is Penalty.

NOTE 5: DEFENCE TO MULTI 2♦ OPENING

(2♦)-DBL=13-16 BAL or strong with 2NT NAT after (2♦)-DBL-(P) or (2♦)-DBL-(2M). Stoppers relate to the last bid suit; a major suit cue bid is NAT after

(2♦)-DBL-(2M) or (2♦)-DBL-(2M)-2NT-(P)-3♣-(P) but 3♦ is a cue bid after (2♦)-DBL-(P). After (2♦)-DBL-(2M) then DBL=T/O with 8+ HCP (7+ if 54 in two suits). After (2♦)-DBL-(2M)-P-(P/2OM) then DBL=strong T/O, 2NT=19-21 BAL, cue=stopper ask. (2♦)-DBL-(P)-P is not assumed to show any values so

(2♦)-DBL-(P)-P-(2M)-P is NF, (2♦)-DBL-(P)-P-(2M)-DBL=strong T/O, (2♦)-DBL-(P)-P-(2M)-P-(P)-DBL=T/O (may be just competitive) and

(2♦)-DBL-(P)-P-(2M)-P-(P)-2NT is LEBENSOHL-FAST with stoppers relating to opener's major, 3M bids are cue bids and 3♦ bids are natural (we are assumed To have a ♦ stop as we were prepared to defend 2♦ doubled).

After (2♦)-DBL-(RDBL=bid your M) then any minimum suit bid, including 3♦, shows less than invitational values just wishing to compete the part score opposite 13-15 BAL but FG opposite a strong hand. In response any further bid by the doubler is natural FG with a strong hand, except for a raise which shows a suitable 13-15 BAL; a jump by the doubler is a cue bid agreeing responder's suit. If responder passes the RDBL then Lebensohl still applies on the next round with 3 level bids being FG and going via 2NT being invitational; a delayed 2♠ is also invitational; a delayed DBL is T/O.

(2♦)-2NT=16-18 BAL. (2♦)-3M=strong. After (2♦)-2M-(P): 3♣=limit raise+ or bal FG or ♣ F1, OM and 3♦=NAT F1, 2NT=NAT NF.

After (2♦)-P-(2M): DBL=T/O with LEBENSOHL-FAST and 2NT=16-18 BAL. After (2♦)-P-(2M)-P-(P/2♠): DBL=T/O with LEBENSOHL-FAST and 2NT= any two unbid suits. (2♦)-4m=bid suit + unspecified major; over this 4M=P/C.

(2♦)-P-(P) is treated as a weak 2♦ opening so Dbl=T/O with a 2NT response natural. After (2♦)-P-(P)-Dbl-(2M) then Dbl=PEN, 2NT=NAT and both 3♦ and 3M are cue bids showing the better stopper.

NCBO : England

PLAYERS Gunnar Hallberg & John Holland

NOTE 6: DEVELOPMENTS AFTER OPPONENTS TWO SUITED OVERCALLS.

BOTH SUITS KNOWN: Lowest Cue=limit raise +, other cue=unbid suit FG, unbid suit=NF, raise=weak.

ONLY ONE SUIT KNOWN: Cue=limit raise+, new suit=F1, raise=natural, 2NT=natural.

In both cases DBL suggests penalty often based on balanced values.

If opponents make a 2 suited overcall after we have both bid then all DBLs of their suits are penalty from both sides.

NOTE 7 : DEVELOPMENTS AFTER A 1NT REBID.

After 2♣ checkback all opener's responses are made at the 2 level. 1m-1M-1NT-3M= Slam try but not great suit else 1m-2M.

After 2♦ (slam interest) checkback, opener can jump to the 3 level with a suitable maximum.

No checkback after 1♣-1♦ 1m-1M-1NT-2♣-2♦-3m is invitational.(with just FG hand bid 3NT instead of 3m)

NOTE 8 : DEVELOPMENTS AFTER 1m-2NT.

After 1m- 2NT : 3x=singleton, 3m=waiting, 3NT=to play, 4x=55.

NOTE 9 : DEVELOPMENTS AFTER INTERFERENCE OF MAJOR SUIT OPENING BID.

After 1M (1S /2x) : The higher of a cue bid and 2NT=4 Card raise FG, The lower of a Cue Bid and 2NT=4 Card limit raise.

After 1M-(P)-2x-(2Y)-X=PEN, After 1M-(P)- 2x- (2Y)-P-(P)-X=T/O

NOTE 11 : CONTINUATIONS AFTER AN UNASSUMING CUEBID.

After (1x) - 1y- (P) - 2x- (X): P=weakest action, 2y=some interest, XX= BAL Good hand, New suit= Trial bid.

NOTE 12 : CONTINUATIONS AFTER OPENER'S REVERSE.

After 1x-1y and a 2 level reverse by opener then 2NT is a puppet to 3♣ unless opener has extra distribution or values.

After the puppet all responder's continuations are NF. If responder does not use the puppet then a 2 level rebid of responder's suit is F1 and bids above the puppet are FG.

After 1m-1NT-2M : 2NT=weak, 3m=FG.

NOTE 13 : CONTINUATIONS AFTER 1M- 2NT.

After 1M-2NT : 3x=SPL, 3M=2 way, 3NT= Serious slam try, 4M=MIN with 3 Key cards.

After 1M-2NT-3M : 3OM/4x=SPL, 3NT=Slam Interest with No SPL.

After 1M-2NT if opponents intervene then X=PEN, and bidding shows SPL in their suit.

NOTE 14: 2NT IN COMPETITIVE SITUATIONS

After a T/O DBL of 2m, 2NT is always NAT.

After a T/O DBL of 2M when only one opponent has bid then 2NT=LEBENSÖHL, 2NT=NAT if both opponents have bid. (OPPO open)

2NT is LEBENSÖHL if opener makes a T/O and has not limited his hand. e.g 1x-(1M) -P-(2M) - X, or 1x - (2M) -P -(P)- X (We open)