

# WBF Convention Card



Category: Event

NCBO: \_\_\_\_\_ EVENT: Camrose

PLAYERS: Ian Hamilton  
John Ferguson

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5 card majors  
 minors can be 3 cards  
 strong NT  
 Sound suit pre-empts

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT = solid minor, little outside  
 4♣♦ = sound 4♥♠ opener

### SPECIAL FORCING PASS SEQUENCES

If 1NT is doubled for penalties and taken out, pass is sound and forcing.

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Bergen and inverted minors off in competition

PSYCHICS: rare

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th, low from 3. 2nd from poor 4+	same
NT	as above	same
Subseq	remaining count	same

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK or unsupported	strong - req unblock or length
King	KQ or unsupported	as suit
Queen	QJ or unsupported	as suit
Jack	J10 or unsupported	J10 or unsupported denies higher
10	109 or unsupported	AJ10 etc, 109 or unsupported
9	98 or unsupported	A109 etc, 98 or unsupported
Hi-x	doubleton or 4+ poor	doubleton or 4+ poor
Lo-x	3+	3+

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 reverse attitude	length	dislike
	2 Suit preference		length
	3 length		
NT	1 reverse attitude	length	dislike
	2 suit preference		length
	3 length		

length and suit preference shown in orthodox fashion. Attitude against suits means low/high with doubleton

## DOUBLES

### TAKEOUT DOUBLES (Style; Response; Reopening)

may be light/distributional  
 Jumps non-forcing. Only force is oppo's known suit

### SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

As a rule are values, not penalty

## DEFENSIVE AND COMPETITIVE BIDDING

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

Usually sound suit, or strong hand. Change of suit forcing for one round  
 4th seat does not promise 5 card suit. Re-opening likewise.

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

15-17, system on. 4th seat 11-13.

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

Weak at all vulnerabilities. Raises pre-emptive. Change of suit forcing.  
 Ghestem- cue = highest/lowest, 2NT = 2 lowest, 3C = 2 highest. Usually at least 5:5.

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

Direct = Ghestem. Jumps = Stop ask.

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

2♣ = single suiter, 2♦ = majors, 2M = M and unspecified minor  
 2♦ over 2♣ = pass or correct, 2NT forcing. Over 2M 2NT asks for minor

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

x= takeout. Cue= strong takeout. Jumps are that suit and the other Major  
 3NT is to play. 4NT, if a jump, is 4 ace Blackwood

### VS. ARTIFICIAL STRONG OPENINGS

over 1♣ suits are bid suit and suit above. x = ♣♥, 1NT = ♦♠  
 Jumps are weak

### OVER OPPONENTS' TAKEOUT DOUBLE

Suits natural and forcing. 1NT 6-9. Redouble 9+, usually desire to penalise.  
 2NT/3NT = sound raise to 3/4  
 Jump support as one level lower

OPENING	TICKET	ARRIVAL	OF MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	7♠		clubs or balanced	raises inverted. 2♣ does not deny 4M	essentially natural	unchanged
1♦		3	7♠		diamonds or 4432	raises inverted. 2♦ does not deny 4M	essentially natural	unchanged
1♥		5	7♠		5+♥, may be balanced	3♣=7-9 4cd support, 3♦=4cd support 10-11 2NT= GF 4cd support	essentially natural 3 bids= shortage. 4 bids= 5 suit. 3♥/3NT/4♥ strongest to weakest	unchanged
1♠		5	7♠		as 1♥	as 1♥		
1 NT		13	7♠		15-17 balanced	2♣ = 5 cd stayman, 2♦/2♥ major transfers 2♠/2NT minor transfers	break transfers to weakness. Over 2♣ 2♦=min 2NT=max, responder shows suits complete with Qxx or better	
2♣	✓	0	7♠		GF or 23-24 balanced	2♦ neg/relay, bids natural	Opener shows basis. Responder uses principle of fast arrival.	
2♦		5	7♠		5-10 diamonds	suits forcing. 2NT= please show feature. Raises non constructive		
2♥		5	7♠		5-10 hearts	as 2♦		
2♠		5	7♠		5-10 spades	as 2♦		
2 NT		13	7♠		20-22	3♣ puppet stayman, 3♦/♥ transfers. 3♠= minors		
3 bids		6	7♠		6+ preemptive			
3NT		13	7♠		solid minor, little else	4♣ = pass or correct		
4♣	✓	0	7♠		7+ hearts, decent suit			
4♦	✓	0	7♠		7+ spades decent suit			
4♥		6	7♠		weaker than 4♣		<b>HIGH LEVEL BIDDING</b>	
4♠		6	7♠		weaker than 4♦			
4NT	✓	13	7♠		specific ace ask	5♣=none, 5NT=2		