

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level overcalls can be as weak as 6+ HCP
2 level overcalls stronger often 6 card suit or opening values when minor
In response, change of suit F1 by non-passed at 1L, and at 2L if uncontested. NF at 2L by non-passed if contested, Fit jumps. Fit-non-jump at 2L by passed if RHO competes.. Direct raises weak, Jump cue bid in LHO suit at 3 level below our suit mixed raise (6-9 HCP)
2N 4+ card INV+ raise after 1M overcall 2N NAT after 1m overcall and 2level overcall if RHO pass
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 in 2 <sup>nd</sup> seat 11-15 4 <sup>th</sup> seat (responses as per 1NT opener)
(1X)-p-(1Y)-1N 17-20 (16-18 over TRF response to 1C showing M)
In protective seat by passed hand 10-11 balanced
In non-protective seat by passed hand unusual
<b>JUMP OVERCALLS (Style; Responses ;Unusual NT)</b>
WK 0-11 HCP 6+ suit – can be aggressive. 2M can be 5 NV. Strength will vary as to position and vulnerability.
In response 2 new suit F
Re-opening: 10-14 HCP with 6 card suit 3H/3S over WK 2 strong NF if jump :
Jump 2NT 5+/5+ lowest 2 suits in direct seat 19-21 in protective In 4 <sup>th</sup> seat after (1X)-P-(1Y)-2N = 5+-5+ in others, 2Y = natural
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen</b>
1m -2m = 5+/5+ MM In response 2N INV (R) Cue BID GF
1M-2M= 5+/5+ oM + m. In response 2N INV in M Cue BID GF in M 3m/4m P/C 4N Bid m 5C/5D NAT
Jump cue asks for stop. (1X)-4X = 9/10 tricks in one major/other major.
4S over 2S strong minors 4H over 2H strong 4S bid
<b>VS. NT (vs. Strong/Weak; Reopening;)</b> 2C = MM 2D= H or S 2H= hearts(5+) +m 2S= spades (5+) + m
2N= both minors (or any GF 2-suiter; then 2N bidder bids most convenient suit and responder puppets with next suit up)
3C/3D Intermediate (PRE if NT strong) 3H/3S PRE
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles take-out; 2N/3N natural. 4C/4D over 2M/3M show 5+/5+ m bid + oM
Cue bid over 2H/S is Michaels oM and a minor. Cue bid over 3C/3D 5+/5+MM. Cue over 3H/3S 5+/5+ other M+ m GF. 4N over 4S opening – any 2 suiter. 4N over 3M or 4H opening mm
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C</b> Against precision 1C X= Hearts plus m; 1D= spades plus m; 1H/1S NAT; 1N=MM; 2N=mm; Jumps WK 6suit 0+HCP. After 1C-p-1D x is M+m. Same against strong 2C (all one level higher) except 2N=MM or mm, 1C can be 2, and they bid 1C-1X, then club cue is natural, not Michaels
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b> Transfer responses after 1C 1H or 1S are doubled 2N is a good raise to 3x. Many fit jumps. 2/3L after 1C WK.

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> from bad 3+ suit. 4 <sup>th</sup> from Honour. Top of sequence	3 <sup>rd</sup> and 5 <sup>th</sup> Top of sequence 10 from KJ10 if supported	
NT	2 <sup>nd</sup> from bad 3+ suit 4 <sup>th</sup> from Honour. A and Q for attitude K for count/unblock at trick 1.	3rd and 5th. Top of sequence 10 from KJ10or AJ10 if supported	
Subsequent	Ace denies King 10 from 109	Ace denies King 10 from 109	
Other: At 5 level or higher lead K from AK			
<b>LEADS VS SUIT</b>		<b>vs NT</b>	
Ace	A+ AK+	A+ AK+	
King	Kx KQ+ AK AK+	AK+ KQ+ Kx	
Queen	QJ+ Qx	KQ+ QJ+ Qx	
Jack	Jx J10+KJ10+ AJ10+	Jx J10+ KJ10+ AJ10+	
10	10x Q109+ K109+	10x Q109+ K109+	
9	9x 109x	9x 109x Q98 J98	
Hi-X	Xx 2 <sup>nd</sup> highest from xxx+	Xx 2 <sup>nd</sup> highest from xxx+	
Lo-X	4 <sup>th</sup> highest from Hxxx+ Lowest from Hxx	4 <sup>th</sup> highest from Hxxx+ Lowest from Hxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISC	Hi=ODD	Hi=DISC
Suit 2	HI = ODD	S/P	HI=ODD
3	S/P		S/P
1	Hi=DSIC	Hi=ODD	Hi=DISC
NT 2	Hi=ODD	S/P	HI=ODD
Signals (including Trumps):			
Smith Peter in NT – first signal HIGH Like Lead by leader and partner			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles of suit (usually) takeout 4S or below when still trying to find a fit unless (usually) when previously failed to double. Double above 4S values			
Usually 3 card support for all unbid suits unless strong 2N response conventional if opposition bid at or raise to 2 level			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b> Support Doubles showing 3 card support after 1x-1M (or transfer showing 4+M) below the level of 2M..			
Responsive doubles (doubles normally take-out orientated 4S or below when we are still trying to find a fit and optional/values at higher levels); Rosenkranz. Doubles against 3N or slam can ask for unusual lead/ 1C-(x)-xx =10+			

<b>WBF CONVENTION CARD</b>
<b>CATEGORY : GREEN</b>
<b>TELTSCHER TRIALS 2021</b>
<b>PLAYERS: PAUL LAMFORD AND PAUL DENNING</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>5 Card Majors. 14-16 NT; TRF responses to 1C</b>
2NT=21-22 BAL; 2C 23-24 or FG
2D = 19-20 BAL
Most 2/1 GF (except 2C over 1H/S ART)
2NT in competition often conventional
Leads 2nd and 4th 3 <sup>rd</sup> and 5 <sup>th</sup> in partner's suit. Signals Low= ENC or Low=EVEN
K from AK at 5 level (4L if oppo pre at 3 or 4L) + and always post trick 1
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
1m-2H, 1m-2S and 1H-2S are WK
1D-2N = weak D raise, 1M-3C = mixed raise; 1M-3D = INV raise; 1M-3M = pre
1C-1D. 1C-1H both TRF; 1C-1S diamonds 1C-1N NAT 1C-2C INV+; 1C-2D =MM 2M/3x = weak
1NT-3x = shortage; 1NT/2NT-4C = MM; 1NT=4D/4H = transfer; 1NT-4S = minor suit stayman
1M-2C = GF C or GF BAL or INV with 2-3M.
1C-(1N)-2C = MM 1C-1N-(2D)=H or S 1C-(1N)-2H = H (5+) +m 1C-(1N)-2S= S (5+)+m
Against 2 suited overcalls 5+/5+ Lower Cue = lower INV+ Higher Cue =higher INV+. Other NF. Pass then X = PENS
After natural 3N overcall 4C range enq 4D puppet 4H/4S ST (both minors if their suit)
4M natural except 1S-4H, 2S-4H and 2C-2D-2S-4H. 3N natural unless 8 card+major fit.
<b>SPECIAL FORCING PASS SEQUENCES</b> Pass forcing at red when one hand opens 1st 2nd or 4th in hands and the other shows INV+ Values and oppo bid above our game before we have had a chance to sign off.
<b>PSYCHICS: Rare</b>

OP	A	C	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE BIDDING
1C		2	4H	Balanced 11-13 or Balanced 17-18 or Natural 9-22 HCP Can have 2C or 5D if 11-13 Balanced Can have 2C if 17-18 Bal. Can be light 3 <sup>rd</sup> seat	1D 4+H 1H 4+S 1S 5+diamonds INT NAT NF 2C INV+5C 2D = MM, 2H/2S weak 2N NAT INV no 4M 3C PRE 3D/3H/3S WK 4C=PUP 4H 4D=PUP 4S 4H/S NAT 1D/1H/1S responses can be light in HCP	After 1C-1H 1S=11-13 BAL or min with 5+C and 2/3S. 1N=17-18 BAL 2S=min with 4S 2N=raise to 3+S. After 1C-(x) xx= good hand (10+)	1C-(X)-1D=4+H; 1H=4+S; 1S=4+D; 2C NF; After 1C-(1D) x=4+H 1H=4+S 1S= 4+C After 1C-(1H) x=4S 1S=5S After 1N overcall Multi-Landy Jumps 2L /3L; Fit if passed
1D		4/5	4H	5D unless (4441) shape or occasionally in 3rd Opening style can be aggressive Can be light 3 <sup>rd</sup> seat	1H/1S Nat F1 can be light in HCP, 1N 5-12 NF 2C C GF 2D INV+ 4+D, 2H/2S WK. 2N weak 4+D (denies 4M) 3C NAT INV (denies 4M) 3D 3-9 4+D 4D PRE 3H/3S/4C SPL 4H/4S Nat	1D-1H/S-1N =11-13; 2NT = 17-18	Fit jumps. 1D-1H-x = 4+ SPD 1S = <3 SPD
1H		5(4)	4H	5 card suit except occasionally 4 in 3 <sup>rd</sup> . 9-22 HCP Opening style can be aggressive Can be light 3 <sup>rd</sup> seat	1S 4+S F1 can be light in HCP. 1N 5-12 NF 2C GF C or BAL or INV with 2/3H 2D Nat GF 2S WK. 2N 4+H GF 3C mixed 3D 4+H Inv 3H 4+H 3-8 HCP 3S any singleton. 3S any Void 3NT 4C 4D singleton S/C/D. 4S NAT	After 1H-2C 2D= MIN 2H=GF 5H 2N=GF 6+ H 3M =FG 6+H S-SOL+ 1H-1S-1N = 11-13 1H- 1S-2N = 17-18	Fit Jumps. After x 1N/2C/2D 2N raise. After 1 or 2 level overcall 2N 4+ H INV+ CUE= g raise
1S		5(4)	4H	5 card suit except occasionally 4 in 3 <sup>rd</sup> 9-22 HCP Opening style can be aggressive Can be light 3 <sup>rd</sup> seat	1N 5-12 NF 2C GF C or BAL or INV with 2/3S 2D/2H Nat GF; 2N 4+S GF; 3C Mixed; 3H Nat Inv (denies 3S) 3D 4+S INV 3S 4S 3-8 HCP 3N Any singleton 4C/4D/4H void	After 1S-2C 2D=MIN 2S=GF 5S 2N=GF 6+S 3S=GF 6+S S=SOL+ After 1S-2S 2N= Any SPL GT After 1S-3S 3N= any SPL ST	Fit Jumps. After x 1N/2C/2D/2H TRF 2N raise. After overcall 2N 4+ S INV+ CUE 3S INV.
1N			4S	14-16 Balanced. Hand may include a singleton K or A (rare). Can have 5 card M or 6 card m (rare)	STAYMAN and TRANSFERS; 3X = singleton, not 4-4 in majors. 4C=MM 4D/4H=TRF 4S=Minors. Transfer and raise is F, S-TRY no shortage.	Double is takeout of the suit they bid. Double of any 2C is Stayman. 2M NF, 2NT is Leb (slow shows). System off. XX = SOS	3S after overcall is minors. 3N shows stops in suits they bid. If 2C doubled, Pass = No C stop.
2C	√	0	4S	GF Artificial or 23-24 Bal. Will normally have a minimum of 18 HCP	2D relay; 2H/2S nat good suit; 2N/3C TRF showing good suit; 3D = MM 5+5+ reasonable suits 3H/3S shortage, mm	2C-2D-2H = 25+BAL or hearts; then 2S = relay 2C-2D-2S/3C/3D = natural; Continuations as 2NT opener; 2C-2D-3C-3D asks for 4 card M	DBL 4+ Pass 0-3. Cue Bid SPL 3 suited 4mCue=MM 2C-2D-2S-4x = SPL
2D		5	PEN	19-20 BAL	2H=5+S 2S= Relay to 2N; then 3C = 5 card stayman as 2NT 3D = transfer to hearts as 2NT; 3H = shortage with 4S; 3S = 3-suited singleton spade with 4H; 4C 3-suited short clubs; 2NT/33C clubs /diamonds. Opener breaks to 3NT with Hxx 3D/3H/3S singleton without 4m 4C MM (65)	If 2D is doubled, XX is 5+H, 2H= 5+ spades etc. If 2D-2S is doubled; XX 4 good spades.	
2H		5	PEN	1 <sup>st</sup> -3 <sup>rd</sup> WK 5+ Suit 0-10. Can be aggressive 4 <sup>th</sup> 10-13 6 card suit	2S/3C/3D FIR. 2NT relay, then 3C = MIN may have 5- cards or club shortage then 3D ASK. 3D = shortage; 3H = MIN no shortage but 6 cards; 3S = maximum spade shortage; 3NT = MAX no shortage; 4C/4D = SPL	2H-3S/4C/4D = SPL; 2H-4S = NAT; 2NT followed by new suit is CUE for hearts	
2S		5	PEN	1 <sup>st</sup> -3 <sup>rd</sup> WK 5+ Suit 0-10. Can be aggressive 4 <sup>th</sup> 10-13 6 card suit	3C/3D FIR. 2NT relay, then 3C = MIN may have 5-cards or club shortage then 3D ASK. 3D = shortage; 3H = heart shortage; 3S = MIN no shortage; 3NT = MAX no shortage; 4C/4D = SPL	2S-4C/4D = SPL; 2S-4H = NAT; 2NT followed by new suit is CUE for spades	
2NT			4S	21-22 Bal can have singleton K or A, 5 card M or rarely 6 card m	3C = asking for 5 card Majors, after which 3H = 4+H 3S= 5S 3N=4/4 M 3D=other; 3S = both minors, 4X = 2 UST	2NT-3C-3D-3H-3S asks whether 4 or 5 hearts	IF 2N-(p)-3C-(X) pass= no-stop
3C		6	PEN	0-11 HCP 6+ suit	3D any slam 4H/4S/5D Nat		3 suit NF after x 4D Fit non jump after 3M
3D		6	PEN	0-11 HCP 6+ suit	3M F1 4C any S/T in diamonds 4H/4S/5C Nat	After 3D-4C 4D=slam interest no shortage	3 suit NF after x 4C Fit non jump after X/3M
3H		6	PEN	0-11 HCP 6+ suit	3S F1 4m cue bid 4S/5C/5D NAT		3S NF after x 4m fit non jump
3S		6	PEN	0-11 HCP 6+ suit	4m cue bid 4H/5C/5D natural		4m fit non jump
3N	√		PEN	1 <sup>st</sup> -3 <sup>rd</sup> Gambling AKQxxx(x) and Q outside max 4 <sup>th</sup> To play (normally based on long m)	4C/4D/5C//6C pass/correct 4H/4S/5D to play 4N S/T in partner's minor	<b>HIGH LEVEL BIDDING</b>	4N S/T in partner's m 4C/4D/5C/6C p/c 4H/4S/5D Nat
4C	√	7	PEN	Pre-emptive	4D RKCB 4M NAT	After M agreed at 3L 3N usually slam try with no shortage; then cues. Else shortage.	
4D	√	7	PEN	Pre-emptive	4M NAT 4N RKCB	4N RKCB 5C 1 or 4 5D 0 or 3 5H 2 or 5 no trump Q 5S 2 or 5 trump Q 5N+ void	
4H		7	PEN	Pre-emptive	5m Cue bid 4S NAT	Many jumps above game exclusion RKCB (1 <sup>st</sup> step 1/4).	
4S		7	PEN	Pre-emptive	5C/5D/5H cue bid	Jump to 4m is RKCB if 3m forcing; Else 4D/4H/4S RKCB for suit below.	
4N	√			Specific Ace Ask	5C=0 5other=A 5N= 2Aces 6C= Ace of clubs	4N in minor suit cue bidding auction is rolling, slam interest	
5m		7	PEN	Pre-emptive	New suit cue bid	5N pick a slam usually; 5S is trump enquiry in C/D/H if a jump After 4N RKCB lowest Q ask next lowest specific K ask. Other new suits= ASK	
5M		7	PEN	Pre-emptive	New suit cue bid	ask in RKCB bidders other suit or Q ask suit where not specific king ask)	