



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Country: North America Event: The Buffett Cup 2006 Players: Team USA
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
Responses: Jump Raise = Preemptive	Lead	In Partner's Suit			
Jump Cue-Bid = Splinter	Suit	3rd / 5th	3rd / 5th		
Cue-bid = Limit raise or better	NT	4th	4th		
New Suit = Forcing	Subseq				
Jump Shift = Fit	Other: 2nd from 4 small				
		LEADS			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT		
2nd Position = 15-18	Ace	AKx; Axxx(x)	AKx (asks Att.)		
Front of Card (even if they interfere)	King	AK; KQx; KQT9	AKJx(x); KQJx		
4th Position = 10-14	Queen	QJ; QJx(x)	QJTx; AQJx; KQT9		
Front of Card	Jack	JT; JTx(x); KJTx(x)	AJT9; JT9x		
Sandwich position = strong (15-18)	10	T9; T9x; HT9x(x); Tx	AT9x; QT9x; T9xx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x; 98x(x)	98x(x)		
1-Suit: Weak; Responses - New Suit = Forcing	Hi-x	Sx; xxS	Sx; Sxx; xSxx		
2-Suit:	Lo-x	HxS; HxSx(S); xSxx(x)	HxS; HxxS(x); xxxS(x)		
		SIGNALS IN ORDER OF PRIORITY			
Reopen: Cue = Michaels		Partners Lead	Declarer's Lead	Discarding	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit: 1st	Hi/Lo = E	Same	Same	
Direct Cue Bid = Michaels (Note 1)	2nd	Hi = encouraging			
	3rd	S/P			
	NT: 1st	Hi/Lo = E	Same	Same	
	2nd	Hi = encouraging			
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	S/P			
Landy (Note 3)	Signals (including Trumps): Echo in trump suit shows ability to ruff				
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
		Maybe light with classic shape			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Cue = F until a suit is bid twice				
Take out doubles through 4♥	New suit = NF (unless responder jumped or cue-bid or free-bid)				
		Reopen: same as above			
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
VS. ARTIFICIAL STRONG OPENINGS	Responsive (card-showing) doubles in all suits through infinity				
		Bidding their responder's suit = NAT			
		All low-level doubles NOT penalty			
		Over their known 2-suit Michaels: First cue-bid = GF in 4th suit;			
		Second Cue-Bid = Limit Raise			
OVER OPPONENTS' TAKE OUT DOUBLE	Over their known 1-suit Michaels: Only cue-bid = LR+				
New suit forcing at 1-level	Support X's and Redoubles [Note 8]				
Jump shift = fit					
Double jump = Splinter / 2NT = LR+	DEFENSIVE AND COMPETITIVE BIDDING				
		SYSTEM SUMMARY			
		GENERAL APPROACH AND STYLE			
		Natural, 5-card Majors			
		Longer Minor - 1♣ if 3.3			
		Limit jump raises over majors			
		2/1 100% GF, 1NT forcing			
		After 2/1, default is 2-rebid (other actions "meaningful")			
		JS to 2-level from 1-level = "strong"			
		1NT Openings: 15 - 17			
		2 OVER 1 Responses 100% GF			
		SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
		2♣ Opening = Not FG (Can stop over responder's DBL NEG)			
		2♦ Opening = Weak 6+ (5) (6-10 HCP)			
		2♥ Opening = Weak 6+ (5) (6-10 HCP)			
		2♠ Opening = Weak 6+ (5) (6-10 HCP)			
		3NT Opening = Gambling			
		2NT Overcall = Two lower unbid suits			
		Michaels Cue-bids (Note 1)			
		Lebensohl (Note 2)			
		Negative Doubles to 7♥			
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
		Double jump in new suit = Splinter (even to major)			
		Jump shift by opener after 2/1 = splinter bid			
		All other jumps in comp or by PH are fit-showing			
		Psychics: Rare			

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	7♥	11 - 21 HCP	Single raise weaker than double raise	4th suit forcing: GF; JS by opener = GF	
1♣					Strong Jump Shifts (1♣ - 2 any)	3rd suit = F1	Jump Shift = Fit Showing
1♣					2N=GF	After opener's reverse, cheaper of 4th suit or	
1♣						2NT is potential prelude to stopping short of game	
1♦		3	7♥	11 - 21 HCP	Single raise weaker than double raise	As above (Note 5)	As above
1♦					Strong Jump Shifts (1♦-2 any)		
1♥		5	7♥	11 - 21 HCP	2/1 GF; 1NT = F1; 3-lower suit=INV; 3-Raise=LR		Cue-Bid over Competition = Strong Raise
1♥					Jacoby 2NT		2♣ Drury (2 Maj = weak)
1♠		5	7♥	11 - 21 HCP	As per 1♥ Opener		As per 1♥ Opener
1NT				15 - 17 Balanced	Jacoby Transfers (Note 9)	Over Stayman: Rebid of 2♥ is p/c, bid of Minor = F	Dble at 3-Level=values; Dble at 2-Level=TO
2♣	ART		7♥	Artificial, Strong	Natural; positive requires good suit; 2♦=neutral	Cheaper Minor = 2nd NEG through 3♦	Natural
2♦		6		6 - 10 HCP	New suit forcing; 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	As per 2♦ Opener	As per 2♦ Opener	Natural
2♠		6		6 - 10 HCP	As per 2♦ Opener	As per 2♦ Opener	Natural
2NT				20-21 Balanced	Jacoby Transfers; Stayman (Note 9)	3♠=Minors; 4♠=Gerber	Dble=Cards/Neg (Not penalty)
3♣		6		Pre-emptive	New Suit Forcing		
3♦		6		Pre-emptive	New Suit Forcing		
3♥		6		Pre-emptive	3♠=NAT; Minors = Cue-Bid		
3♠		6		Pre-emptive	4♥=NAT; Minors = Cue-Bid		
3NT		7(6)		Gambling	Natural		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4NT				Blackwood			
HIGH LEVEL BIDDING							
Five -Ace Blackwood: RKCB (Note 6)							
Splinters							
5NT = pick-a-small-slam							
Cue-Bids							

Supplementary notes file (notes-only.txt) (United States)

Note 1: Michaels Cue-Bids:

1♣-2♠ = Weak Jump Overcall

1♣-2♣ or 1♠-2♠ = Shows Majors

1♥-2♥ = 5♣ & 5 Minor

1♠-2♠ = 5♥ & 5 Minor

Presumed to be preemptive, but could be very strong.

Note 2: Lebenschi:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit. NF.

2-Level new suit bids are not encouraging. 3-Level new-suit bids are forcing.

1NT (22) 2NT (9)

3♣ (9) 3Z = GF WITH stopper (FADS)

Note 3: Landy:

vs. No Trump:

Penalty Double

2♣ shows at least four cards in each major suit = Landy (could be very light in balancing seat)

2♠/♥/♣ = Natural (could be very light in balancing seat)

1NT-2♣:

2♠ = Relay to play the better major

2NT = Strong Inquiry (Cue-Bid)

Note 5: Responses after NT Rebid:

2-Way checkback only by UPH after all 1NT rebid (2♣ starts INV or COG sequences).

All jumps to 3 of a minor to play.

New-minor checkback after 2NT rebid.

Note 6: RKCB:

4NT asks for 5 key cards, 4 Aces & King of Trumps.

Responses:

5♣ = 1 or 4; next step asks for queen; 5 trump suit = NO; Other bids = Yes and King showing.

5♦ = 0 or 3; next step asks for queen; 5 trump suit = NO; Other bids = Yes and King showing.

5♥ = 2 no Trump Queen

5♠ = 2 with the Queen of Trumps

5NT = 2 with a void

6x = 1 with a void in x

Note 8: Take Out Double:

1♣ (1♦) X = 4-4 in Majors

1m (1♥) X = 4 spades (1♠ = 5 spades)

Double by opener (or redouble) = 3-card support (in all situations).

Note 9: Responses to 1NT and 2NT Openings:

a) Stayman

1NT - 2♣

2♠ = No Major

2♥ = 4♥

2♠ = 4♠

2NT - Same idea

b) Transfers

1NT - 2♠ = 5+♥s

2NT - Same Responses

2♥ = 5+♠s; then 4M raise = Balanced Slam Try

2♣ = 5+♠s(Opener's 2NT=weakest)

2N = Natural

3♣ = 5+♠s

4♦ = 6+♥s

4♥ = 6+♠s

1NT-2♦-2♥-2♠ = 4♦, 4♥, 4♠, Invitational

c) 1NT - 3♣/3♥/3♦/3♠ = SPLINTER (0-1, GF)

d) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ & 5♠ Forcing (1N-2♣-2♦-2♥=P/C)

1NT - 2♣

2any - 3♣ = Forcing