


Defensive And Competitive Bidding
Overcalls (Style: Responses: 1 / 2 Level; Reopening)
4+ Suit, 8+HCP - tend to be sounder when VUL
New suits at 1/2 level NF
Cue bid shows good raise or GF
Raises pre-emptive if Cue bid available
1NT Overcall (2nd/4th Live; Responses; Reopening)
15-18 - Responses as per opening 1NT (no relay)
12-15 4th - Responses as per opening 1NT (no relay)
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: NV Weak, V Intermediate; New suits at 3 level F
2-Suit: NV Weak, V Intermediate; New suits at 3 level F
Reopen: NV Weak, V Intermediate; New suits at 3 level F
Direct & Jump Cue Bids (Style; Response; Reopen)
Direct - Michaels - Weak or Very Strong (virtually GF)
always 5+/5+. ♣ bids are P/C if m shown.
Leaping Michaels - 4m over 2H/2S = m+M GF
Other jump - Ask partner to bid 3NT with stopper.
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Single-suited; 2♦=P/C; 2♥/♠=NF; 2NT=GF
2♦ = ♥+♠; 2NT=INV; 3♣/♦=F;
2♥ = ♥+minor often canape; 2♠=NF; 2NT=INV; 3♣=P/C; 3♦=ART
2♠ = ♠+minor often canape; 2NT=INV; 3♣=P/C; 3♦=ARTF; 3♥=F
2NT= Strong 2-suiter 5+/5+; Responses = P/C;
3♣/♦/♥/♠ = Intermediate
vs.Preemts (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout up to 4♠
Cue = Michaels style, strong;
Leaping Michaels - 4(other)m over 3♣/3♦ = (other)m+M
vs. Artificial Strong Openings- i.e. 1♣ or 2♣
X/1 ♦/2♣ = CRASH (sound vul, destructive nvul)
1♥/♠ = Lead directional (Can be (3)4 card suits)
1NT = COMIC (1 or 2 suited) - weak, random style
Over Opponents' Takeout Double
Most bids retain normal meaning
Raises can be weaker than normal

Leads And Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5 or ATT	3/5 or ATT	
Other: May lead attitude if exact length is known			
VS NT, A/Q ask for ATT, K asks for count/unblock			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax	AQJ(+) AKx(+) Ax	
King	AK KQx(+) Kx	AK(Q/J)(+) KQJ(+) Kx	
Queen	AQJx(+) QJx(+) Qx	AQJ(+) KQ10(+) QJ(+) Qx	
Jack	(A/K)J10x(+) J10x(+) Jx	(A/K)J10(+) J10(+) Jx	
10	(A/K/Q)109x(+) 10x	(A/K)109x(+) 1098(+) 10x	
9	9x	9x	
Hi-X	Sx (H/x)xSx	Sx (H/x)xSx	
Lo-X	H(x)xS (H/x)xxxS	H(x)xS (H/x)xxxS	
Signals In Order Of Priority			
	Partner's Lead	Declarer's Lead	Discarding
1	O=ENCRG	Hi/Lo=Odd	O=ENCRG
Suit 2	Hi/Lo=Odd	S/P	Hi/Lo=Odd
3	S/P		S/P
1	O=ENCRG	Hi/Lo=Odd	O=ENCRG
NT 2	S/P	S/P	Hi/Lo=Odd
3			S/P
Signals (including Trumps): Reverse suit preference			
Echo in trumps indicates ability to ruff			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
12+, Major orientated, usually show 4+M over other M			
Cue Bid is forcing, all GF auctions are via Cue Bid			
Can be lighter in re-opening position			
Special, Artificial & Competitive DbIs/RdIs			
In Relay auctions, X can be Relay			
In Cue Bidding auctions, XX or bidding over X shows 1st round control			

WBF Convention Card		
NCBO:	New Zealand	
EVENT:	Open	
Category:	Red	
PLAYERS:	Peter Newell & Martin Reid	
System Summary		
General Approach And Style		
Strong ♣ (14+/16+) with Transfer Opening Bids		
1♦ = 4+♥, possible canape; transfer + relay responses		
1♥ = 4+♠ <4♥, poss canape; transfer + relay responses		
1♠ = 4+♦ no 4M; unbalanced poss canape with ♣		
2♣/♦ = Obstructive 2-8, 4+/4+ 2-suiters		
2♥/♠ = Weak twos, 2-8, often 5 card suits		
1NT = Weak NT, hcp varies slightly with vul + position		
Special Bids That May Require Defense		
Opening Bid	1/2 Seat	3/4 Seat
1♣ = Art Strong Club	14+	16+
1♦ = 4+♥ poss canape ♠/♣/♦	9-13	9-15
1♥ = 4+♠ poss canape ♣/♦	9-13	9-15
1♠ = 4+♦, no 4M, poss canape ♣	9-13	9-15
1NT = Not Vul	11-14	(11)12-15
Vul vs Not	13-15	12-15
All Vul	12-14	12-15
2♣ = 4+♥ and 4+minor		2-8
2♦ = 4+♠ and 4+minor		2-8
2♥ = 5+♥, weak two		2-8
2♠ = 5+♠, weak two		2-8
2NT = 6+♣, preempt in ♣		
3♣ = 6+♠, constructive 10-13		
1NT Overcall = Strong or COMIC (weak 1 or 2 suited)		
Special Forcing Pass Sequences		
In competition over game force relay auctions pass is frequently forcing		
Important Notes		
Psychics: Very rare 1/2 seat; Occasional 3/4 seat		

Opening	Tick If Artificial	Min. No. Of Cards	Neg.Dbl Thru				
				Description	Responses	Subsequent Action	Competitive & Passed Hand Bidding
1♣	✓		4♠	Strong Club 14+ 1/2 seat, 16+ 3/4 seat	1♦ = 0-9 or 10+ with <3controls [2] 1♥+ = 10+ ART Relay GF[1]	After 1♣ -1♦-1♥ = ART 18+; Others Nat NF After 1♣ - 1♥+: auctions are GF, relays	Responses have lower point count[3] Opener may break from relay with min
1♦	✓	4♥	4♠	4+♥ poss canape ♠/♣/♦ 9-13 1/2 seat, 9-15 3/4 seat	1♥ = ART Relay; [4]; 1♠ = (3)4+♠ F1; 1NT = 4+♣ F1; 2♣ = 4+♦ F1; 2♦ = 8-14 3(4)♥ 2♥ = PRE 3+♥; 2♠ = 6+♠ NF; 2NT = INV Splinter	After 1♦ -1♥: most auctions GF, relays After 1♦ -1♠/NT/2♣: generally NAT	1♥ = 9-11(12) BAL usually <4♠ Over interference see [12]
1♥	✓	4♠	4♠	4+♠, poss canape ♣/♦ 9-13 1/2 seat, 9-15 3/4 seat	1♠ = ART <GF Relay; [4]; 1NT = ART GF Relay; 2♣ = 4+♦ F1; 2♦ = (5)6+♥; 2♥ = 8-14 3(4)♠; 2♠ = PRE 3+♠ 2NT = INV Splinter	After 1♥ -1NT: most auctions GF, relays After 1♥ -1♠/2♣/2♦: generally NAT	1♠ = 9-11(12) BAL Over interference see [13]
1♠	✓	4♦	4♠	4+♦, no 4M, poss canape ♣ 9-13 1/2 seat, 9-15 3/4 seat	1NT = ART Relay [6]; 2♣ = Weak P/C to longest m 2♦ = 5+♥; 2♥ = 5+♠; 2♠ = 5+♣ <INV; 2NT = 4+♦ INV; 3♣ = PRE P/C; 3♦ = PRE 4+♦	After 1♠ -1NT: most auctions GF, relays; After 1♠ -2♣/♦/♥: generally NAT [6]	1NT = NAT 9-11 BAL
1NT			4♠	Bal no 5M/6m 1/2 seat 3/4 seat Not Vul (11)12-14 12-15 Vul vs Not 13-15 12-15 All Vul 12-14 12-15	2♣ = Stayman or RELAY [7]; 2♦/♥ = Transfer; 2♠ = Both m or Weak 5+m; 2NT = INV; 3♣/♦ = INV; 3♥/♠ = PRE	After 1NT -2♣: Next step is GF Relay[7] After 1NT -2♦/♥: Opener can superaccept	2♣ = Stayman, no relay
2♣	✓	4♥	4♠	4+♥, 4+minor 2-8	2♦ = ART Relay [8]; 2♥ = NAT NF may be 2/3c; 2♠ = NAT NF; 2NT = NAT SEMI-INV; 3/4m = P/C	After 2♣ -2♦ -2NT+: Auctions are GF [8]	2♦ = NAT NF
2♦	✓	4♠	4♠	4+♠, 4+minor 2-8	2♥ = ART Relay [9]; 2♠ = NAT NF may be 2/3c; 2NT = NAT SEMI-INV; 3/4m = P/C; 3♥ = NAT NF	After 2♦ -2♥ -2NT+: Auctions are GF [9]	2♥ = NAT NF
2♥		5	4♠	5+♥ weak two 2-8	2♠/3♠/♦ = NAT F1; 2NT = ART Relay [10]; 3♥ = PRE	After 2♥ - 2NT: Auctions after max are GF	
2♠		5	4♠	5+♠ weak two 2-8	2NT = ART Relay [11]; 3♣/♦/♥ = NAT F1; 3♠ = PRE	After 2♠ - 2NT: Auctions after max are GF	
2NT	✓	6♣		6+♣ PRE	New suit NAT F1 except Lead Dir/NF after X		New suits NF
3♣		6	4♠	6+♣ constructive 10-13	3♦ ART RELAY [15]; New suit NAT NF		New suits NF
3♦		6		PRE Aggressive Style	New suit NAT F1 except Lead Dir/NF after X		New suits NF
3♥		6		PRE Aggressive Style	New suit NAT F1 except Lead Dir/NF after X		
3♠		6		PRE Aggressive Style	New suit NAT F1 except Lead Dir/NF after X		
3NT				Gambling poss outside card(s)	4/5♣ = P/C; 4♦ = Slam Try asks for cue bid		
4♣		(6)7		PRE Aggressive Style			
4♦		(6)7		PRE Aggressive Style			
4♥		(6)7		PRE Aggressive Style			
4♠		(6)7		PRE Aggressive Style			
						HIGH LEVEL BIDDING	
						Cue bid cheapest 1st and 2nd round controls	
						4NT = Roman Keycard Blackwood 1430	
						Denial (Sweep) Cue Bids in relay auctions	
						5NT trump ask if RKCB not used	