

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)
 10+
 new-suit responses NF constructive
 jump-raise responses weak
 cue bid responses = limit plus
 all reopening action light

INT OVERCALL (2nd/4th Live; Responses; Reopening)
 16-18
 systems off, opp's suit for Stayman
 reopening: 12 to 14 over minor, 12 to 16 over major

JUMP OVERCALLS (Style: Responses; Unusual NT)
 weak
 unusual NT for minors/lowest unbid

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
 over minor: both majors
 over major: other major and a minor

VS. NT (vs. Strong/Weak; Reopening; PH)
 double = 16+
 2C = one-suiter
 2D = majors
 2H = hearts + minor
 2S = spades + minor
 all natural in balancing seat

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
 takeout → 4S

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
 over strong club: 1NT for minors, 1D for majors
 weak interference

OVER OPPONENTS' TAKEOUT DOUBLE
 redouble = 10+
 all suit raises pre-emptive, 2NT = limit plus

LEADS AND SIGNALS

OPENING LEADS STYLE		Lead	In Partner's Suit
Suit	4 th	4 th	low from three or more
NT	4 th	NT	low from three or more
Subseq	low = like	low = like	low = like
Other:			

LEADS		Vs. Suit	Vs. NT
Lead	Vs. Suit	top	top
Ace	top	top	top
King	top	top	top
Queen	top	top	top
Jack	top	top	top
10	top	top	top
9	top	top	top
Hi-X	no honour / m-u-d	no honour / m-u-d	no honour / m-u-d
Lo-X	honour or length	honour or length	honour or length

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding
1 attitude	count	attitude
Suit 2 count		
3 suit-preference	count	attitude
1 attitude		
NT 2 count		
3 suit-preference		

Signals (including Trumps): echo to show three or more

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
 takeout → 4S (in all positions and when responding)
 light in reopening position

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
 support doubles/redoubles up to 2S

W B F CONVENTION CARD

CATEGORY: Seniors
NCBO: Aotearoa
PLAYERS: Alan Dornier
 Oliver Hoffmann

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Standard American

2/1

OTHER CONVENTIONS

4th suit game-forcing
 new-minor forcing
 SOS redoubles

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	artificial	Min suit length	Neg	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S	better minor	2NT = 11 to 12; strong jump shifts		
1♦		3	4S	better minor	2NT = 11 to 12; strong jump shifts 3C = 11 or 12, 6+ clubs		
1♥		5	4S		3C = hearts 8-9 points, 3D = hearts 10-11 points 3H = 0-7 with four hearts	2C = 2+ 2D = 3+	2C = reverse Drury
1♠		5	4S		INT forcing, 5-12 points 3C = spades 8-9 points, 3D = spades 10-11 points 3S = 0-7 with four spades	2C = 3+ 2D = 3+	2C = reverse Drury
INT				15-17	INT forcing, 5-12 points	2NT = 18-19	
2♣	***		4S	GF (23+) or 2NT rebid	Stayman; transfers (2-level, 4-level); 2S = minor-suit Stayman		
2♦		6	4S	6-10	2D = negative RONF, 2NT asks for feature		
2♥		6	4S	6-10	RONF, 2NT asks for feature		
2♠		6	4S	6-10	RONF, 2NT asks for feature		
2NT				20-21	Stayman; transfers (3-level, 4-level); 3S = minor-suit Stayman		
3♣		7	4S	pre-emptive			
3♦		7	4S	pre-emptive			
3♥		7	4S	pre-emptive			
3♠		7	4S	pre-emptive			
3NT							
4♣		8	4S	pre-emptive			
4♦		8	4S	pre-emptive			
4♥		8	4S	pre-emptive			
4♠		8	4S	pre-emptive			
HIGH LEVEL BIDDING							
Roman Keycard Blackwood (0314) followed by specific kings DOP / ROP							