

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple raises = law of total tricks, cue = GTry support, Change suit = F1,
INT=8-11 constructive with stop, 2NT = 12-13 with stop,
Double Cue = SPL
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /3 rd position - 15-18 HCP - full system on
4 th position - (10) 11-14 HCP - full system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, cuebid of opps suit only forcing response.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue of M = Other M /m 5+/5+ either weak (6-10) or strong (16+)
Cue of m = both M 5+/5+ either weak (6-10) or strong (16+)
Jump cues ask for stop for 3NT
(1any)-2NT =lowest 2 suits
VS. NT (vs. Strong/Weak; Reopening)
2♣ =Landy, 2♦ = Weak Multi, 2♥/♠ = suit + a minor, X= PEN, 2NT = minors
3♣,♦,♥,♠ = Constructive
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O 2NT = 16-18, 4NT = unusual
Cuebids = STR 2 suit, M oriented
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: X = two suiter ♣+♥, 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ =♠+ a minor
OVER OPPONENTS' TAKEOUT DOUBLE
XX= PEN interest, over minor- Shaded raises, 2NT =good raise Bergen

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/3/5	1/3/5	
Subseq	R ATT	R ATT	
Other: can be interior			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Seeks R ATT	Seeks R ATT	
King	Seeks Count	Seeks unblock or Count	
Queen	Top	Seeks unblock or Count	
Jack	Top	Top/interior	
10	Top/interior	Top/interior	
9	Usually top	1/2	
Hi-X	1/3/5	1/3/5	
Lo-X	1/3/5	1/3/5	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	R ATT	Count	R ATT
Suit 2	Count	suit pref	count
3	suit pref		
1	“ “	“ “	“ “
NT 2			
3			
Signals (including Trumps): R ATT.			
Hi/Low in Decl suit against NT shows liked opening lead but couldn't signal (Smith Peter)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
In most circumstances T/O X to 4♥			
1NT-(2 any natural) - X = PEN – if transfer shows suit, “cuebid” = T/O			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double when p has bid M /support redouble – shows one card short for a raise e.g. Qx opposite overcall.			
(1NT) – P – (3NT) – X = ♠ lead			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: New Zealand
PLAYERS: Paul and Mark Hangartner
03 September 2010
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL, 5 card Major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening Bids - 2♦, 2♥, 2♠, 3NT
Raises over M – Bergen. Single jump of other M is bal. invite with 3 card support.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN NO.OF CARDS	NEGDBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4♥	11+, Denies 12-14 BAL	1♦ thru 1♠ = NAT, 1NT 6-9, 2♣=5+ 6-9HCP, 2♦ = GF, SUPP raise.	1NT rebid =15-17, 2NT=18-19 then 2♦ or 3♣ = check back.		
					2M = 4-7 HCP 6+ suit, 2NT =11-12 no M, 3♣ = PRE, 3♦/♥/♠ over 1♣ = SPL, 3NT 13-15 no M 4♣=RKCB (3041)	After 1m / jump other m – New suit = shortage, rebid own m = weakish, jump in own m = RKCB (i.e. 4♣/4♦) 1♣-2♦-2NT = 15-19HCP now 3♣ = ENQ and resp = 3♦-MAX, 3NT-MIN, other = cue		
1♦		4	4♥	“ “	" but 2♦ = GF SUPP raise, 3♣ = limit, 3♦= PRE	As above. 2♦ /3♣ is still check back.		
1♥		5	4♥	“ “	1♠=NAT 6+, 1NT = 6-9 Not necessarily BAL, 2♣/♦= 10+ NAT, 2NT = SLAM TRY 4 card SUPP, Bergen - 3♣=6-9 4 card SUPP, 3♦= 10-11 4 card SUPP, Single jump in other M = 3 card SUPP 11-12, 3NT= raise with void; 3♠/4♣/♦ = SPL, 4 raise = to play	After 1M – 2NT – 3 other = shortage; 3M 17+ slam interest; 3NT = 15-16 BAL; 4M = MIN Long suit trial bids Over interference of a X or up to 2♣– Bergen is on	2NT = 10-11 NAT and a 2/1 shows 10/11 HCP	
1♠		5	4♥	“ “	As above + 1♠-4♥ = SPL	Over interference of O/call – Bergen is off		
1NT			4♥	(11) 12-14 BAL may have 5 card M	2♣ = STAY (after response, 3m=GF), 2♦/♥ tfers (then new suit =GF), 2♠ = rangefinder, 2NT=weak tfer to ♣ or ♦; 3♣/♦/♥/♠ = 6 card invitational	Trnsfr to M then 3M = Suit set, invites cue bids,		
2♣	✓	0	4♥	GF, 23-24 BAL or 8 ½ PT in M	2♦ =NEG, 2♥/♠/3♣/♦ = 8+ NAT & GF, 2NT=8-10 BAL, 3♥/♠ = 3-6HCP 6+ suit, 3NT=11-12 BAL	Puppet STAY after 2NT, 3♦/♥ = xfers, 3♠ = 5♠ and 4♥ F, 3NT=to play, 4♣/♦ = RKCB, 4NT = Q		
2♦	✓	0	-	Weak M	2♥ = P or CORR, 2♠ = P or CORR but shows G INT in ♥, 2NT = ENQ, 3♣/♦=F1, 3♥/♠ = P or CORR & PRE, 4♥ = 4/4 in M 3-8 HCP	After 2NT- 3♣/♦ = max in ♥/♠, 3♥/♠ = MIN in ♥/♠,		
2♥		5	3♠	Weak 5♥/4+ m	2NT = ENQ, 2♠ = NF constructive, 3♣/4♣/5♣ = P or CORR, 3 raise = PRE, 3NT/4♥/♠ = to play	After 2NT - 3♣/♦ = MIN that m, 3♥/♠ = MAX with tied m		
2♠		5	3♠	Weak 5♠/4+ m	2NT = ENQ, 3♠ over 2♥= SPL, 3♣/4♣/5♣ = P or CORR, 3 raise = PRE, 3NT/4♥/♠ = to play. (2♠-3♦/♥ = NF constructive)	After 2NT - 3♣/♦ = MIN that m, 3♥/♠ = MAX with tied m		
2NT				20-22 balanced	Puppet Stayman/ transfers ;			
3♣/♦/♥/♠		6		PRE	New suit IRF			
3NT	✓			GAMB m no more than Q outside (3 rd /4 th pos looser)	4♣=P or CORR, 4♦ = ENQ asks for shortages	After 4♦ - 4♥/♠ = shortage, 4NT = 7222 (with 5♣= P or CORR), 5♣= ♣ with short ♦ , 5♥ shows ♦ with short ♣		
4♣/♦/♥/♠		7		PRE				
4NT				Specific Ace Ask	5♣=0, 5♦/♥/♠ that A, 5NT =A♣, 6NT =2			
5♣/♥				To play				
5♥				Asks for raise to 6 with A/K/Q				
5♠				Asks for raise to 6 with A/K/Q				
							HIGH LEVEL BIDDING	
						4NT =RKB (3041) after 1/2 cues , -		
						5NT asks specific K, 5NT GSF with simple RESP – 2=7 & 0/1=6 ;DOPI,ROPI		

