


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Overcalls (Style, response; ½ level, reopening)			Lead	in Partner's Suit	Category: Women's Teams Country: Trinidad & Tobago Event: CAC Championship Costa Rica 2019 Players: Kalifa Howard & Sharon Parmanan	
8-15 pts. may be 4 cards at 1 level. Single Jump: Intermediate. 2 level usually 10		Suit	4th highest	Highest or low from an honor if 3 card suit		
Advances: Raises - weak, Cue-bid 1 rd force, new suit - signoff, jump shift - forc		NT	4th highest	Highest or low from an honor if 3 card suit		
dbl jump shift = splinter. Transfer advances		Subseq	Same	Same		
In the reopening position: Same		Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd pos. 15-18/19 HCP, good stopper		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Advances: Stayman, 4 suit transfers		Ace	AK	AKJ10	Modern Tournament ACOL	
4th pos. 8-15 HCP.		King	AKxx, KQxx	Same		
Advances: Stayman, 4 suit transfers		Queen	QJxx,	OJ9x		
		Jack	J10xx	Same		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	10x, 109x	Same		
1-Suit: At least good six card suit usually 13+HCP. Suggests 7 probable playing tr		9	9x, 98x, 9xx	Same	1NT Openings: 12 -14 HCPs	
2-Suit: Suggests 2 lower unbid suits		Hi-x	HI-x	HI-x	2 OVER 1 Response Forcing for 1 rd	
RESPONSES: Natural		Lo-x			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening:		SIGNALS IN ORDER OF PRIORITY			2D - multicoloured 2D	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	2H/S - 8 playing tricks
Style: Michaels .		Suit:1st	Attitude	Attitude	Attitude	2NT - minors
Advances: Natural		2nd	Count	Count	Count	MICHAELS
		3rd	Suit Pref	Suit Pref	Suit Pref	Rubenshol
		NT: 1st	Attitude	Attitude	Attitude	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Count	Count	
Natural		3rd	Suit Pref	Suit Pref	Suit Pref	
		Signals (including Trumps):				
		Trump echo suggs odd number. Usually can ruff				
		DOUBLES				
		TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		10+ HCP				
Overall sugg a fair 1-suited hand. Double is for takeout. 3nt is to play.		RESPONSES: Minimum Suit Response = 0-7 HCP				
		1NT = 7-9 HCP with stopper in opponent's suit				SPECIAL FORCING PASS SEQUENCES
		Jump response suggests 7-11 HCP Cue = force				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Natural		New Suit = 1 round force. Direct support weak. Redouble suggests no support and 11+ HCP.				
		2nt = limit raise. Jump shift weak**				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
						DOPI after interference
OVER OPPONENTS' TAKE OUT DOUBLE						
Direct support = Weak, Jump raise = Preemptive						Psychics:Rare
Redouble = 11+ HCP without 3 card support,2NT = Limit raise.						
New suit = 1rd force, Jump Shift = weak						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		3		10 - 19 HCP	<ul style="list-style-type: none"> 1 over 1: 6+ pts and 4+ cards 1nt: 6-10 hcp without a 4 card major. 2♣: 9 losers or 6-9 support pts 	<ul style="list-style-type: none"> 1nt: balanced 15-17 2♣ is minimum: usually 6+ cards 2nt after 2 over 1 response: balanced 15-17 jump to 2n = balanced 18-19 new Suit bid unlimited (unless a reverse) Jump in new suit suggests good two suiter or a hand improved by partner's bid jump to 3nt suggests long, solid suit 18-19 	<ul style="list-style-type: none"> Raises are preemptive. 2nt over dbl: value raise to 3 with 4+ card support. Free bids: suggest five + cards (forcing) Jump shift: 6+ (weak)
1D		4		Same as above	<ul style="list-style-type: none"> 2♣ over 1♦ suggests 8-15 hcp with 5 card suit. Jump shift suggests 16+ hcp and 5+ cards (interest in slam) 2nt = balanced 10-12 hcp raise is limit 3nt = bal 13-15 hcp. (may be gambling) 	Same as above	Same as above
1H		4		Same as above	<ul style="list-style-type: none"> 1 over 1 = 6+ hcp and 4+ cards 1nt suggests 6-9 hcp without a biddable 4 card major. Single raise suggests 9 losers or 6-9 support pts Jump shift suggests 15+ points, 5+ cards (interest in slam) 2nt = balanced 10-12 HCP 2 over 1: 10+ hcp 5+ card suit 	<ul style="list-style-type: none"> 1nt= balanced 15-17 2♥ is minimum: usually 6+ cards 2nt= balanced 18-19 New Suit bid undefined Jump in new suit suggests good two suiter or a hand improved by partner's bid Jump to game suggests seven winners (usually solid suit) and fit with partner 	Same as above
1S		5		Same as above	<ul style="list-style-type: none"> 1nt suggests 6-15 pts (forcing) 2 over 1 suggests 10+ hcp 2♥ over 1S suggests 5+ cards. raise is a limit bid Splinter bids & Swiss convention suggest 14-15 hcp 	<ul style="list-style-type: none"> New suit over 3♠: cue bid. After forcing 1nt response: 2nd 4+card suit, 3 card minor, 2♠ New suit over 2♠: long suit game try. 	Same as above
1NT				11/12-14 HCP	<ul style="list-style-type: none"> 2♣: Stayman 2♦, 2♥, 2♠, 2NT: transfer 4NT: Quantitative 18+ 3♥/♠: forcing usually slam interest 3nt: limit bid 	<ul style="list-style-type: none"> 1nt-2♣-2♦-2♥/♠ suggests 5 card suit & both majors (signoff) after transfer, new suit = 1 rd force 	Rubenshol & 3NT to play
2C	✓	0		5+ QT or more QT than losers	<ul style="list-style-type: none"> 2♦ is a negative response suggesting less than 1.5 QT (no Ace & King) Suit responses suggest 1.5 QT. 2nt suggests balanced 8-10 	<ul style="list-style-type: none"> After 2♦ response: opener's suit rebid institutes a game force. 2nt rebid = 23-24 HCP in a balanced or semi- balanced hand (limit bid, can be passed) A double jump in a suit sets the trump suit and asks for cue bids of aces. 3nt suggests a balanced 25-27 HCP. 	<ul style="list-style-type: none"> Over an overcall, a positive response may be shaded. Double by opener or responder is for penalties
2D	✓	0		Multi			
2H/S		5		6+ cards & 16+ HCP & 8 PT	<ul style="list-style-type: none"> 2 nt weak, single raise suggests at least one ace and 3+ cards. Double raise: no ace 11-12 hcp Suit responses suggest fair values and at least 1 QT 	<ul style="list-style-type: none"> New suit forcing, requests preference. 	<ul style="list-style-type: none"> Double by responder: penalties (suggests that game is not "on" or penalty profit greater)
2NT	✓			10 - 15 HCP Minors	3 of minor = weak. 4 = invitational.		
3C		7		Preemptive	Change of suit forcing. 3NT to play.		
3D		7		Preemptive	Change of suit forcing. 3NT to play.		
3H		7		Preemptive	Change of suit forcing. 3NT to play.		
3S		7		Preemptive	Change of suit forcing. 3NT to play.		
3NT				Gambling, Solid minor			
4C		8		Preemptive		High Level Bidding	
4D		8		Preemptive		Roman Key Card Blackwood: 5C=1 or 4 key cards 5D= 0 or 3 key cards.	
4H		8		Preemptive (May be opening hand.)		5H = 2 without Q 5S = 2 with Q 5NT = 2 aces & 2 key kings	
4S		8		Preemptive (May be opening hand.)		After 5C/D next suit up asks about trump Q. Return to trump suit = no trump Q	
4NT				Asking.		5NT = Trump Q, no side king. New suit = Q + side king.	
						Void showing responses: 5NT = even # of Key cards.	
						6 of suit = odd # of Key cards + void in suit bid.	
						6 of trump suit = odd # of Key cards + void in higher ranking suit.	
						Over 5NT: 6C = 0, 6D = 1, 6H = 2, 6S = 3 kings.	

MINOR SUIT TRANSFERS

N	E	S	W	BID	DESCRIPTION
1NT	-	2S	-	2♣	Transfer to clubs
2NT/3♣	-	3♣/3NT		2NT	I have good clubs
				3♣	I have bad clubs

Club Transfer

- 2 or 3 controls

Quality

- At least one (A,K,Q) of the top 3 with 3+ card support

N	E	S	W	BID	DESCRIPTION
1NT	-	2NT	-	2NT	Transfer to
3♣/3♦	-	3♣/3NT		3♣	I have good
				3♦	I have bad

Diamond Transfer

- 2 or 3 controls

Quality

- At least one (A,K,Q) of the top 3 with 3+ card support

MAJORS

N	E	S	W
1NT	-	2♣	-
2♦		2♥/2♠	

- 2♥ - 5+ ♥ & 4 ♠
- 2♠ - 5+ ♠ & 4 ♥

LONG MINOR & 4+ CARD MAJOR SUIT

N	E	S	W
1NT	-	2♠	-
2NT/3♣		3♥/3♠	

- 6+ ♣ & 4+ ♥/♠

N	E	S	W
1NT	-	2NT	-
3♣/3♦		3♥/3♠	

- 6+ ♦ & 4+ ♥/♠

Michaels

Constructive. Usually 8-14 HCP

OPENING BID	DEFENSIVE BIDS	Meaning	Responses
1♣	2♣	Majors	Simple suit bids = signoff, Jumps are preemptive. 2♦ Asks for better major
1♦	2♦	Majors	Simple suit bids = signoff, Jumps are preemptive. 2♥ Asks for better major
1♥	2♥	5 spades and 5 card minor	2nt requests minor
1♠	2♠	5 hearts and 5 card minor	2nt requests minor

Unusual 2N

Constructive. Usually 8-14 HCP

OPENING BID	DEFENSIVE BIDS	Meaning	Advances
1♣	2n	Hearts and diamonds	Simple suit bids = signoff, Jumps are preemptive. 3♣. Cue bid
1♦	2n	Hearts and clubs	Simple suit bids = signoff, Jumps are preemptive. 3♦ Cue bid
1♥	2n	5+ card minor	3♥ cue
1♠	2n	5+ card minor	3♠ cue

RUBENSHOL TRANSFERS

E	S	W	BID	DESCRIPTION
2♣	?		2♥/2♠	natural, competitive, non forcing
			2NT	Stayman (both suits or 4/3)
			3♣	Transfer to ♦
			3♦	Transfer to ♥
			3♥	Transfer to ♠
			3♠	

E	S	W	BID	DESCRIPTION
2♦	?		2♥/2♠	natural, competitive, non forcing
			2NT	Transfer to ♣
			3♣	Stayman (both suits 4/3)
			3♦	Transfer to ♥
			3♥	Transfer to ♠
			3♠	

N	E	S	W	BID	DESCRIPTION
1NT	2♥	?		2♠	natural, competitive, non forcing
				2NT	Transfer to ♣
				3♣	Transfer to ♦
				3♦	Staymanic, stop asking, game force
				3♥	Transfer to ♠ without a ♥ stop, game force
				3♠	5+ ♠ & ♥ stop, game force

N	E	S	W	BID	DESCRIPTION
1NT	2S	?		2NT	Transfer to ♣
				3♣	Transfer to ♦
				3♦	Transfer to ♥
				3♥	4+ ♥ without a ♠ stoppers
				3♠	Transfer to 3NT with a ♠ stopper

MULTICOLOURED 2♦:

Description:

2 : Weak 2 in / (6-10), 20-22 HCP Balanced, 16+ HCPs in ♣/♦

- 2 : Pass or correct (tends to deny 3 's)
 - Pass - Weak 2 in
 - 2 - Weak 2 in
 - 2NT - 20-22 HCPs Balanced (Play system like NT opening)
 - 3♣/3♦ - 16+ HCPs, 6+ card suit with 8 playing tricks
- 2 = Pass or correct (3+'s, tends to deny 3 's)
 - Pass - Weak 2 in
 - 2NT - 20-22 Balanced (Play system like NT opening)
 - 3 - Weak 2 in (low range)
 - 3♣/3♦ - 16+ HCPs, 6+ card suit with 8 playing tricks
 - 4 - Weak 2 in (low range)
- 2NT - seeking information with 11+ HCPs
- 3/3 - Natural 16+ HCPs, Game Force
- 3 - Pass or correct (3 's & 3+'s)
 - Pass - Weak 2 in
 - 3 - Weak 2 in
 - 3NT - 20-22 Balanced (Denies 5 card Major)
 - 4♣/4♦ - 16+ HCPs, 6+ card suit with 8 playing tricks
- 3 - Pass or correct (4+ & 3)
 - Pass - Weak 2 in
 - 3N - 20-22 Balanced
 - 4 - Weak 2 in
 - 4♣/4♦ - 16+ HCPs, 6+ card suit with 8 playing tricks
- 3NT= To Play
- 4 = Pass or correct (4+ & 4+)

DEFENSE OF MULTICOLOURED 2♦:

The Direct Seat – RHO has opened 2♦.

Dbl - 13-17, fairly flat, or 18+ any shape

2♥ - 13-17 with 5+ ♥ but at most two ♠

2♠ - 13-17 with 5+ ♠ but at most two ♥

2NT - Natural, 17-19, with both majors stopped (systems on for partner).

3♣/♦ - A good hand (16+) with a good suit.

3NT - Natural, usually based on a long minor with both major suits stopped.

The Fourth Seat – RHO has opened 2♦.

In this seat you may only get one chance to bid; but again, there really is no need to rush into thing as LHO may have a big hand and partner presumably understands balancing if it's passed round to him. My suggestions are the same as above except that there is no 2♥ option of course. If RHO bids 2♠ (showing ♥'s) and you have a good hand with 5+ ♠'s then double.