

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Cue raises, new suit 1rf
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /3 rd 15-18 bal or weak single suit (6)
4 th and reopen 10-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate (but weak over strong ♣ or ♦)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = good raise
Jump cue = splinter
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+ (or 4+s 5+m over strong NT)
2c both majors (4+/4+)
2♦♥♠ and 3♣ nat
2NT both minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, 1nt 4+s 5+m over 1♣
X = lead directing over 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
System on

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	Att	Att	
Other: top of internal sequence			
LEADS – overlead all			
Lead	Vs. Suit	Vs. NT	
Ace	Ask for att		
King	Ask for rev count		
Queen		Ask for unblock	
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev count	Rev count	Rev count
Suit 2			
3			
1	Rev count	Rev count	Rev count
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Generally dbl are takeout			
Double of 4s is preemptive auction is penalty orientated			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl and rdbl			

W B F CONVENTION CARD
CATEGORY: Open/Women
NCBO:
PLAYERS: Jan Alabaster & Pam Livingston
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2d 2way multi
2M 5M 4+m
Bergen raises
3nt gambling
4nt specific ace ask
4m = tied major, better than 4M
Comic 1nt overcall – either natural 15-18 or weak single suit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		10-20hcp	2♦=5+♣ invite, 2nt GF, 3other spl, 4♣minorwood 2M 6+M 0-6 hcp	(3) After 2nt or 3om show shortage	
1♦		4		10-20hcp	3♣=4+♦invite, 2nt GF, 3other spl, 4♣splinter 4♦minorwood, 2M 6+M 0-6 hcp		
1♥		4		10-20hcp	2N 4+♥ bal GF 3♠/4m splinter Bergen raises	(4)	
1♠		5		10-20hcp	2N 4+♠ bal GF 4 other splinter		
INT				12-14 bal	2♦♥ xfer, 2♠rf or m, 2nt both m, 3 suit invite	(5) After xfer new suit is 1rf	
2♣	✓	0		GF or 24+bal	2♦ -ve <3ctrl, 3M suit set,	2nt second negative	
2♦	✓	0		Weak 2M or 20-21bal	2♥nf relay, 2♣ 3+♥ 4-8 2nt strong enq 3♥=3♥3♠, 3♠=4♥3♠, 3nt=4♥4♠, 4♥=5♥5♠ all 4-8		
2♥		5		5♥ 5+m 6-10hcp	2♠f, 2nt strong enq, 3♠p/c, 3♥preempt		
2♠		5		5♠ 5+m 6-10hcp	2nt strong enq, 3♠p/c, 3♥f, 3♠preempt		
2NT				22-23 bal	3♣ puppet, 3♦♥ xfer 3♠=5♠4♥ 4m minorwood, 4M to play	(2)	
3♣		6		Preempt	3M forcing		
3♦		6		Preempt	3M forcing		
3♥		7		Preempt			
3♠		7		Preempt			
3NT	✓			gambling			
4♣	✓	0		Preempt	Hearts better than 4H opener		
4♦	✓	0		Preempt	Spades better than 4S opener		
4♥		7		Preempt			
4♠		7		Preempt			
4NT	✓			Specific ace ask			
5♣		7		Preempt		HIGH LEVEL BIDDING	
5♦		7		Preempt		RKCB 1430 (1)	
5♥		7		Preempt		DOPI/ROPI	
5♠		7		Preempt		5nt pick a slam	
						Minorwood	
						Cues 1 st or 2 nd round control	

Supplementary Notes

Guiding principles

If a double could be for take out then it is

If a bid could be natural then it is

If a bid could be forcing then it is

Slam-range treatments (1)

- 4NT in competition without explicit fit = 2 places to play
- 4NT = RKCB if major suit agreement or repeat of major after 4sf or last bid was major
- 4NT = quantitative if last bid suit is minor eg 1x 2y 3m 4nt
- In a game-forcing auction, 4-of-an-agreed-minor is *always* RKCB, even when the 4-level bid of the minor is the first agreement of the suit.
- If minorwood initiated then 4NT = to play from initiator
- After Minorwood response, next step after 5m asks for kings to bid on the way up
- 4NT = RKCB for minor if we have gone past 4m eg with a splinter
- 5NT without clear suit agreement = “pick a slam”
- After quantitative 4nt, show aces if moving i.e. 5c = 0, 5d = 1 etc
- When major suit is agreed and there may be slam interest, a bid of 3nt is waiting and not an offer to play.
- Minorwood applies with no suit agreement if it is clearly a self supporting suit.

RKCB responses

5♣: 1 or 4 key cards

5♦: 0 or 3 key cards

5♥: 2 key cards without the Q of trumps

5♠: 2 key cards with the Q of trumps.

After the trump K is shown, it is never shown again.

After a 5♣ or 5♦ response to 4NT, the next suit (if not a signoff) asks for the trump Q:

- Return to trump suit at lowest level shows no Q
- Jump to 6 of trump suit shows the Q but no extra Kings.
- Bid of a suit show the Q plus that King
- 5nt shows Q and two kings

After any response to 4NT, 5NT asks for Kings (bid up the line), but also confirms that we hold all the aces and invites the grand.

Same steps apply for Minorwood.

DOP1 / ROP1 following interference over Blackwood or Gerber.

Notes & exceptions (2)

Cuing is automatic in forcing auctions. It shows no extra values

2nt 3c
3M 4m = natural minorwood
3 / 4 other major = good raise

2nt 3c
3d 4m = natural minorwood

2nt openers

Via multi 2d – 20/21

Via 2c = 24+

As opener = 22/23

2nt 3d
3h new suit nat
4nt kc
5h invite

Minor fits (3)

1d 3c
3d min
3M short
3nt 15-17

1m 1y
3nt long m balanced too good for 3m
1M 2m
3nt m fit balanced 15-18

Major fits (4)

1s 2h
3nt heart raise too good for 4h and no splinter

1nt opener (5)

1nt 2c 2d 3M short
1nt 2nt 3m 3M short

Bidding defences

Defence to gambling 3nt or 2nt minors

4(3) c both majors better H

4(3) d both majors better S

General principle: if two suit shown then cue of lower suit = next of other suits, cue of higher suit = other suit. A double tends to show values and a willingness to penalise and our usual dbls apply.

Eg

1s (2nt) showing minors then 3c = h and 3d = s (and 3h forcing 3s nf)

1h (2h) showing spades and clubs then 2s = d, 3c = h (and 3d forcing and 3h are nf)

(3x) 3nt Suits transfers

Transfer to 4x is takeout of their suit or slam try

Multi 2

(2d) x 5+d or distributional strong hand 16+

2h showing both majors

x takeout of hearts

2s /3h natural good suits

x then 3M asks for hold

2d both majors

2h = takeout of hearts

x = takeout of spades

2/3/4s = natural

x and bid h natural

2c hearts and a minor

2h = a good hand with hearts

3h = micheals

x = takeout of hearts

2d spades and a minor

2s = a good hand with hearts

3s = micheals

x = takeout of spades

(2s) 3s Micheals

(2c precision) 3c = spades + another

(1c precision) 1 suit (pass or dbl) 1nt is cue raise

(1c precision or 1c (p) 1d) x = both majors; 1nt = 4+s, 5+m

Comic 1NT (6)

Normal 15-18 balanced

A 3 level pre-empt in a minor

A bad weak 2 in a major

Sequences over 1NT (Strong or Comic)

2C Non-Forcing Enquiry (invite plus over strong but no game interest over club preempt)

2D/H Transfer

2S Strong relay

Auctions after 1NT - 2C (if opening bid implies no suit, or a minor)

2D/H/S Comic

2NT Min (3C is stayman)
3H/S Max 4c suit
3NT Max, no 4c major

Auctions after 1NT - 2C (if opening bid implies a major)

2D/H/S Comic
2Cue Min with other major
2NT Min no 4c major
3Cue Max 5c suit
3Other Max 4c suit
3NT Max no 4c major

Auctions after 1NT - 2S

2NT normal nt overcall (then simple stayman and transfers)
Suit comic

Auctions after opponents double 1NT

1NT X then mostly system on per 1NT opener
Pass To play if partner is not comic, comic will always run
XX Single suited hand
2C Tolerance for C and another suit (we do this frequently if we have tolerance for clubs and suspect partner is comic)
2D 4+D and 4+H/S
2H 4+H and 4+S
2S Good 5+suit (to play)
2NT Game force unsuitable for 1NT doubled
3ANY Preemptive

1NT X P P

Pass to play
XX Comic

Bits and pieces

Fourth suit at the four level (no clear suit agreement) = partner's suit too strong for just game

Eg 1s 2h 3d 3h 4c = too strong for 4h

- 1x (1nt) 2c = majors
- 2c 2d 2M 2nt (waiting)
- 2c 2d 2M 4M 2> controls (3M stronger)
- Game openers are weak
- 1nt 2d
2h new suit = 1rf
- Cue then raise = strong
- Check back response shows min/max
- 1c 1h
1nt 3h gf
- 2d/h/s (x)
Xx shows own suit

- 1nt (2c artificial) x = 5+clubs
- 2d (2M) x takeout
- 2d (3M) x penalties
- 1h 2nt 3d 3h (waiting and forcing)
- After 4sf repeat first suit if nothing to say (bidding second suit shows extra length)
- Opening 4c/d is tied major stronger than opening 4M
- Following a reverse (that is not a game force), the next step can be weak ie may pass openers next bid eg 1d 1s 2h 2s