

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
8+HCP Overcalls at 2 level = sound with 5+suit
Single and jump raise = non-forcing suit agreement
New suit – forcing for 1 round
Response of cue bid asks quality of overcall-return to bid suit=min -new suit or NT=max
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP – stayman and transfers apply
11-14 HCP in pass out seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Variable – NV = 5-9 V = 10-15 6 card suit
2NT = 5/5 same rank 10-15 HCP
3C = 5/5 odd suits 10-15 HCP
Reopen: 10-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = 5/5 same colour 10-15 HCP
Jump Cue = asks for stop
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs 1NT - Multi Landy X = 15+
All other bids = 9 – 14 2C = Majors 2D = single suited major
2H/S = M (5) and m (4) 2NT = 5/5 minors 3C/D = 6+suit
3H/S = pre-emptive
Vs Strong Club – Suction (at all levels) X = D's or majors 2C = more distributional. NT = odd suits. All other bids show suit above or 2 suits below. Also over 1C-P-1D-? Supp sheet (3)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=Takeout
3m – cue bid = asks partner to bid best major
3M – 4M = shows other major/minor 5/5
Over 4C/D/H -X = Takeout Over 4S -X=balanced with values
4NT = 2 suited takeout
OVER OPPONENTS' TAKEOUT DOUBLE
System on except over 1D X XX = 4 Spades

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rds/5ths	3rds/5ths	
NT	3rds/5ths	3rds/5ths	
Subseq:	A/Q asks for rev attitude K asks for rev count		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Seeks Rev Att	Seeks Rev Att	
King	Seeks Rev Count	Seeks Rev count	
Queen	Seeks Rev Att	Seeks Rev Att	
Jack	Top or interior	Top or interior	
10	Top or interior	Top or interior	
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev count	Rev count	Rev att
Suit 2			Rev Current count
3			
1	As above	Rev smith echo	As above
NT 2			
3			
Signals (including Trumps): H/L indicates A or K in next highest suit			
Suit Preference if dummy has 0/1 in suit lead or partner leads obv singleton			
Reverse attitude switches in NT's/3rds and 5ths switches in suit contracts			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = 11+HCP			
Response to X at 1 level = Single response 0-7HCP			
Jump response 8-10HCP 4+suit			
Double jump 8-10HCP 5+suit			
Cue bid 11+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X – generally T/O XX – generally values but may be escape after pre-emptive opener.			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: NZBA (New Zealand)
PLAYERS: Liz & Blair Fisher
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision with symmetric relay (FG) after a positive over 1C
Game force symmetric relay (1NT) over 1D/1H/S
12-15 NT – no 5card major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C = (15)16+ any shape or 14+ with 5/5 majors
1D = 10-15 unbalanced – may have no diamonds
2C/D = 10-15 Natural 6+ suit
2H/S = 5-9 6+suit (5+ suit if fav)
2NT = 9-13 5/5 majors
3NT = 5-8 6/5 majors
Negative free bids after 1 level openers 0-12 or constructive after interference
After interference over our 1NT - Lebonsohl over suit interference (slow shows) X=T/O
After X of our NT– suit = 4/4 in suit and untouched
Pass forces XX to show 4/4 touching or to play 1NTXX
XX=forces 2C-pass or correct to 5 card suit
IMPORTANT NOTES
Lebonsohl after interference over our 1NT and also over weak 2 level bids in response to X
PSYCHICS: only if partner is passed hand - rare

/OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	YES	0		(15)16+HCP or 14+ with 5/5 majors Supp sheet (1)	1D=0-7 HCP 1H/S=8+HCP 4+suit other major 1NT=8+any 5332/minor 3 suiter/6+D(single suited) 2C=8+HCP bal 2D=8+HCP 6+C(single suited) 2H=8+HCP 5+C/4D 2S=8+HCP 5/5minors 2NT=8+HCP 5+D/4C high shtge 3C=2254 3D=3154 3H=2164 3S=2074 3NT=3064	Over 1D – 1H=19+HCP or new suit 16-18 1NT=16-18(19)-stayman/transfers etc apply Over all positives-next step = relay for suits/shape/shortages/controls/denial cue bids 2 nd step is Reverse relay or weak relay Supp sheet (1)	System on if 8-11 or 1D-0-7
1♦	YES	0		10-15 HCP Unbalanced – no 5card major Supp sheet (2)	All responses NF except 1NT which is FG 2H=6-9 5S/4H 2S=10-12 5S/4H 2NT invite/bal no 4 card major 3C=4/4 both minors 5-9HCP 2D –4-7 6 card major	Relay over 1NT response (FG) Over 1H/S – 1NT=minors 2C=5+C & oth M 2D=5+D & other M (Supp sheet (2)) Single raise-4 card support min/jump max Jump new suit-4 card support max with shtge	1NT = bal 6-9
1♥		5		10-15 HCP Hearts (5+)	1NT=FG 2S=7-10 & shtge 4 card support 3C=10-12 & 3 card support 3D=8-10&4 card supp 3H/4H pre-emptive 2-tiered splinters 2NT= bal invite All other bids=NF	Relay responses over 1NT(FG) suits/shape/shortages/controls/denial cue bids	2C=9-11HCP with 3 card support 2D=9-11HCP with 4 card support
1♠		5		10-15 HCP Spades (5+)	1NT=FG 3C=7-10 & shtge 4 card support 3D=10-12 & 3 card support 3H=8-10&4 card supp 3S/4S pre-emptive 2-tiered splinters 2NT=bal invite All other bids=NF	As above	As above
INT				12-15 HCP No 5card major	2C=Stayman or Game force relay (2S) 2D/H=Transfers 2S=RF or weak minors 2NT=inv with 4 H 3C/D To play 3H/S=31(54)/13(54) FG 4C/4D – tied M 4H/S To play 4NT=Quant	Super accepts over transfers-jump to transfer suit is 4 card support and minimum FG smollen after 1NT-2C-2D GFR after 1NT-2C-?-2S	Stayman, transfers 2S=minor suit stayman 2NT=invite 3C/D=to play
2♣		6		10-15 HCP Clubs (6+) – may have 4 diamonds	2D=FG 2H/S/NT/3D=nat invite 3C=NF	Relay over 2D (FG) relay for suits/shape/shortages/controls/denial cue bids	New suit-natural inv
2♦		6		10-15 HCP Single suited D6+	2H=FG 2S/2NT nat inv 3C inv in H 3D=NF	Relay over 2H(FG)	New suit-natural inv
2♥		6(5)		5-9 HCP Hearts (6) May be 5H if fav	2NT-forcing enquiry 2S/3C/3H=NF 3D=inv in Hearts 3S=natural invite	Response 2NT-3C=min/min 3D=min/good suit 3H=max/bad suit 3S=max/max	
2♠		6(5)		5-9 HCP Spades (6) May be 5S if fav	2NT-forcing enquiry 3C/3S=NF 3D=inv in spades 3H=nat invite	As above	
2NT	YES			9-13 HCP 5/5 Majors	3C=FG 3D=Trans to H(P/C) 3H/S=invite	Relay over 3C(FG)	
3♣		6(5)		pre-emptive may be 5 card suit if fav	3D=asks for 3 card M 3H/S=6+suit 1RF 4D= keycard ask	Over 4D - 1.0 2.1 w/out Q 3.1 with Q 4.2 w/out Q	
3♦		6(5)		pre-emptive may be 5 card suit if fav	New suit 1RF 4C=keycard ask	As above	
3♥		7(6)		pre-emptive	As above	As above	
3♠		7(6)		pre-emptive	As above	As above	
3NT	YES			5-8 HCP 6/5+ Majors	4C=Enquiry 4D=RKCB in Hearts 4H/S=To play 4NT=RKCB in Spades	Over 4C – 4D=Longer Hearts 4H=Longer Spades 4S=6/6	
4suit		7		pre-emptive		HIGH LEVEL BIDDING	
5 level		7		pre-emptive		RKCB = 1430 Queen ask with specific kings. DCBs after relay responses Cue style =1 st and 2 nd round controls up the line – NT showing 1 of 3 trump honors DIPO/RIPO over interference. Exclusion response 3041	

RESPONSES TO 1D OPENING

1NT = Game force relay. Applies over X or interference.

2C = Exactly 4 diamonds and 5 clubs or exactly 4 clubs with 5+ diamonds or any 3 suiter

2D = Hearts with longer clubs or 5/5 minors

2H = Spades with longer clubs

2S = Hearts with longer diamonds

2NT = Spades with longer diamonds and high shortage

3C = Spades with longer diamonds and even shortage etc etc

1 CLUB STRUCTURE OVER POSITIVE RESPONSES

- **Single suited** Note-1H/S shows good suit if 5332
- (1H=4+ spades/1S=4+hearts and denies spades/1nt=bal 5332 shape or a minor 3 suiter or single suited with diamonds/2D=single suited with clubs) – next step relay

2S	=	Even shortage with a 3-card minor or a high shortage
2NT	=	Middle shortage
3C	=	Over a major it shows 7222 or an even shortage with a 3 card major. Over a minor it shows an even shortage with a 3 card major or a 7222
3D	=	1 st step of shape with a low shortage
		Major Minor
		53 32 3316
		63 31 3307
		73 30 2317
		7 231 3217 (0-2C)
		73 21 (0-2C)etc 3217 (3C) etc

• 2 Suited

Shapes when 5/4

54**31**
 64**21**
 74**20**
 64**30** (0-2 controls)
 6430 (3 controls) etc

Shapes when 5/5

55**21**
 55**30**
 56**20**
 6520 (0-2 controls)
 6520 (3 controls) etc

• 2 Suited minors

2H	=	5+clubs and exactly 4 diamonds
2S	=	At least 5/5 minors
2NT	=	Exactly 4 clubs and 5+diamonds with a high shortage
3C	=	As above but with an even shortage 2254
3D	=	As above, 1 st step of low shortage 3154
3H	=	As above, 2 nd step of low shortage 2164
3S	=	As above, 3 rd step of low shortage 2074
3NT	=	As above, 4 th step of low shortage 3064 (0-2 controls)
4C	=	1174
etc		

- **3 Suited**

Shapes

4441

4450

4540

5440 (0-2 controls)

5440 (3 controls) etc

1 CLUB WITH 1NT RESPONSE

1C 1NT (bal 5332 shape, minor 3 suiter, single suited diamonds)

Note-if showing 5332 in M the suit is weaker than bidding 1H/1S

2C (relay for description)

Responses:

2D-5332 shape

2H(relay)

2S=clubs **2NT (relay)** 3C=2335 3D=3235 3H=3325(0-2) 3S=3325(3) etc

2NT=diamonds

3C=hearts

3D=spades 5233 3H=spades 5323 3S=5332 (0-2) 3NT=5332 (3) etc

2H-MINOR 3 SUITER

2S(relay)

2NT=high shortage

3C(relay) steps as below(one step up)

3C=1st step of low shtge

(4144)

3D=2nd step of low shtge

(4045)

3H=3rd step of low shtge

(4054)

3S=4th step of low shtge

(5044) (0-2 controls) etc

2S ETC-SINGLE SUITED DIAMONDS – REFER TO SINGLE SUITED RELAY

1 CLUB WITH 2C RESPONSE

Shows a balanced hand with no 5 card suit

2D (relay for description)

Responses:

2H-COLOUR OR 3334/3343(MINOR) 2S(relay)

2NT=3334 OR 3343 **3C(relay)** 3D=clubs 3H=diamonds (0-2) 3S=diamonds (3) etc

3C=2443 3D=4234 3H=4324 3S=3442(0-2) etc

2S-RANK 2NT(relay)

3C= same rank with dbltn Spade/3D dbltn Heart/3H dbltn D 3S dbltn C (0-2)

Next step for controls

2NT-4333/3433(MAJOR)

3C (relay)

3D = 3433 3H=4333 (0-2) etc

3C = **ODD** with doubleton spade Next step for controls

3D = **ODD** with doubleton heart Next step for controls

3H = **ODD** with doubleton diamond

3S = **ODD** with doubleton club 0-2 controls etc

1 CLUB REVERSE RELAY

(OVER POSITIVE RESPONSE OF 1H/1S/1NT/2C/2D)

To qualify – responder cannot be a passed hand. Opener must be balanced with no 5 card suit and have 15-18 with 4+controls.

Can be applied up to and including 2D

Cheapest bid is standard relay. Next suit up is reverse relay

1st step = **COLOUR OR 3334/3343(MINOR)**

2nd step = **RANK**

3rd step = **4333/3433(MAJOR)**





4th step = **ODD** with doubleton spade Next step for controls

ODD with doubleton heart Next step for controls





ODD with doubleton diamond

ODD with doubleton club 4 controls

Suction (over 1C) – higher levels show more distribution

- X** : Shows diamonds or the majors
Option to bid 2C to show more distribution.
- 1  : Shows hearts or the blacks
- 1  : Shows spades or the minors
- 1  : Shows clubs or the reds
- 1NT: Shows untouched suits, either Clubs and Hearts or Diamonds and Spades.
- 2  : Shows diamonds or the majors (more distribution than X)

Suction (over 1D resp to 1C) - higher levels show more distribution

- X** : Shows hearts or the blacks
- 1  : Shows spades or the minors
- 1  : Shows clubs or the reds
- 1NT: Shows untouched suits, either Clubs and Hearts or Diamonds and Spades.
- 2  : Shows diamonds or the majors.
- 2  : Shows hearts or blacks (more distribution than X)