

Defensive and Competitive Bidding

Overcalls (Style; responses: 1/2 level; reopening)

General Style = Sound

Responses: Jump Raise = Preemptive

Cue-Bid = Forcing raise

New Suit = Forcing - jump shift = fit

In Balancing Position: Same

Take-out double:

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

Note 3

1NT overcalls (2nd/4th live; responses; reopening)

2nd Position = 15 - 18

Responses: Bid as 1NT opening

Natural

4th Position = 14 - 17

Responses: Natural

Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

2-suit:- preemptive

Reopen: 2NT = 19-21

Direct and Jump cue Bids (Style; responses; reopen)

Vs NT (vs Strong/weak; reopening; pH)

DONT (note 1)

Vs preempts (doubles, cue-Bids; jumps; NT bids)

Take out doubles // Natural

Vs Artificial Strong Openings

Over Opponents take out double

XX +10 pto and play

New suit forcing at 1-level or Jump Shift // non-forcing

Leads and Signals

Opening Leads - style

Lead	In Partner's Suit
Suit	3rd / 5th 3rd / 5th
NT	4th 3rd / 5th
Subseq	actitude
Other	2nd from 4 small

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx: Axxx(+) // AK: AKx(+)	
King	KQ; AK; KQ109x. // KQ; AKJ10(x);	
Queen	QJ; QJx(x) // QJ; QJx(+); AQJx(+); KQx(+);	
Jack	J10; J10x(+); KJ10x(+)	
10	109; 109x(+); H109x(+); 10x 109;	
9	9x; 98x(+) 98x(+)	
Hi-x	actitude oriented	
Lo-x	actitude oriented	

Signals in order of Priority

Partner's Lead Declarer's Lead Discarding

1 Suit	Hi/lo = E	Same	Same
2 Suit	Hi=encouraging		
3 Suit	S/P		
1 NT	Hi/lo = E	Same	Same
2 NT	Hi = encouraging		
3 NT	S/P		

Signals (including trumps):

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = F1

Reopen: same as above

Special, artificial and competitive doubles/redoubles

Competitive X and XX

WBF CONVENTION CARD DOMINICAN REPUBLIC TEAM



PLAYERS:

ROSA TAVARES (LYN) – MARIA BARRERA

ESTHER RICART



System Summary

General approach and Style

Natural, 5-card Majors

Longer Minor – 1D if 3.3

1NT response = forcing

Response to major opening see notes.

1NT Opening: 15 – 17. / 2nt: 20-22

Transfer to minors = 2Sp / Jacoby Transfers / Texas Transfer

2 over 1 response: + 11 -12

Special Bids that may require defense

2Club Opening = strong, near Game Force - any suit,(s) any shape +20p

2D Opening = Flannery

2H Opening = Weak Major 6+ (6-10 HCP)

2S Opening = Weak Major 6+ (6-10 HCP)

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

4th suit forcing game

Splinter

Psychics:

Rare

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1C		3	3S	11 – 19 HCP	Single raise weaker than double raise	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls
1D		3	3S	11 - 19 HCP	Single raise weaker than double raise	As above	As above
1H		5	3S	11 - 19 HCP	1NT not forcing, 5+ points Raises =limit. 2NT = FG with trump	Raises = limit. Re-raise = Pre-emptive	Cue bid over Comp = Strong Raise
1S		5	3S	11 - 19 HCP	Same 1 H	Same 1 H	Same 1 H
1NT				15 - 17 balanced	Jacoby Transfers: Note 4 Stayman	Over Stayman: rebids are Major invitational, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2C	ART		3S	Artificial, strong - near Game Force, any suit,(s) any shape	Control responses: Note 5	Cheaper minor = second negative thru' 3	Natural
2D		6	3S	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2H		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2S		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman Note 9		Natural DBL = Penalties
3c		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids) Five - Ace Blackwood: RKCB (Note 2) Cue Bids Splinters GSF No Changes Allowed:	
3D		6		Pre-emptive	New Suit forcing		
3H		6		Pre-emptive	3[Natural. Minors = cue-bid		
3S		6		Pre-emptive	4] Natural. Minors = cue-bid		
3NT		7(6)		Gambling	Natural		
4C		7		Pre-emptive	Natural		
4D		7		Pre-emptive	Natural		
4NT				Blackwood			



WBF Standard Card

Supplementary Sheet

Note 1: DON'T

Defense over 1NT strong (DONT):

X	3-10 HCP. One Suited Hand
2♣	8-10 HCP. \clubsuit +other (A_N_Y_5/4)
2♦	8-10 HCP. \diamond +other (A_N_Y_5/4)
2♥	8-10 HCP. Both Majors (4+4+)
2♠	8-10 HCP. Natural
2NT	8-10 HCP. Both Minors (5+5+)

Note 2: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5C = 4 or 1
5D = 3 or 0
5H = 2
5S = 2 + Queen of Trumps

Note 3: Take Out Double

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

Note 4: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2♣:
2♦ = No Major
2♥ = 4♥
2♠ = 4♠

b) Transfers - NATURAL

1NT -
2♦ = 5+♥
2♥ = 5+♠
2♠ = 5+♣
2NT = Nat
3♣ = 5+♦
4♦ = 5♥+5♠

2NT - Same!

Note 5: Control Responses to 2 Clubs strong bid

- 2♦ shows 0 or 1 control (at most 1 king),
- 2♥ shows 2 controls (1 ace or 2 kings),
- 2♠ shows 3 controls (specifically 1 ace and 1 king),
- 2NT shows 3 controls (specifically 3 kings), and
- 3♣ shows 4 controls,
- 3♦ or higher, etc. on up the line.

Note 10: Bergen Raises

1 H / 1 S – response:

3C // 4 cards support – 7-10 HP

3D // 4 cards support – 10-11 HP

Note 11: Jacoby 2 NT

1 H / 1 S – response:

2NT // 4 cards support – +12 HP

Note 12: Drury

If partners open in 3rd of 4th Position

1 H / 1 S – response:

2C // 4 cards support – 10-11 HP

2D // 3 cards support – 10-11 HP

Note 14: XYZ

After 3 bids at first level by partnership – 2 Clubs