

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Subject to vulnerability; 2lvl sound		
Reopening jump = intermediate strength ~15; 3lvl weaker and longer suit		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		
15-18; reopening 11-14/15 (X followed by NT stronger)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Jumps weak: aggressive FAV, wide-ranging opp passed partner		
Unusual NT (lower unbid)		
Reopen: intermediate, 2NT=18-19 Bal		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
1m-2m: 5+5+ MM, any strength (not compulsory)		
1M-2M: 5+oM, 5+m, any strength (not compulsory)		
1x-3x: stopper ask		
VS. NT (vs. Strong/Weak; Reopening; PH)		
DBL= Pen against weak NT, 5m and 4M against strong		
2C=4+/5+ both Majors, 2D=6+ Major, 2M=5M and 4+m		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL=T/O. Better Minor Lebensohl vs weak 2		
Leaping & non-leaping Michaels		
2/3NT natural		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
vs strong 1♣: DBL=MM, 1NT = mm, rest natural, aggressive		
OVER OPPONENTS' TAKEOUT DOUBLE		
System on (except 2/1), RDBL=10+, next DBL=PEN.		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd , 4 th , MUD	CT, or top of nothing	
NT	2 nd , 4 th , MUD	CT, or top of nothing	
Subseq	same	same	
Other: Overlead all (A asks ATT, K asks CT)			
Vs NT: K asks for unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AKx, Ax(+) asks ATT	same	
King	AK, AKx(+), KQx(+) asks CT	Unblock or CT	
Queen	AQJx, QJxx	same and KQx(x) or KQJ(x)	
Jack	A/KJTxx, JTxx	same, or QJ98 UB	
10	A/K/QT9x, T9xx, Tx	same	
9	9x	same	
Hi-X	Xx, xXx(+)	Xx, Xxx	
Lo-X	4 th from H (not partner suit)	HxxX(+), xxxX(+) partner	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	REV ATT	REV present CT	REV ATT
Suit 2	REV present CT	SP	REV present CT
3	SP		
1	Same as above	First lead SP if	Same as above
NT 2		Count not needed	
3			
Signals (including Trumps):			
UDCA – reverse attitude and reverse count – some SP			
DOUBLES			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take Out and Negative to 4♠			
X of 2♦ Multi = 13-15 bal or strong hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Doubles to 2lvl			
RDBL of doubled cue = first round control			
RDBL of doubled NT contract = suggests doubt			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Australia	
PLAYERS: Dagmar Neumann – Jodi Tutty	
EVENT (WBF Women's Teams Online)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 2 over 1, 5-crd majors, semi-forcing 1NT	
1NT = (14+) 15-17	
Weak 2s ♦, ♥, ♠ 5+ NV, 6 VUL	
Short Club, 1♦ promises 4	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ almost GF, strong bal 22+	
2-way checkback	
Fit showing jumps in competition (suit interference)	
Very aggressive pre-empts 1 st /3 rd seat fav	
Better Minor and Transfer Lebensohl (weak 2's, NT interference)	
Blackout after Reverse	
SPECIAL FORCING PASS SEQUENCES	
Penalty pass situations, forcing to 2 of our suit or suit agreement	
IMPORTANT NOTES	
PSYCHICS: n/a	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11+ HCP, 2+♣	1x=Natural, 1NT=6-10, no M, INVERTED m, 2♦=5+♣ 10-12, 2M=6+M 9-11, 2NT=11-12, 3♣=4-9 3x=Splinter, 3NT=13-15 bal, 4M=To Play 1♣: 2♣ GF	1♣-1x-1NT=may have 1 or 2 four-card MM 1♣-1x-1y=promises an unbalanced hand 1♣-1♦-1♥-1♠ = 4SF	Passed Hand: 1m – 2m = 6-9 Interference: 1m (x) 2/3m = 4-9 (subject to distribution and vulnerability)
1♦		4	4♠	11+ HCP, 4+♦	INVERTED m, 2♣=4+♣ GF, 3♣=5+♦ 10-12, 2M=6+M 9-11, 2NT=11-12, 3♦=4-9 (NV-V), 3x=Splinter, 3NT=13-15, 4M=To Play 1♦: 2♦ GF	1♦-1♥-1♠ promises an unbalanced hand	
1♥		5	4♠	11+ HCP, 5+♥	1NT=4-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦=5+♦ GF, 2♥=3(4) ♥ 6-9; 2♠=6+ M, 9-11; 2NT= GF 4+ raise, 3♣=4♥ 7-9 or 3♥ inv.; 3♦=4♥ limit raise, 3♥=4+♥ 0-6 vul dependent, 3♠/4♣/4♦=8-11 splinter in ♠/♣/♦, 3NT= ♦ SPL, 4♠ and 5m to play	1M – 2NT responses: 3♣ = min, 3♦ = non min BAL, then 3♥/3♠/3NT/4♣ = NLMH shortage 3♥/3♠/3NT = ♣/♦/oM shortage with extras 3N = non-serious 1♥-1♠-2♣-3♦ = 4SF, 5/5 distribution, could be S/T	Passed Hand: 1M-2♣ = nat, NF Over suit interference: Fit Showing Jumps Support doubles ♦ and MM (up to 2lvl of our suit)
1♠		5	4♠	11+ HCP, 5+♠	1NT=4-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦/♥=NAT GF 5+, 2♠=3(4) ♠ 6-9, 3♥=6+ M, 9-11; 2NT= GF 4+ raise, 3♣=4♠ 7-9 or 3♠ inv.; 3♦=4♠ limit raise, 3♠=4+♠ 0-6 vul dependent, 3NT/4♣/4♦=9-12 splinter in ♥/♣/♦, 4♥ and 5m to play	After 1m-1M-2M- 2NT (Invite+ inquiry): 3 min, 4 min, 4 max BAL, 4x = SPL max 4 After 1m-1M-2M- 3x = help suit trial	
INT			4♠	(14)15-17 HCP may have 5cM, 6cm, 5422, or a singleton	2♣=Stayman, Smolen, promises 4M, 2♦/2♥=TRF, 2♠=♣'s or Range Ask, 2NT=♦ TRF 3♣=5cM ask, 3♦=GF 5-5+ Minors 3♥/♠=(31)(54) GF, 4♣/4♦= two-under TRF to play or KC, 4M=to play, 4NT=Quant	1NT-2♣; 2♦-2♥/♠ = garbage Stayman 1NT-2♣; 2♥-2NT = 4♠ invite 1NT-2♣; 2♥-3m = 4♠ + 5m GF TRF > super accepts After 4lvl TRF, 4NT=RKCB, 5y=EKCB	1N (x) > XX single suited, 2y this plus higher X of Stayman/TRF – bid shows stop/3crd support
2♣	✓	0	4♠	GF or 22+BAL	2♦=4+, 2♥=0-3 (no K), 2♠/NT=8+, 5cd suit ♠/♥, 2top3, 3mm=same	2♣-2♦-2♥-2♠ = Kokish 2♣-2♦-3MM/4mm sets suit, 2♥-2♠-3♣ = 6+♥; 2♥-2♠-3♠ = 5+♥ + 4♠ >4♣/♦	2♣ (2y) X = t/o, suit = nat
2♦		(5) 6	X = pens	Weak 2 (5+= NV)	New suit NF (NV), F1R (VUL). 2NT ASK	2x-2NT (NV): 3♣=Min 5crd, 3♦=min 6crd, 3♥=max 5crd, 3♠=max 6crd. 2x-2NT (VUL): 3x=shortness (max if above suit)	They overcall x = pens
2♥							
2♠							
2NT				20-21 BAL	3♣=Simple Stayman, 3♦/3♥=TRF, 3♠=minor suit Stayman 4♣/4♦/4♥/4♠=two-under TRF, 4NT=Quant	2NT-3♣; 3♦-3M=Smolen; After 3lvl TRF (Jacoby), 4NT=QUANT After 4lvl TRF (Texas), 4NT=RKCB 2NT- 4M - 4NT = to play	
3♣/♦	X	(6) 7	X = pens	Weak 3 (aggressive NV, FAV)	New suit F1R (3lvl) 4M = to play	After new suit F1R: 3z = stopper, 3N = no support and no stopper below 3N, 4z support and cue	
3♥/♠							
3NT							
4♣/♦		7+	X = pens	Pre-empt		HIGH LEVEL BIDDING Non-serious 3NT, RKCB 1430, 5N=even KC plus void, 6y = odd KC plus this void EKCB 03/14 1 st and 2 nd round cues, Last Train, 5N = pick a slam our cue doubled, redouble 1. rd ctrl Forcing Pass situation > pass and pull is strongest Lightner Doubles	
4♥/♠							



WBF Standard Card Supplementary Sheet

Note 1: When we double their weak 1NT

(1N)	X		equal+ points, upper range their NT
(1N)	X (P)		a) (XX) = happy to play; suggests they have the majority of points, we bid
		P	no clear bid
		2y	suit
			b) (XX) = puppet to 2C
		P	values; now all doubles are penalties
		2y	weak hand (worst case 2C = 3+, if 4333, could have higher longer suit)
(1N)	X (XX)	P	values; now all doubles are penalties (<i>if xx puppet to 2C, 2Y = suit constructive</i>)
		2y	crappy hand (worst case 2C = 3+, if 4333, could have higher longer suit)
(1N)	X (trf*)	X	X shows values; sets up penalty doubles
(1N)	X (2L)	X	X 2L is natural (could be that plus other) > take out (can't double or pass for values, only instance of t/o; 3rd double is penalties)
		2y	5+ suit, 4-6ish
		3y	no jump, constructive
		3y	jump, GF

Note: principle applies – who is short in opp's suit has to take action, aggressively (1N) X (2L) P (P)

Note 2: Lebensohl (better minor) over their weak Two's

If partner's t/o double forces a response at the 3 level - via 2N is the weaker hand, both promise 4cd suit only.

If we have two ways to show an invitational hand – via 2N shows 4cd suit, direct 3 lvl bid shows a 5cd suit.

(2♠) X (/)	2N	3m		forced relay, better minor
			P	to play
		3♣	3♦/♥	to play
	3y			natural, invite (8-11)
	3♣			natural, (0-11)!
(2♦) X (/)	2M			to play
	3M			5+ Major, invit
	2N	3♣	3M	4 Major, invit.
(2♠) X (/)	3♠			GF, no 4 Hearts (note: (2D) X (/) 3D = GF no M, via 2N shows 1+ M)
	2N	3♣	3♠	GF, with 4 Hearts (slow shows)
	2N	3♣	3N	GF, with 4 Hearts plus Spade topper



Note 3: Leaping and Non-Leaping Michels

If they pre-empt at the two level (weak two's and multi); good hand, four or five losers, forcing

(2♦)	3♦	stopper ask
	4♣	5+C plus 5+ of a Major (4D asks which one; 4H/S to play)
	4♦	5+/5+ both Majors
(2M)	3M	stopper ask
	4m	5+m plus 5+ other Major
(2♦*)	2/3y	natural
	4♣	5+C plus 5+ of a Major (4D asks which one; 4H/S to play)
	4♦	5+D plus 5+ of a Major (4H = p/c)

If they pre-empt at the three level; or pre-emptors partner raises to the three level; forcing

(3♣)	4♣	both majors
	4♦	Diamonds and a major
(3♦)	4♣	Clubs and a major
	4♦	both majors
(3M)	4♣	Clubs and other major
	4♦	Diamonds and other major

Note 4: Responses to 3N overcalls over their weak Threes

(3y)	3N	4♣	Stayman
		4♦	no Major > 4M = 5cdM; 4N = to play
		4M	4cd Major > 4N = to play
		4♥	4+ Hearts > 4S = 4 Spades, not 4 H, implies shape
		4♦/♥/♠/4N	

Transfers

Transfer to openers Major asks for partners better Minor

Transfer to openers minor 3 suited mild slam try

(3y)	3N	(X)	System Off
		XX	forces 4C for single suited hand
		4♣/♦	that suit and a higher ranking suit
		4♥	both Majors

Note 5: Specific meanings of Doubles

1♣	(1♦)	1M	4+ M
1♣	(1♦)	X	4/4 in the Majors
1m	(1♥)	X/1♠	4 / 5+ Spades
1m	(1♠)	X/2♥	4+ Hearts / 5+ Hearts, 10+ HCP

Support Doubles are mandatory up to 2N level.

Game Try Xs take priority over all other Xs.

After penalty interest shown by double or redouble, all subsequent doubles are penalty. Also if we pass out for penalty. Applies to overcalls: they double, we redouble = values. Next X = pen.

(1♣)	X	(1y)	X	shows that suit
------	---	------	---	-----------------