

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
can be weak level 1, usually sound level 2 (not if 3 rd /4 th , favourable)
Reponses: Jump Raise = Preempt; Cue=F1, 10 hcp+3c fit or 12+ hcp
New suit = 8-11 hcp, 6c, NF; 1NT over 1M overcall=8-11hcp
After overcall on levels 1 or 2, 3NT=to play; jump shift = fit
T/O DBL can be light / shaped; Responses: Natural, CB = Forcing
1♣:2♣=NAT, 6+c. In Balancing Position: Same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position: (15)16-18 HCP, system on, if no overcall
If doubled, all bids transfer and P=to play
4th Position = (11)12-15hcp, Responses: Natural
(1x)-pass-(1y)-1NT= 16-18 x/y stoppers
1m-(1NT): DBL:BoP; 2x = nat and pre; 3m=pre; 2NT =other m + fit
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Natural, weak, (5)6+c; Responses: New suit = forcing
2 Suits: 2NT = both lower suits over 1x opening (over 1♣ = ♦+♥)
1♣ - 2♦ = 5♥/5♠
Reopen: Cue = any good two suiter; 2NT = 19-21
2x = 6c x & opening hand, then 2NT or new suit F1
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = Michaels (Note 1)
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-Landy (Woolsey) (Note 3)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles thru 4♥; after L2 T/O Dbl 2NT=Lebensohl;
bids at the 4 level show two-suiters (Note 4)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1-level, NF at level 2, Jump Shift non-forcing
RDBL=10+hcp or 3c support in partner's M & limit or own long suit
Double Jump = Splinter / 2NT = limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th/2nd, MUD	same	
NT	4th/2nd from 3+ low cards	same	
Subseq			
Other: In NT: A,Q ask unblock or count, K,J ask attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+; Axxx(+)	AQJ10, AKJ10, AKxxx+	
King	KQ(+), AK, Kx	KQx, AKx, KJx, KQJ, KQJx	
Queen	QJ(+), Qx	KQ109+, (H)QJ10xx(+)	
Jack	J10, KJ10+, Jx	QJ9(x), (H)J10(+), Jx, (H)Jx	
10	H109+, 109+, 10x	(H)10(9)x,1098(x),109x,10x	
9	(H)98+, 9x	(H)9x, H98x(+), 9x (note: with H9xx 4th)	
Hi-X	xSx(+), Sx	xSx(+)	
Lo-X	xSx, HxS, HxxS(+)	xSx, HxS, HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high=d, low=e	count (hi-lo=odd)	hi=d,low=e
Suit 2	count	suit pref	(Lavinthal)
3	suit pref		
1	high=d, low=e	count (hi-lo=odd)	Lavinthal
NT 2	count		
3	suit pref		
Signals (including Trumps):			
Lavinthal in NT play and when gives pd a ruff in trump play			
Lead King from AK(+), to ask for count, when contract is at level 5+			
Echo in trump suit (high-low) shows ability to ruff (generally 3 cards)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape. Responses to T/O=Natural			
Cue = F until a suit is bid twice; New suit = F1			
Reopening DBL may be light			
1m - (DBL) - 1M - (2M=natural 5+cM & DBL=4c in this M)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O Dble thru 4♥; after o/call thru 4♠			
Repeat same suit dble by Neg doubler = Take out (See Note 8)			
(1NT)-(3NT)-Dbl = ♠ lead; Dbl of 3NT: dummy's shortness or 1st real suit			
Lightner double, Support DBL/RDBL by opener up to 2♥ and BoP after that			
After pd overcall: DBL of cue bid / RDBL of DBL = A/K in partners' suit			
After pd overcall DBL by advancer=negative, other suits and 2c in pd's suit			

W B F CONVENTION CARD
CATEGORY: Green
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PLAYERS: Ifigenia ZERVA GRE2955
Anastasia KOTRONAROU GRE2956
EVENT WBF Online Women's Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors, Longer Minor - 1♣ if 3.3
1NT Opening: 15 – 17; Limit jump raises over majors,
1NT response = not forcing; 2 over 1: Promises rebid (Note 7)
1st, 2nd position openings based on rule of 20 (hcp + cards in 2
longer suits ≥ 20); 4th position opening rule of 15 (Pearson
Points): hcp +length in spades ≥ 15
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong & artificial=23+hcp or minimum 8 tricks with 6+suit
2♦/♥/♠ Opening = Weak ♦/♥/♠ 6+ (6-10 HCP)
3NT Opening = Gambling
2NT Overcall = two lower unbid suits
Michaels Cue-bids (Note 1)
Lebensohl after 2-level overcall of our 1NT (Note 2)
Negative Doubles to 4♥
If opps DBL our 1NT: 1) If DBL is natural, all bids transfer (p=to
play, RDBL: transfer to ♣ etc). 2) If DBL of 1NT is conventional
responder may RDBL with 8-9hcp.
If opp overcall our 2♣ opening (any, up to 3♣): a) P: 0-5hcp,
b) DBL: 6+hcp, no particular suit, c) New suit: 5c, 2/3 high cards.
SPECIAL FORCING PASS SEQUENCES
If BoP ours, pass in direct seat forcing, when at a high level.
IMPORTANT NOTES
Double Jump in new suit = Splinter if minor over major
Jump Cue Bid by Opener = Splinter raise
1NT-(3X)-P-P-DBL=17hcp, 2 low c in X.
Over our 1NT 3-level overcall: DBL=9+ hcp, bid of suit=10+
hcp natural FG, Texas
Responder's 4th suit=forcing, opener: 3c support or NT= stopper
PSYCHICS:
Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11 - 21 HCP	1 New suit=6+hcp 4+c, F1. 1NT=6-9 hcp, no 4cM 2♣=inverted minor 10+HCP, New suit level 2 = strong 6+c, 12+hcp FG, 2NT=10-11hcp bal no 4cM Walsh (bid M even if longer ♦ if less than 10hcp)	4th suit GF; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force; 1♣-1NT-2NT=18-19hcp bal FG; 1♣-1NT- 3NT= 6c♣ bal 1♣-1M-1NT-2♦=NMF up to 2NT; Splinter; 1♣-2♣: 4♣=optional KBC;3♦/♥/♠=singl./cue	Jump Cue-bid over overcall = Splinter; Cue bid for overcall = asks for a stopper; Jump shift pre-emptive over overcalls 3rd seat opening may be lighter. Then, 2M by responder = 5c M + 4c sup, limit 10-11 hcp
1♦		3	4♥	11 - 21 HCP	As above	As above (Note 5)	As above
1♥		5		11 - 21 HCP	1NT not forcing, 5-9 points Raises = limit. 2NT = FG with trump support (Jacoby) 2♣/♦=10+HCP F1; 2♠/3♣/3♦=6+c FG (12+hcp), 3♣/4♣/4♦= responder's Splinter, 4c sup, 9-11 hcp	Raises = limit. Re-raise = Pre-emptive General principles as above (see Note 5) 1♥-1♠/1NT: 2NT=18-19 hcp bal, FG; 3NT=18-19 hcp, 6c♥ 1♥-1♠:4♣/♦=4c♣ Splinter, singl, 17+hcp, 4c♣	Cue bid over Comp = Strong Raise DRURY after both 3rd and 4th seat 1M opening (Note 10)
1♠		5	4♦	11 - 21 HCP	As for 1♥	As for 1♥; 1♠ - 2♣, 2♠ - 3♠ = limit	As for 1♥
INT				15 - 17 balanced	2♣=Stayman; Jacoby Transfers (Note 9) 3♣=both m, 5/5 weak, 3♦=both m, 5/5 strong, FG, 3M = 3c other M singl in this M 5/4 minors FG	Over Stayman: rebids are Major invitational, minor forcing (Note 9)	Dble at 3-level shows values. Dbl at 2-level is T/O
2♣	X		4♥	artificial, strong - near Game Force, any suit(s) any shape	2♦= waiting, 2M/3m = 5+c, 2 top H	Cheaper minor or 3♥ (over 2♣-2♦-3♦) second negative (less than a K and no fit) After 2♦, opener: 2NT 23-24 hcp; 3NT 25-27 hcp; 2M/3m = FG; 3M = 6c M, 8 tricks NF	Natural. If opp overcall our 2♣ opening (up to 3♠): P 0-5 hcp; DBL: 6+hcp, no particular suit; new suit: 5c 2/3 high cards
2♦		6	4♥	6 - 10 HCP	New suit forcing. 2NT asks for feature if maximum	3NT = AKQxxx no outside value	Natural
2♥		6	4♥	6 - 10 HCP	As for 2♦ opener	As for 2♦ opener	Natural
2♠		6	4♥	6 - 10 HCP	As for 2♦ opener	As for 2♦ opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman (Note 9) 3♣=Transfer to 3NT	2NT-3♣, 3♦-3♥ = 4♥ and 5♠ 2NT - 3♠, 3NT then a) 4♣/♦=6c slam try, b) 4♥/♠= 5/5 both m & singl ♥/♠, c) 4NT 5/4 both m & 11-12hcp	Natural; Dbl = Penalties
3♣		6		Pre-emptive	New Suit forcing	HIGH LEVEL BIDDING	
3♦		6		Pre-emptive	New Suit forcing	Five - Ace Blackwood: RKCB; Gerber (Note 9); Cue Bids; Splinters; GSF Optional KCB when fit in m in FG sequence, responses with steps: no answer, 3014, 2 without Q, 2 with Q; After suit overcall or double of A ask, PODI, Pass =1st step (0/3), DBL/RDBL=2nd step (1/4), etc; Exclusion Blackwood=bid of void at level 5, responses steps 0,1,2,3.	
3♥		6		Pre-emptive	3♠ Natural. Minors = cue-bid		
3♠		6		Pre-emptive	4♥ Natural. Minors = cue-bid		
3NT	X	7(6)		Gambling	4/5/6/7♣= P/C; 4♦=asks singl then: a) 4M = singl M, b) 5m = singl other m, c) 4NT = no singleton		
4♣,♦,M		7		Pre-emptive	Natural		
4NT	X			Blackwood	Answers with steps 0, 1, 2, 3		



WBF Standard Card

Supplementary Sheet

Note 1: Michaels Cue Bids:

(1♣) — 2♦

(1♦) — 2♣

Both majors 5(+) / 5(+)

(1♥) — 2♥ = 5♠ + 5 minor

(1♠) — 2♠ = 5♥ + 5 minor

Advancer: other M quantitatively, 2NT=bid your m, 3m=6c own minor to play.

All jumps in known suits are PRE (but may be tactically strong)

Note 2: Lebensohl:

2NT forces 3♣. Responder may now a) pass, or b) make a minimum bid in a suit, NF, or

c) cue=Stayman with stopper, or d) 3NT with stopper

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

DBL: neg, 8-9hcp with/without 4cM, 3NT=10+hcp, without stopper, Cue bid: Stayman without stopper

1NT (2x) 2NT (p)

3♣ (p) 3x = Stayman with stopper in x, FG

Note 3: Multi-Landy (Woolsey): (vs No Trump)

DBL: 4c M & 5c m (or 6c♦ or 19+hcp). Advancer pass or 2♣: P/C to your m or 2♦: P/C to your M.

2♣: at least four cards in each major suit = Landy. Advancer may bid an M to play, or 2♦: choose an M, or 2NT = interest in game (then overcaller bids suit as game try or own Major).

2♦: one 6c M. Advancer may bid 2♥: P/C, or 2NT: interest in game, or 3♥/2♠ to play in this M or at a higher level in the other M, or bid.

2♥: 5c♥ & 5cm. Advancer may bid 2NT: ask for m, or 2♠: nat 6c, or 3♣/♦ to play, or 2NT & then

3♥: interest in game

2♠: 5c♠ & 5cm. Advancer as for 2♥ overcall above

2NT: both m

3♣: 6c♣ preempt

3♦/♥/♠: 7c♦/♥/♠, preempt.

Note 4: Bids after opponents PREEMTS

Vs Weak opening at level 2 (L2): 2NT=16-18 hcp, DBL=T/O, Cue=very strong hand, asks for one stopper to play 3NT

after T/O DBL 2NT=Lebensohl: forces 3♣, responder may pass, or a minimum bid in a suit, NF

Over (2♦) weak ♦: 4♣ = 5♣/5one M (4♦ asks M); 4♦ = both M; 4NT = 5♣/5♥

Over weak (2M): 4m = 5c m /5c other M, FG; 4NT = both minors

Vs Preempt L3:

Over (3♣): 4♣ = both M; 4♦ = 5♦/5one M; 4NT = 5♦/5♥

Over (3♦): 4♦ = both M; 4NT = 5♣/5♥.

Over (3M) weak M: 4NT=both m

vs Preempt L4:

(4♣/♦/♥) -DBL=T/O

(4♣/♦)- 4NT= 5/5+ hand, slam interest

(4♥)-4NT=5/5 both m,

(4♠)-DBL=penalty; -4NT =strong hand, 2-3 places to play.

Note 5: Opener's Splinter Raise, Responses after NT rebid and game tries

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise. 1♣ - 1♥, 3♠/4♦=opener's Splinter (4c♥ 17+hcp). 1♣-1♠-4♦/♥=same

1♦ - 1♥, or 1♥ - 1♠

Then 1NT — 2♣ = new minor, forcing

1NT — 3♥ = forcing

1♦ - 1♥, 1NT - 3♦ = Nat. forcing

1♣ - 1♥, 2NT - 3♣ forcing, Stayman-like asks for 3c♥ or 4c♣

1♣ - 1♦, 1NT - 3♣ = forcing, Stayman-like asks for 4c♥ or 4c♣

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are game forcing

After 1♥ - 2♥: new suit L3= Long Game Try (same for 1♠ - 2♠)

After 1♥ - 2NT Jacoby: 3 New suit = singl; 3♥=14+hcp no singl or strong (if 3NT after 3♥ = non serious NT, issue in trump cards); 4 New suit = natural (5-5); 4♥ = min.

After 1♥-1♠-1NT a) 2♥=10-11 3c sup, b) 3♥=strong slam try, c) 4♥=closure.

After 1♥-1♠ -2♦: a) 2♥=pref 2c 6-9 hcp, b) 3♥=limit, 3c sup, c) 4♥=closure.

Note 6: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5♣ = 3 or 0 (then 5♦ asks for trump Q, if no bids 5 in the fit suit)

5♦ = 4 or 1 (then 5♥ asks for trump Q, if no bids 5 in the fit suit)

5♥ = 2 without Queen of Trumps

5♠ = 2 + Queen of Trumps

5NT = 1 (or 3) + a void

6♣/♦/♥= 2 (or 4) + a void there or higher void if 6 bid is in trump suit

Note 7: Non Forcing Sequences

1♠ - 2♣ 1♠ - 2♣ 1♠ - 2♣
2♦/♥/♠ - 3♣ 2♦/♥ - 2♣ 2♦/♥/♠ - 2NT

1♠ - 2♣ 1M - 2 lower
2♠ - 3♠ 2NT = extra values

1♥ - 1♠
2♣ - 3♥ - limit raise (2♥ = sign-off can be 2 cards)

1♥ - 1♠
1NT - 2♥ - limit raise (and 3♥ = FG, strong slam try)

1♥ - 2♣
2♦ - 2♥ - limit raise (and 3♥ = FG, strong slam try)

Note 8: Take Out Double

1♠ - (1♦) - X = both majors
1♠ - (1♥) - X = generally 4♠ but can have a long suit and less than 10hcp
Take Out Double by Opener (or Rdbl over dbl): shows three card support for responder and a non-minimum hand or a strong hand

Note 9: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2♣: 2NT - 3♣: (similar as for 1 NT)
 2♦ = No Major (then Smolen)
 2♥ = 4♥
 2♠ = 4♠

b) Transfers

1NT -
 2♦ = 5+♥
 2♥ = 5+♠
 2♠ = 5+♣
 2NT = 5+♦
 3♣ = both m 5/5 weak (asks Pass or Correct)
 3♦ = both m 5/5 strong FG
 3M = 3c other M singl in this M 5/4 minors FG
 4♣ = Gerber (asks for 4 Aces)
 4♦ = 6+♥ (Texas transfer to 4♥)
 4♥ = 6+♠ (Texas transfer to 4♠)

2NT -

3♦/♥ Transfer for ♥/♠

3♠=Transfer to 3NT (then shows one or both minors, see card)

4♣ = Gerber (asks for 4 Aces)

4♦/♥=Texas transfer to 4♥/♠

c) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ + 5♠ FG

1NT - 2♣

2♦ - 2NT invitational may not have a 4 card Major

2♥ - 2♠ invitational with 4♠

2♥ - 2NT invitational does not have 4♠

2♠ - 2NT invitational may not have 4♥

2♥/♠ - 3♣/♦ shows 5♠/♦ and 4c other M FG

2♥/♠ - 3NT promises 4c other M

2♦ - 4♦/♥ = Texas transfer to 4♥/♠ with 6/4 in Majors (then 4NT = asks 5 Aces)

1NT-2♣

2♥ - 3♠=4♥ & singl in a suit (then 3NT by Opener asks for singl suit)

4♦=4♥ no singl slam try (expects cue bid)

(same after 1NT-2♣, 2♥/♠)

1NT: after transfer to a Major, opener super acceptance = 3M (17hcp+4cM)

1NT: after transfer to a minor, opener super acceptance = one step lower (with at least Hx in m)

1NT or 2NT: after Texas transfer 4NT asks 5 Aces

1NT or 2NT: after simple transfer, direct 4NT= quantitative

1NT or 2NT: after Stayman, direct 4NT= quantitative

1NT or 2NT: after 4♣ Gerber, 4♦=0/4, 4♥=1, 4♠=2, 4NT=3; then 5♣ asks Kings (same responses)

Note 10: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 9-11 HCP and 3/4 card support.

Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.

2 in the opening major is a sign-off

2♥ (after a 1♠ opening bid) is weakish with ♥