

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
At one level – competitive and MAY be 4-card suit
2-level overcalls always at least 5 in suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT overcall in immediate position = 15-18. 2♣ asks for range and shape. Transfers apply. Transfer to their suit is strength of stopper ask
In 4 th position = 10-14. 2♣ = stayman. Transfer to their suit is stopper ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall weak (dependent on vulnerability)
2NT jump overcall = two lowest unbid suits
3♣ = two higher other suits (ie Blue Club)
Reopen: reopening jump overcall = constructive 6+ in suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = Extreme two other suits
Jump = stopper ask for NT except 1♣-3♣ shows 5+♥, 5+♠
VS. NT (vs. Strong/Weak; Reopening; PH)
X = penalties oriented
2♣ = ♥s and another suit
2♦ = ♠s and a minor
2♥/♠ = natural
2NT = both minors
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout
4NT = playable in two suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦ = both majors, 1♥/♠ = natural, 1NT = weak with ♦s or both minors, 2♣ = weak ♣s, 2♦/♥/♠ as per opening bids
OVER OPPONENTS' TAKEOUT DOUBLE
Relay system on (double essentially ignored)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rds/5ths	3rds/5ths	
NT	3rds/5ths	3rds/5ths	
Subseq			
Other: Ace Low encourage, King reverse count, top of sequence			
Partners suit: Low from odd, 2 nd top from even (top from dbtn)			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	Asks for low = encourage	Asks for low = encourage	Asks for low = encourage
King	Asks for Reverse Count	Asks for Reverse Count	Asks for Reverse Count
Queen	Asks for low = encourage	Asks for low = encourage	Asks for low = encourage
Jack	Asks for low = encourage	Asks for low = encourage	Asks for low = encourage
10	Denies J	Denies J	Denies J
9	Denies 10	Denies 10	Denies 10
Hi-X	Denies interest in suit, except if partners (see above)		
Lo-X	Interest in suit, except if partners (see above)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Low encourage	Low encourage
Suit 2	Rev count	Rev count	Rev count
3			
1	Low encourage	Rev count	Rev count
NT 2	Rev count	Lavinthal	Lavinthal
3			
Signals (including Trumps):			
Reverse count, Lavinthal if obvious			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles normally for takeout; in competitive auction may be a relay response			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In relay auctions with interference, POD1 and POR1 are used – pass			
Shows first step, X or XX shows 2 nd step			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Australia
PLAYERS: Leone FULLER
Marnie LEYBOURNE
SYSTEM SUMMARY
MOSCITO–
Strong Club (15+ any shape in 1 st /2 nd positions) (17+ any shape in 3 rd /4 th positions)
Relay responses
One-level openings: 1♦ = ♥s, 1♥ = ♠s, 1♠ = ♣s + ♥s
ALL OPENINGS IN 3RD/4TH POSITIONS ARE TWO POINTS STRONGER
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
*ALL POINT RANGES BELOW ARE +2 POINTS IN 3 OR 4 SEAT
1♣ = 15+* any shape
1♦/1♥ – relay openings (10-14* pts), may be canape
1♠ – both majors (10-14 *pts), may be canape
1NT – flat, – no 4-card major, may contain 6 minor
2♣ = both minors (5+4+ either way) (10-14* pts)
2♦ = weak 2, either major
2♥ = weak, 2 suiter, ♥ + another; 2♠ = ♠ + minor
2NT = weak, 5+/5+, ♦ + ♣
After an opening bid of 1♦, 1♥, 1♠, most bids other than the Immediate suit step (1♥, 1♠, 2♣) are NON FORCING
3♣/♦ openings are not pre-empts, can be up to 16HCPs
SPECIAL FORCING PASS SEQUENCES
Relays in competitive auctions – a pass may be a relay
IMPORTANT NOTES
Extensive use of relays
2 level bids have different meaning in 4 th position.
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	4 th SEAT BIDDING
1♣	✓	0		15+ any shape in (1 st /2 nd ,) 17+, any shape in (3 rd /4 th)	1♦ = <9 pts (<7 in 3 rd /4 th); all else 9+ (7+) 1♥ = ♠s, 1♠ = ♥s. 1NT = ♣s, 2♣ = ♦s, 2♦ = flat; 2♥ = 3 suited, short major, 2♠ = ♣,♦, relay responses	Next step up is relay	C: Relay is broken at R+3;	Same, but 17+ HCP
1♦	✓	0		10-14 (3 rd 12-16) 4+♥s, Less than 4♠s, may be canape minor	1♥ = game interest relay. Jump shift = splinter, except 2♠ = 11-12 with 4♥. 2NT inv (12-13) with 4♥. Most other bids are natural and NON-FORCING.	Opener relays shape	Competitive: Relay is broken at R+3. If relay broken, X= game interest or better, 2NT = stopper; cue = invite with 4 trumps. Passed hand: All bids except game interest relay are natural, except 1S where 2C= GI, no fit, 2D= GI with fit. Natural bids have no minimum points	Same, but 12-16 HCP
1♥	✓	0		10-14 (3 rd 12-16) 4+♠s, less than 4♥s, may be canape minor	1♠ = game interest relay. Jump shift = splinter, except 3♥ = 11-12 with 4♠. 2NT (12-13) , inv with 4♠. Most other bids are natural and NON-FORCING.	Opener relays shape		Same, but 12-16 HCP
1♠	✓	4		10-14 (3 rd 12-16), 4+♥s and 4+♠s	2♣ = Game Force relay; 2♦ = game interest relay, 2♥ to play, 2♠ = 3+ support, 2NT = pick minor	Opener relays shape		Same, but 12-16 HCP
INT				10-14 (12-16) denies 4 card Major, may have 6 minor and/or singleton	2♣ = Game interest relay; 2♦ = pick a major 2♥/♠ = natural NF, 2NT = pick a minor	Over 2♣; 2♦ = minimum. All other bids are relays showing shape		Same, but 12-16 HCP
2♣	✓	4		10-14 (12-16), ♣+♦, 5+, 4+ either way	2♦ = to play; 2♥ = game interest relay, 2♠ = GF relay, 2NT/4NT = pick a minor to play; 3/4/5♣/♦ = not forcing	Over 2♥ or 2♠, opener relays shape		12-16 pts and 6+ ♣
2♦	✓	0		<10pts,(3 rd ,<12) 6+ in ♥ or ♠	2NT = game interest relay All bids in ♥/♠ = pass or correct EXCEPT 2♦ -4♠ = to play	Over 2NT; 3♣ = good♥, 3♦ = good♠, 3♥ = weak♥, 3♠ = weak♠		12-16 pts and 6+ ♦
2♥	✓	5		<10pts,(3 rd ,<12), 5+/5+ in ♥ and another	2NT = game interest relay, all other bids = pass or correct	Over 2NT; 3♣ = ♣+♥; 3♦ = ♦+♥, 3♥ = ♥+♠ min, 3♠ = ♥+♠ max		12-16 pts and 6+ ♥
2♠	✓	5		<10pts,(3 rd ,<12), 5+/5+ in ♠ and a minor	2NT = game interest relay, all other bids = pass or correct	Over 2NT; 3♣ = min ♣+♠, 3♦ = min ♦+♠, 3♥ = max ♣+♠, 3♠ = max ♦+♠		12-16 pts and 6+ ♠
2NT	✓			<10pts,(3 rd ,<12), 5+♦/5+♣	3♣/♦ = to play, 3♥/♠ = natural FORCING, 4♣/♦ RKCB	After ♥/♠, bid 3NT with no support (ie less than doubleton honour)		12-16, minors, 5+, 5+
3♣		6		10-14 (12-16), (6)7 in suit	3♦ = forcing relay to 3 card major up the line, 3 major = 5+, invit, 4♣ = barrage, 4♦ = keycard in ♣			
3♦		6		10-14 (12-16), (6)7 in suit	3 major = 5+ forcing, 4♣ = keycard in ♦s, 4♦ = barrage			
3♥		6		<10pts, (6)7 in suit				
3♠		6		<10pts (6)7 in suit				
3NT	✓			Specific Ace ask	4♣ = 0 aces, 4♦/♥/♠ = that ace, 4NT =2 Aces, 5♣ = A♣	4NT = specific king ask		
4♣/♦		7		To play				
4♥/♠		7		To play				
4NT	✓	5/5		5+♦/5+♣				
5♣		7		To play	Change of suit = cue bid	HIGH LEVEL BIDDING		
5♦		7		To play	Change of suit = cue bid	Lifeline doubles: if both pairs are competing to 6 level, first partner with the opportunity to X, shows an interest in bidding on (by doubling), which partner can convert to penalties by passing.		
5♥/♠		7		To play	Change of suit = cue bid	Jump to opponents suit at 5 level asks for 2 nd round control		