

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Subject to vulnerability; 2lvl sound
Reopening = intermediate strength ~15; 3lvl weaker and longer suit
Simple raises, cue raises, mixed raises (jump raises weak)
Change of suit by ADV at 1 and 3 lvl is F1R, 2 lvl is NF
Opp bid and raise a suit, 2NT = 2 places to play
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18, 4 th 11-14. System on. 2N = 18-19
X and bid 1N = 15-17; X and 2N = 20-21
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+0M, 5+m, any strength (not compulsory)
1x-3x: stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL= Pen (from top of NT range), next dbl (see NOTE 1)
2C=4+4+MM, rest natural
PH reopening DBL =sS ♣
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O. Lebensohl vs weak 2 (see NOTE 2)
Leaping & non-leaping Michaels (see NOTE 3)
2/3NT natural (see NOTE 4 re. responses to 3NT)
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, RDBL=good hand, 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: underlead asks for unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AKx, Ax(+) asks ATT	same	
King	AK, AKx(+), KQx(+) asks CT	AKJx asksUB, KQxx, KQJx,	
Queen	AQJx, QJxx	same, or KQT9 UB	
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 or CT	REV CT	REV ATT
Suit 2	REV present CT	REV present CT	REV present CT
3	REV CT	REV CT	
1	Same as above	Same as above	Same as above
NT 2			
3			
Signals (including Trumps):			
UDCA – reverse attitude and reverse count – predominantly reverse count			
Frequent suit preference, incl. if singleton in dummy;			
First lead, reverse count if can't beat dummy			
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
Lebensohl over weak 2's and NT interference
Blackout after Reverse
Help suit game tries
SPECIAL FORCING PASS SEQUENCES
Penalty pass situations, forcing to 2 of our suit or suit agreement
IMPORTANT NOTES
PSYCHICS: n/a



WBF Standard Card Supplementary Sheet

Note 1: When we double their weak 1NT

(1N)	X		equal+ points (14+, bal'ish)
(1N)	X (P)	P	values (7+); now all doubles are penalties
		2y	crappy 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	2L is natural > take out (can't double or pass for values, only instance of t/o)
		2y	5+ suit, 4-6ish
		3y	no jump, constructive
		3y	jump, GF

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 tray

(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
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