DEFENSIVE AND COMPETITIVE BIDDING	VE AND COMPETITIVE BIDDING LEADS AND SIGNALS					W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE							
Subject to vulnerability; 2lvl sound	3. 2		Lead		In Partner's Suit		CATEGORY: Green	
Reopening = intermediate strength ~15; 3lvl weaker and longer suit	Suit		2 nd , 4 th , MUD			top of nothing	NCBO: Australia	
Simple raises, cue raises, mixed raises (jump raises weak)	1		2 nd , 4 th , MUD		CT, or top of nothing		PLAYERS: Dagmar <u>Neumann</u> – Jodi <u>Tutty</u>	
Change of suit by ADV at 1 and 3 lvl is F1R, 2 lvl is NF	l 		same		same		EVENT (WBF Women's Teams Online)	
Opp bid and raise a suit, 2NT = 2 places to play	Other: Ov	erlead a	II (A asks ATT	Γ, K asks CT)	•			
	Vs NT: un	derlead	asks for unbl	ock				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
2 nd : 15-18, 4 th 11-14. System on. 2N = 18-19	Lead		Vs. Suit		Vs. NT			
X and bid 1N = 15-17; X and 2N = 20-21	Ace	Ace		A, AKx, Ax(+) asks ATT			GENERAL APPROACH AND STYLE	
	King		AK, AKx(+), I	KQx(+) asks CT	AKJx a	sksUB, KQxx, KQJx,	Natural, 2 over 1, 5-crd majors, semi-forcing 1NT	
	Queen		AQJx, QJxx		same,	or KQT9 UB	1NT = (14+) 15-17	
	Jack		A/KJTx, JTxx		same, or QJ98 UB		Weak 2s ♦, ♥, ♠ 5+ NV, 6 VUL	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		A/K/QT9x, T9xx, Tx		same		Short Club, 1 → promises 4	
Jumps weak: aggressive FAV, wide-ranging opp passed partner	9		9x		same			
Unusual NT (lower unbid)	Hi-X		Xx, xXx(+)		Xx, Xxx			
	Lo-X		4th from H (n	ot partner suit	HxxX(+), xxxX(+) partner		
Reopen: intermediate, 2NT=18-19 Bal	SIGNALS	IN ORDE	R OF PRIORI	TY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partne		r's Lead Declarer's Lea		d	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m-2m: 5+5+ MM, any strength (not compulsory)	1	REV AT	T or CT	REV CT	REV ATT		2. almost GF, strong bal 22+	
1M-2M: 5+oM, 5+m, any strength (not compulsory)	Suit 2 REV pr		esent CT REV present		CT REV present CT		2-way checkback	
1x-3x: stopper ask	3 REV CT		•	REV CT			Fit showing jumps in competition (suit interference)	
	1	Same a	is above	Same as abov	e	Same as above	Very aggressive pre-empts 1st/3rd seat fav	
VS. NT (vs. Strong/Weak; Reopening;PH)							Lebensohl over weak 2's and NT interference	
DBL= Pen (from top of NT range), next dbl (see NOTE 1)		3					Blackout after Reverse	
2C=4+4+MM, rest natural	Signals (including Trumps):						Help suit game tries	
PH reopening DBL =sS ♣	UDCA – r	everse a	rse attitude and reverse count – predominantly reverse count					
				. if singleton in	dummy;			
	First lead, reverse count if can't beat dummy							
	DOUBLES							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				ning)			
DBL=T/O. Lebensohl vs weak 2 (see NOTE 2)	Take Out and Negative to 4♠							
Leaping & non-leaping Michaels (see NOTE 3)	· · · · · · · · · · · · · · · · · · ·			trong hand				
2/3NT natural (see NOTE 4 re. responses to 3NT)								
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES		
vs strong 14: DBL=MM, 1NT = mm, rest natural, aggressive	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					Penalty pass situations, forcing to 2 of our suit or suit agreement		
	Support D							
	RDBL of doubled cue = first round control							
OVER OPPONENTS' TAKEOUT DOUBLE	RDBL of doubled NT contract = suggests doubt				t	IMPORTANT NOTES		
System on, RDBL=good hand, next DBL=PEN.								
							PSYCHICS: n/a	

	_	OF	THRU				
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=6-9, no M, INVERTED m, 2 ◆=5+ ♣ 10-12, 2M=6+M 6-8(9), 2NT=10-12, 3 ♣=4-9 3x=Splinter, 3NT=13-15 bal, 4M=To Play 1 ♣: 2 ♣ GF, continuations stopper showing	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 = 10+ Interference:
1 •		4	4 🆍	11+ HCP, 4+◆	INVERTED m, 2♣=4+♣ GF, 3♣=5+♦ 10-12, 2M=6+M 6-8(9), 2NT=10-12, 3♦=4-9 (NV-V), 3x=Splinter, 3NT=13-15, 4M=To Play 1♦: 2♦ GF, continuations stopper showing	1 ♦ -1 ♥ -1 ♠ promises an unbalanced hand	1m (x) 2/3m = 4-9 (subject to distribution and vulnerability)
1♥		5	4 🏠	11+ HCP, 5+♥	1NT=5-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦=5+♦ GF, 2♥=3(4) ♥ 6-9, 2♠=3♥ limit raise, 2NT= GF 4+ raise, 3♣=4♥ 6-9, 3♦=4♥ limit raise, 3♥=4+♥ 0-5 vul dependent, 3♠/4♣/4♦=9-12 splinter in ♠/♣/♦, 3NT=4333 shape 12-15, 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
14		5	4♠	11+ HCP, 5+♠	1NT=5-12 NF, 2♣=2+♣ GF (clubs or BAL), 2 ◆/▼=NAT GF 5+, 2♠=3(4) ♠ 6-9, 3▼=3♠ limit raise, 2NT= GF 4+ raise, 3♣=4♠ 6-9, 3♦=4♠ limit raise, 3♠=4+♠ 0-5 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 > superaccepts 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.	Х	0	4 🖍	GF or 22+BAL	2 ◆=waiting, 2M NAT HHxxx(+), 3m NAT HHxxxx(+)	2♣- 2♦-2♥-2♠ = Kokish: Big balanced hand or H 2♣- 2♦-3♥ = Hearts,2♥-2♠-3♥ = 5+♥ + 4♠	2 . (2y/x) x/xx = ≤5
2 ♦ 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
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, 4NT=QUANT After 4lvl TRF, 4NT=RKCB 2NT-4M-4NT = to play	
3♣/♦		(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	
3NT	Х			1 st /2 nd : Gambling (solid m, little side values)	4♣/5♣= Pass or Correct 4M = to play	HIGH LEVEL BIDDING RKCB 1430, 5N=even KC plus void, 6y = odd KC plus 1 1 step Q ask > bid is Q+K, trump suit = no Q, 5N = Q	
4 ♣/ ♦		7+	X = pens	Preempt		EKCB 0,1,1+Q,2,2+Q RKC interference step responses: P,X,1.,2. 1 st and 2 nd round cues, Last Train, 5N = pick a slam Lightner Doubles; our cue doubled, redouble if usefu Forcing Pass situation > pass and pull	



WBF Standard Card Supplementary Sheet

Note 1: When we double their weak 1NT

(1N)	Χ		equal+ points (14+, bal'ish)
(1N)	X (P)	P 2y	values (7+); now all doubles are penalties crappy hand (worst case 2C = 3+, if 4333, could have higher longer suit)
(1N)	X (XX)	P 2y	values; now all doubles are penalties (if xx puppet to $2C$, $2Y$ = $suit$ constructive) crappy hand (worst case $2C$ = $3+$, if 4333 , could have higher longer suit)
(1N)	X (trf*)	Х	X shows values; sets up penalty doubles
(1N)	X (2L)	X 2y 3y 3y	2L is natural > take out (can't double or pass for values, only instance of t/o) 5+ suit, 4-6ish no jump, constructive 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
			Р	to play
		3*	3 • / ♥	to play
	3у			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

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(2♦) 3♦ stopper ask
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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

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(3y) 3N 4. Stayman
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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.

(14) X (1y) X shows that suit