

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General style = constructive
5+ suit 8+ pts at one-level , 10+pts at 2 level
New suit response NF
Cue bid = 10+ pts support or 13+ pts without support
Jump cue bid Mixed Raise 7-9 pts with 4+ card support
2 Suited O/C (Notes 1 & 2)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct position 15-18 HCP
Responses: Bid as 1NT opening
1NT Live (4 th position) (1C) P (1H) 1NT 16-19 HCP
4 th position = 10-14
Responses : Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-10 HCP with attention to vulnerability, 2NT = Ask
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid = Super Michaels Note 1
Jump cue bid = Stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (Note 5)
Weak 1NT, X= penalties
Woolsey X over Strong 1NT = 10+HCP, and a 6-card m or,
5-card m and 4-card M. 2♣ response -pass or correct.
2♦ response asks for M. 2♥/2♠ NAT NF, 2NT ASK
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O up to 4♥ inclusive , PEN over 4♠
2NT Nat, O/C Nat
4NT over 4♥ = 5/5 minors, 4NT over 4♠ = bid suits upwards (change of suit NF)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural overcalls and jumps
X majors, 1NT/2NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+HCP, interested in PEN, subsequent X = for PEN
3x = fit jump, 4 card support and good second suit (Note 9)
New suit 4+ NAT & F1 unless already PH
Helvic (Note 10) if OPPTS double partner's 1NT opening or overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd & 5th	Low from odd	
NT	2nd / 4th	Low from odd	
Subseq	standard remainder count		
Other: Ace attitude, King for count SCUDA			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+++	AKHx, Ax	
King	AKQx,AKx,KQJx, KQxx,AK	AKQJxx, KQ10x,	
Queen	QJTxx, QJ98	QJTxx, QJ98,	
Jack	JTx, Jx or KJT	JT(x),Jx	
10	T98x, T9x or Tx	0/2 higher honours	
9	9,9x,98x	0/2 higher honours	
Hi-X	Sx	Sx, Sxx	
Lo-X	HxS, HxSx, xxS, xxxxS, HxxxS	HxxS, HxS, xSxx,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse ATT	Standard count	O=ENCRG, E=SP
Suit 2	Count		
3	SP		
1	Reverse ATT	Standard count	O=ENCRG, E=SP
NT 2	Count		
3	SP		
Signals (including Trumps): Discard of "9" in a suit STR ENCRG			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic style, may be light if perfect shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X = 6-8HCP at 1 level, 9+ at 2 level. Supp X up to 2♠			
X of unnatural bid = lead directional			
Lightner X vs slam asks for unexpected lead			
X of 1NT/3NT auction by oppts asks for lead of shorter major			
X of oppts 3NT contract where 3 suits bid asks for lead of dummy's second suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Marie James and Adrienne Purdy
EVENT: WBF January 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4444 14-16 NT and 4 card suits, 2NT rebid 17-18
We may open good 11 counts
With (4441) hands we open 1♦ except 4414 (1♣)
2 over 1 FG 12+ HCP unless responder repeats suit INV
1NT response = NF. Shows 6-11 w/o COMP or not PH
Puppet stayman over 2NT (Note 4)
Transfers over 1NT/2NT opening or overcall
2♠ over 1NT = range enquiry may have clubs
General style = Natural and competitive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong near Game Force – any suit, any shape
2♦ Opening = strong 23+ HCP, Game force - any suit, any shape
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
2NT Opening = 19/20 HCP, balanced/semi-balanced
3NT Opening = Gambling solid minor, pre-empt
Michaels Cue bids (Note 1)
Other 2 suited overcalls (Note 2)
Lebensohl after 2-level overcall of 1NT (Note 3)
4 th suit F1
Fit Jump in competition (Note 9)
Long suit game try F1
SPECIAL FORCING PASS SEQUENCES
over interference of freely bid vulnerable game
IMPORTANT NOTES
Double jump in new suit – Splinter w/o comp, in comp=jump fit
Jump shift response, no comp = <6HCP, 6 card suit
PSYCHICS: Rare

OPENING	TICK IF ARTIF.	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3♠	4+ ♣, 11-19 HCP	Single raise weaker than double raise. Suits NAT & F1, Jump shift 3-5HCP & 6 card suit NF. 1NT = 8-11 HCP, 2NT 12-13, 3NT 14+	1NT = 11-13 HCP (=>XY, Note 14) 2NT = 17-18HCP	
1♦		4	3♠	4+♦, 11-19 HCP	Single raise weaker than double raise. Suits NAT & F1, Jump shift 3-5HCP & 6 card suit NF. 1NT = 8-11 HCP, 2NT 12-13, 3NT 14+	1NT = 11-13 HCP (=>XY, Note 14) 2NT = 17-18HCP	
1♥		4	3♠	4+♥, 11-19 HCP	Suits NAT & F1, 1NT = 6-11 HCP. 2/1 GF unless responder repeats suit INV. Single raise weaker than double raise. Jump shift 3-5HCP & 6 card suit NF. 2NT = 4 card SUPP & 10+ HCP, even in COMP	1NT = 11-13 HCP (=>XY, Note 14) 2NT = 17-18HCP after 1NT RESP, 3♣ GF 6♥ or 5♥ & 4♣ Note 12	Drury Note 7
1♠		4	3♠	4+♠, 11-19 HCP	Suits NAT & F1, 1NT = 6-11 HCP. 2/1 GF unless responder repeats suit INV. Single raise weaker than double raise. Jump shift 3-5HCP & 6 card suit NF. 2NT = 4 card SUPP & 10+ HCP, even in COMP	2NT = 11-13HCP or 17-18 HCP after 1NT RESP, 3♣ GF 6♠ or 5♠ & 4♣ Note 12	Drury Note 7
INT				14-16 HCP, Balanced	Stayman, Red suit transfers, 2♠ = range enquiry, 2NT asks better minor, 3♣ puppet stayman, 3♦ 55 majors, 3M spl both minors see Note 6, 4♣ Gerber, 4♦ TRF to ♥, 4♥ TRF to ♠, 4NT quant	TRF or Super accept TRF with 16 HCP & 4 card SUPP (2NT & retransfer) or 14 HCP and 4 card SUPP (3M).	
2♣	✓		3♠	Artificial strong – near Game Force, 16+HCP, any suit, any shape	2♦ relay with less than 13pts	2NT = 21/22 HCP, continuation as for 2NT opening 2♥/♠ or 3♣/3♦ = 8/9 playing tricks in suit	
2♦	✓		3♠	Artificial strong – Game Force, any suit, any shape	2♥ relay	2NT = all 23+ GF, continuation as for 2NT opening 2♠ or 3♣/3♦/3♥ = 8/9+ playing tricks in relevant suit	
2♥		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2♠		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2NT				19/20 Balanced or semibalanced	Puppet stayman (Note 4), Transfers, 3♠=54(xx), 4♣ Gerber, 4♦ TRF to ♥, 4♥ TRF to ♠, 4NT quant		
3♣		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♦		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♥		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♠		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3NT		7		Gambling – solid minor, no outside Ace	4♣ pass or correct if other suits not covered	HIGH LEVEL BIDDING	
4♣/♦/♥/♠		8		NAMYATS (Note 13)		RKCB: 14,30 for majors and 30,14 for minors KING ASK = specific Kings, Gerber over NT	
5♣/♦/♥/♠		8+		Pre-emptive		Exclusion Blackwood 30,14 (Note 11) Minorwood 14,30 (Note 8)	

Note 1 Michaels cue bid

Show two specific suits, range 7+ pts NV and 9+ pts Vul.
After one level opening by opps the Super Michaels bids are

Cue bid	Higher suits
2NT	Lower suits
unbid lower minor	extreme two suits

(1♣) 2♦ Diamonds + Spades 7-13 HCP with 14+ bid 1♠
 (1♦) 3♣ Clubs + Spades 7-13 HCP with 14+ bid 1♠
 (1♥) 3♣ Clubs + Spades 7-13 HCP with 14+ bid 1♠
 (1♠) 3♣ Clubs + Hearts 7-13 HCP with 14+ bid 2♥

Note 2 Other 2 suited overcalls

(1X) - P - (1Y) - 2X = 6+ of the lower unbid suit and 4+ of the other unbid suit whereas 2Y = 6+ of the higher unbid suit and 4+ of the lower unbid suit.

Overcaller in 4th seat will have 8+ HCP with points in the relevant suits.

(1♣/♦/♥)-2NT = 5+/5+ in the 2 lower unbid suits

(1X)-P-(1Y)-2NT = 5+/5+ in the unbid suits

Note 3 Lebensohl

2NT after an overcall over a 1NT opening forces 3♣ by opener. Responder may now pass or make a minimum bid in a suit, NF

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

SADS where interference names a major (including major/minor two-suited)

1NT-(2M)

3M – GF, stopper in M

X – 9+HCP, no clear bid

1NT-(2M)-2NT-(p)-3♣-(p)

3M = GF, 4oM, no stopper in M

3NT = game values, no stopper in M, < 4oM

Note 4 Puppet stayman over a 2NT opening/rebid

3♣ = asks for a 4 or 5 card major, opener bids

3M if 5,

3♦ confirming a 4 card major

responder bids the major they do not have
or 4♦ with both, opener to choose game.

3NT showing neither 4 nor 5 card major

Note 5 Multi Landy (vs No Trump)

2♣ shows at least 4 cards in each major suit with 10+HCP and points in the major suits. 2♦ response F1 = relay to better major. 2♥/♠ response = NF

2♦ shows a single suited 6+ card major,

2♥ = complete relay (for P/C or raise);

2NT = strong enquiry, responses

3♣ = good hand with ♥

3♦ = good hand with ♠

3♥/♠ minimum hands & natural

2♥ shows 5+♥ and 4+ in a minor, 2NT = F1, minor ask

2♠ shows 5+♠ and 4+ in a minor, 2NT = F1, minor ask

Note 6 1NT System

1NT 2♣ Stayman

1NT 2♦/2♥ Transfer

1NT 2♠ Clubs or Balanced (9-10HCP).

Opener continues by showing range:

2NT with min responder can then

Pass bal INV hand play 2NT

3♣ to play 6+♣

3X GF splinter with 6+♣

3NT to play

3♣ with max

Pass To Play 6+ ♣

3X GF splinter with 6+♣

3NT to play

4♣ Minorwood with 6+♣

4X Void exclusion RKC with 6+♣

1NT 2NT any strength with 6♦+ or both minors 5/5,

Opener show their longer minor (bid 3♦ with equal length)

3♣ continuations:

Pass responder is weak with both minors

3♦ to play, resp has 6+♦ weak

3M GF splinter with 6+♦

3NT to play

4♣ Minorwood with 5+5+ minors

4♦ Minorwood with 6+♦

4M void exclusion RKC with 6+♦

3♦ continuations:

Pass resp is weak with 6+♦ or both minors

3M GF splinter with 6+♦

3NT to play

4♣ GF splinter with 6+♦

4♦ RKC ♦ with 6+♦ or 5+5+ minors

4M void exclusion RKC with 6+♦

1NT 3♣ **GF Puppet Stayman low info ask for 5CM**
(With both majors bid 2♣ Stayman)

3♦ no 5CM says nothing about 4CM

3♥ denies 4♥ and shows 4♠

3♠ denies 4♠ and shows 4♥

3NT to play (no interest in 44 major fit)

1NT 3♦ **Both majors** 5+5+ INV+

1NT 3♥/♠ **GF Splinter** with both minors 5/4

1NT 4♣ **Gerber**

1NT 4♦ **TRF** 4♥ then 4NT RKC, new suit exclusion

1NT 4♥ **TRF** 4♠ then 4NT RKC, new suit exclusion

1NT 4NT **INV**

Note 7 Drury

After an opening bid of one in a major in third seat, NV the partner's 2♣ shows 9/11 HCP and 3+ card support.

Subsequent bids:

- 2♦ from opener shows full opening values
- 2♥/♠ = 8 to a bad 12 HCP i.e. no game interest
- 2♥ (after a 1♠ opening bid & 2♣ response) is weakish showing 5♠ & 4♥.
- 2NT = GF.

Note 8 Minorwood

Minor suit fit or implied fit 4♣/4♦ asks for key cards unless in competition or after a major suit fit is found.

Responses 14/30: then

Q ask = cheapest bid available

K ask = +1 (if m is ♣, 5♦ asks for K, if ♦, 5♥ asks)

Response: specific King

5NT is an unshowable King

6♣/♦ = no King

In all auctions a bid of 4NT or 5♣/♦ by initiator is to play.

Note 9 Fit Jump

In competition (including X by oppts) a jump response in a new suit = 4+ cards in new suit (2,3 honours) & 4+ card support for partner

3 level = 7-10 HCP, 4 level = 9-13 HCP

Fit jump in M in support of m = 5 card M

Note 10 Helvic

Applies when opponents double our 1NT for penalties, does not apply over conventional doubles.

1NT-(X)- 2♣ = 4+♣ & 4+♦, equal length

2♦ = 4+♦ & 4+♥, equal length

2♥ = 4+♥ & 4+♠, equal length

2♠ = 4+♠ & 4+♣, equal length

XX = Promises a 5+ card suit

opener bids 2♣, P/C

Pass = Forces opener to XX.

Responder can Pass (8+HCP) or bid

2♣ = 4♣ & 4♥

2♦ = 4♦ & 4♠

Note 11 Exclusion Blackwood

Exclusion Blackwood asks for key cards except in the named suit - an impossible jump over your partner's last bid, bypasses the level of game. Responses are 30/14 in suits bid upwards from the void suit.

Note 12 1M 1NT 3♣/3♥

1♠ – 1NT

3♣ GF, either 6+♠ or 5♠ 4♥ or 5♠ 4+♣

3♦ asks which

3♥ 5♠ 4♥

3♠ 6+♠ one suited game force

3NT 5♠ 4+♣

3♥ 5+♥, no interest in ♠, marginal in ♣

3♠ three-card limit raise in ♠

3NT <4♥s, bits and pieces everywhere

4♠ weak ♠ raise

3♥ 5♠ & 5♥ GF

1♥ – 1NT

3♣ GF, either 6+♥ or 5♥ 4♣ or 5♥ 5+♣

3♦ asks which

3♥ 6+♥ one suited game force

3♠ ♠ splinter, 5♥ 5♣+

3NT 5♥ 4+♣

Note 13 NAMYATS

4♣/4♦ shows strong opening of 4♥/4♠ respectively; 8+cards, excellent suit, 12-15HCP. Responses:

4♥/4♠ signoff

4NT RKCB in ♥/♠, 5x Exclusion

4♥/4♠ weak opening of 4♥/4♠ – 8+ cards, 6-11HCP

Responses:

4NT RKCB 1430, 5x Exclusion

Note 14 XY after 1NT rebid (two way checkback)

After 1x-1♠-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV, 5+♠, 4+♥

2♠ INV, 5+♠ (5+), 3-♥

2NT INV Bal

3♣ INV 5+♣

3♠ INV 6♣

3NT 5♠, balanced, game choice

2♦ GF enquiry, asks opener's shape

2♥ 4♥, may have 3♠

2♠ 3♠, no 4♥

2NT balanced, no 4♥/3♠/good 5m

3♣/♦ Good five card minor

2♥ 5+♠ 4+♥ NF

2♠ 5+♠ NF

2NT Transfer to 3♣ may be signoff or natural GF if responder continues over 3♣

3♣/♦ Good Two-Suiter, 5♠+, 5♣/♦+, 6- losers, GF

3♥ 5+♠ 5+♥ GF

3♠ 6+♠ GF, slam try, asks cue bids if suitable 3NT to play

After 1x-1♥-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV, 5+♥, 3-♠

2♠ INV, 5+♥, 4♠

2NT INV Bal

3♣ INV, 5+♣

2♦ GF enquiry asks opener's shape

2♥ 3♥, no 4♠

2♠ 4♠, 3♥ possible

2NT balanced, no 4♠/3♥

3♣/♦ Good five card minor

2♥-3NT as for 1x-1♠-1NT (suit adjusted)