

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level – usually 5 card suit – 8+
2 level – 12+
Re-opening 1NT 10-14
Re-opening suit – normally 6
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 -system on
Re-opening 10-14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Unusual NT – lwr 2 unbid suits
Reopen: 11-15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = top suit and another
Response; 2NT strong enquiry, Suit bid – pass/correct
Cue of opener's suit asks for doubler to describe their hand
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C – 6D or 5/5 h/s. 2D – 6H or 5/5/s/c. 2S – 6c or 5/5 d/h
2NT 5/5 non-touching suits. X same max. points as opps
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Weak 2's – Lebensohl – X 16+
NT 15-18. Or 3NT 19+
Cue bid – top suit and another
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C: 2C – 6D or 5/5 h/s. 2D – 6H or 5/5/s/c. 2S – 6c or 5/5 d/h
2NT 5/5 non-touching suits.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> highest	Top of Doubleton; 3 <sup>rd</sup> /4 <sup>th</sup> highest	
NT	4 <sup>th</sup> highest		
Subseq			
Other: A/Q for attitude K for count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Att	
King	Count	Count	
Queen	Att or seq	Att or seq	
Jack	Seq	Seq	
10	Seq	Seq	
9			
Hi-X	Doubleton	Partner's suit	
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	Odds & evens
Suit 2			
3			
1			
NT 2	Att	Count	Odds & evens
3			
Signals (including Trumps): Low enc, McKenny if single/void in dummy			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Usually shortage in opps suit & 11+ or 16+ any			
Response: min 0-7: jump 8-11; other stronger			
Cue of opener's suit asks for doubler to describe their hand			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
X of 4S and higher is penalty			
4NT over 4 pre-empt = 2 places to play			
X over 4C/4D/4H = 3 places to play			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Australia</b>
<b>PLAYERS: Maryanne Bird / Lisa Yoffa</b>
EVENT 1 <sup>st</sup> WBF Online Women teams 3-5 Jan 2025
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Standard with transfers over 1C
Open most 11 counts
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfers over 1C
2D= weak 2 in major
2C in response to our 1NT rebid forces 2D which may be passed
1S in response to our 1C opening promises either a weak NT or a GF with diamonds or a weak hand with diamonds
2H = 5 H & 5 of another suit less than an opening hand
2S – 5S & 5 of a minor less than an opening hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: – Not used</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	1	4H	11+	1D/1H TRANSFER 1S Transfer to NT or weak/strong with D	Accept suit transfer with 3; Other Nat 1NT 11-12:m: 1S – 4 spades	Same
1♦		5	4H	11+	2D game force; 1NT 6-9pts.; 3D 0-5pts 3+D; jump raises in another suit are splinters; Other Natural		
1♥		5	4H	11+	2NT 10-12 or 16+pts 3+H. 3NT 13-15 pts 3+H Jump in other suit splinter.		
1♠		5	4H	11+	2NT 10-12 or 16+pts 3+S. 3NT 13-15 pts 3+S Jump in other suit splinter		
INT				15-17 Bal may have 5Cd M	2C asks for a 5 card major: Transfers:	2 level bids by responder invite	X = t/o & Lebensohl
						3 level bids GF	
2♣	GF	0		23+ or shape. If opener's rebid is 2NT 23-24pts responder may pass.	2D- 5-8 waiting or 9+; 2H 0-4; 2S 5-8 5+S; 2NT bal 5-8 ; 3C 5-8 5+C; 3D 5-8 5+D		
2♦	x	0		Weak 2 in M	2H, pass/correct; 2S pass/correct. 3H 3 of each major; 3NT 4 of each major; 3C & 3D to play. 2NT forcing Enquiry	3C/3D strong in H/S; 3H/3S weak in H/S	
2♥		5		5H & 5 another <11	2NT forcing enquiry; 2S pass/correct; 3C, 3D, 3H, 3NT, 4H to play		
2♠		5		5S & 5 of a minor <11	2NT forcing enquiry; 3C pass or correct; 3D, 3H, 3S, 3NT, 4S to play		
2NT				20-22 Bal may have 5 Cd major	3C asks for a 5card major Transfer; 3NT to play	3D may have a 4 card major; 3NT no 5 or 4 card Major	
3♣		6		Pre-empt	Natural		
3♦		6		Pre-empt	Natural		
3♥		7		Pre-empt	Natural		
3♠		7		Pre-empt	Natural		
3NT	x			6/5 majors; 8-13 pts	4H, 4S ; 4C, 4D keycard ask		
4♣	x			6/5 in black suits 8-13pts	Choose best suit; 4D keycard ask in clubs; 4H keycard ask Spades		
4♦	x			6/5 in red suits 8-13 pts	Choose best suit; 4S keycard ask Diamonds; 4NT keycard ask Hearts		
4♥				Pre-empt			
4♠				Pre-empt			
4NT							
5♣				Pre-empt		HIGH LEVEL BIDDING	
5♦				Pre-empt			
5♥				Pre-empt			
5♠				Pre-empt			