

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – usually 5 card suit – 8+
2 level - 11+
Re-opening 1NT 11 – 14
Re-opening Suit – normally 5 but might be weakish
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15- 18; system on
Re-opening 11 – 14; system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV, Intermediate (good 11-15) V
UNNT – lwr 2 unbid suits
Reopen: 11 - 15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Top suit & Another
2NT – strong enquiry
Suit bid – pass/correct
Jump cue – stop ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Bid = Suit above (6-card) or other 2 suits; NT = C&H or D&S
X = top of NT Range;
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = 16 +
NT = 15 - 18
Cue bid = Top suit & Another weak or strong, not intermediate
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Bid = suit above (6 card) or other 2 suits. NT = C&H or D&S
X = suit above or other two suits.
OVER OPPONENTS' TAKEOUT DOUBLE
System on. Redbl = 10+ interest in penalising.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Overlead; 2 nd & 4 th	Same	
NT	Overlead; 2 nd & 4 th		
Subseq			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Ask for unblock (or count)	
Queen	Attitude	Attitude	
Jack	Count	Count	
10	10, 10x or HH10	10, 10x or HH10	
9	9, 9x, 109x 109xx or H109	9, 9x, 109x 109xx or H109	
Hi-X	Doubleton	Not used	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att and/or Count	Count	Low Enc
Suit 2			
3			
1			
NT 2	Att and/or count	Count	Low Enc
3			
Signals (including Trumps): Low Enc; McKenny if Single/Void in dummy			
Low encourage – Some suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually shortage in opps suits & 11+			
Response – min 0 – 7; Jump 8 – 11; cue stronger			
Cue of opener's suit asks for doubler to describe their hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DBL of 4S and higher is penalty; 4NT is takeout			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Australia
PLAYERS: Kim Frazer Kitty Muntz
EVENT (Open/Women/Senior/Transnational)
WBF Women's online teams 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard with Transfers over 1C opening
Open most 11 counts
RKCB = 1430 2+Q; 2noQ
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers over 1C
2D = weak 2 in H or S (usually 6 card suit)
2C in response to our 1NT opening is a relay to 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
RRKCB Range Keycard – Forcing enquiry. Step minimum hand; other 1430 2w/o 2w
Defense over opponent's strong openings – 2c; 1c (strong); 1NT; 2NT, etc; A bid shows the next suit or the two other suits;
SPECIAL FORCING PASS SEQUENCES
If we are in a Game Force – Pass is forcing & Double is penalty
IMPORTANT NOTES
PSYCHICS: Not used

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4H	11+	1D/1H Transfer	Accept suit transfer 3; Other Nat 1NT 11 – 12 inv	Same
					1S Transfer to NT or weak/strong with D	Bid 1NT with weak NT hand or bid own suit.	
1♦		4	4H	11+	2D GF 4+D; 3C 10-12 with D; 2NT=16+ 4+D no M; other natural		
					2NT = Game force with 4 card support	3C any min	
1♥		5	4H	11+	3C = 4 card support & 6-9		
					3D = 4 card support & 10 - 12		
1♠		5	4H	11+	3NT = 3 card support 13 – 15 balanced		
INT				15=17 Bal may have 5cd M	2C Forces 2D; Transfers; 2NT forces 3C after which suit bid shows singleton in suit above	2 level bids by responder invite	X = t/o & Lebensohl
					3D/H/S Range RKCB		
					4C/4D transfers to 4H/4S. 4H/4S natural.		
2♣	GF	0		4 loser or better; 21+ unbal 23+bal	2D 0-7 or waiting; 2M 8+ pts at least 1K; Kokish relays	Natural, Puppet over 2NT rebid by opening.	
					2NT 8+bal; no 5cd M	3C is Baron	
					3m 6cd suit at least KT+; 3M one-loser suit		
2♦	x	0		Weak 2 in M (usually 6 card)	2H/2S – pass/correct; 2NT – strong enquiry	3m/3M response to NT good/bad weak 2	
					2NT – Forcing enq	3C/3D weak in H/S 3H/3S stronger in H/S	
2♥		5		5H & 5 another <11	2NT – Forcing enq. 3C/3D pass/correct		
2♠		5		5S & 5 minor <11	2NT – Forcing enq. 3C pass correct; 3D to play. 3H NF; 3S to play		
2NT	20-22			May have 5cM	3C asks for 5c major, 3D/H transfers, 3S=5S and 4H,	After 2NT-3C-3any; 4C is Minor suit stayman	
3♣		6		Pre-empt			
3♦		6		Pre-empt			
3♥		6		Pre-empt			
3♠		6		Pre-empt			
3NT	x			Gambling in any suit	Suit bid correctable; 4NT simple Blackwood		
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT	x			2 - suiter	Pass/correct		
5♣				Pre-empt			
5♦				Pre-empt			
5♥				Pre-empt			
5♠				Pre-empt			
HIGH LEVEL BIDDING							