

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level – usually 5 card suit – 8+
2 level - 11- 15 HCP
Re-opening INT 10 – 14
Re-opening Suit – normally 5 but might be weakish
<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>
Less than opening 6+ Suit. Raise=9 loser Cue raise=7/8loser
UNNT – 1wr 2 unbid suits-5/5; Strong or weak;
Reopen: 6 card suit 13 - 15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue = 7/8 losers
Jump cue – 6 losers or better
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C = 5/4 Majors
2D = 6 card Major
2H/S = 5/5 M & minor
2NT = 5/5 minors
X over strong 1nt- 4M/5m X Over weak NT=15+hcp
Re-opening – as above
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = 16 + Cue bids=bid NT with stopper. NT bid to play
NT = 15- 18HCP
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NT for Majors X for minors
Other bids natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble 10+HCP w/o support
Then: raise/cue raise/jump cue raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	MUD & 4 <sup>th</sup>	Low from Hxx if unsupported	
NT	Same		
Subseq			
Other:If suit supported, May lead H from Hxx if deemed advantageous			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count or partner's suit	
Queen	<b>QJ</b> or <b>Qx</b>	<b>QJ</b> or <b>Qx</b>	
Jack	<b>J109</b> or <b>Jx</b>	<b>HJ10</b> or <b>J109</b>	
10	<b>1098</b> or <b>10x</b>	<b>H109</b> or <b>1098x</b>	
9	<b>9x</b> or <b>987x</b>	<b>987</b>	
Hi-X	Doubleton	Not used	
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Low Encourage
Suit 2			
3			
1			
NT 2	Attitude	Count	Low Encourage
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 suits & 11+ or 16+ w/o stopper			
Response – min 0 – 7; Jump 8 – 11; other bids stronger			
Cue of opener's suit asks for doubler to describe their hand			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
DBL of 4S and higher is penalty oriented; 4NT Takeout			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Australia</b>
<b>PLAYERS: Maggie Klassen; Belinda Lindsay</b>
EVENT (Open/Women/Senior/Transnational)
WBF Women's online teams 2025
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1
Open most 11 HCP with rebid
Opening 2 D 2-7 HCP nv/ 4-7 vul and 6M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = weak 2 in H or S (usually 6 card suit)
<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	2	4H	11+	4card Major. NT, inverted minors 2L bids=gf	2-way checkback	~Raise suit; cue-raises NT
1♦		4	4H	11+	As Above	As Above	As Above
					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	Stayman, smolen, garbage, puppet,	2 level bids by responder invite	Lebensohl. X, Penalty X 2level bids=nf. 3level bids gf
					4-way Transfers	Support minor transfer with Hxx	
2♣	x	0		Game force /less than 4 losers	2D 0-7 or waiting; Suits=5+ & 1.5 Quick tricks	Kokish, NT, bid own suit.	Pass over o/c <1.5QT.
2♦	x	0		2-7HCP in M (usually 6 card)	2H/2S; 3m NF	Pass/correct	
					2NT – Forcing enq	3C/3D strong in H/S; 3H/3S weak in H/S	
2♥		6		8-11 HCP	Raise, Jump raise=pre-emp. 2NT asks for shortage		Raise NF
2♠		5		8-11 HCP	Raise, Jump raise=pre-emp. 2NT asks for shortage		Raise NF
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		<opening	New suit forcing for 1 rd		
3♦		6		<opening	New suit forcing for 1 rd		
3♥		7		<opening	New suit forcing for 1 rd		
3♠		7		<opening	New suit forcing for 1 rd		
3NT	x			Gambling in a minor	4C – Correctable. 4M to play		
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT	x	5/5		2 – suiter (minor oriented)	5c to play; 5D to play		
5♣				Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦				Pre-empt			
5♥				Pre-empt			
5♠				Pre-empt			