

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Suit overcalls competitive, new suit F1,
Suit jump =weak,
Cue raises
2level new suits=constructive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 overcall, semi-flat
With system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls
Cue raises
2nt=lowest unbid suits
Reopen: intermediate (10-13ish)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels=(1m)-2m=♥+♠, (1M)-2M= other M and a minor
VS. NT (vs. Strong/Weak; Reopening; PH)
X= penalty
2C= both majors
2D= single suited major
2H= 5+♥ and 4+ minor
2S= 5+♠ and 4+ minor
2NT= both minors, 3 level are pre-emptive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X= takeout, non-leaping Michaels, Lebensohl, over NT same system as 2N opening
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= majors, NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
1x, (DBL)= system on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Overlead,		
NT	4 th , 2 nd from 4 small	Hx, xxX, HxX, Xx, 4 th	
Subseq	Overlead		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A=attitude	A=attitude	
King	K= count	K=count	
Queen	QJ, QJ(x+), AQJ(x+)	QJ, QJ(x+), AQJ(x+)	
Jack	JT(x+), KJT(x+), AJT(+x)	JT(x+), KJT(x+), AJT(+x)	
10	T9(x+), KT9(x+), AT9(+x), QT9(x+)	T9(x+), HT9(x+)	
9	98	98	
Hi-X	Sx, HxSx,	xSx, Sx	
Lo-X	HxS, xxxxS, hxxxS, xxS	HxxSx, xSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude (unless K)	Reverse count	Suit Preference
Suit 2	Reverse count	Suit preference	Reverse count
3	Suit preference		
1	As above	As above	As above
NT 2	As above	As above	
3	As above		
Signals (including Trumps):			
Attitude=low encourage, Count=reverse(Hi/Lo=odd),			
Discard suit preference = low encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Maybe light			
Responsive doubles/redoubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Australia
PLAYERS: Jane Reynolds, Renee Cooper
EVENT: 2024 World Bridge Games, Women's Teams
SYSTEM SUMMARY
2/1, with transfers over 1C
5-card Majors
With semi-forcing 1NT over major bids
Semi-forcing 1NT over 1H/1S
Weak 2H/2S
2D = 6-10 HCP, 6 ♦
2H = 6-10 HCP, 6 ♥
2S = 6-10 HCP, 6 ♠
1NT=(14)15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers over 1C
Weak 2♠/♥/♦
1Major-1NT - Gazzilli [2], also over 1♥- 1♠
Bergen raises[3]
Weak jump major response to 1D
3 way checkback over all 1X,1Y,1Z auctions
1H/S -2C= may be a limit raise (3M and 10/11) or GF nat/semi-nat, or GF 3M raise [9]
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		2+	2+♣, 11+HCP
1♦		4+	4+♦ (4441), or 5+, 11+HCP	-inverted minor, 3H/S/4C=♦ and splinter 2H/S= (0)not vul 3-7 6 card suit, 3C= 6-9HCP 5+♦	1D-2D= [1]	Same as above	
1♥		5+	5+♥, 11+HCP	1S=natural, 1NT semi forcing, 2C= artificial; 2D= nat GF, 2♠= weak nat 2JS= splinters, bergen raises[3], 2NT= GF in ♥, 3NT=(12-15)HCP 3♥	raise=long suit trial,2NT= [1] Not raise =natural, 1NT= Gazzilli [2]	2NT no longer GF, now (10) 11HCP not fit and not 4+♠	
1♠		5+	5+♠, 11+HCP	1NT semi forcing, 2C=artificial, 2D/H= natural GF, 2JS= splinters, bergen raises[3], 2NT= GF in ♠, 3NT=(12-15)HCP 3♠	raise=long suit trial,2NT= [1] Not raise =natural, 1NT= Gazzilli [2]	2NT no longer GF, now (10) 11HCP no fit and not 5♥	
1NT		Bal	(14) 15-17HCP BAL	2C=Stayman(1 or both majors), 2D/H/S/NT= transfer, 3D=both minors 3C= muppet, 3H=31(45),3S=13(45), 4C/D=transfer, 4H/S= natural	After 2C [4],transfers major [5] Transfer minor[6], puppet Stayman[7]	Leb, over interference	
2♣	Y	0	22+BAL or any GF	2D= waiting, 2H/S=natural	After 2D= Kokish relay to show 24+ Over 2NT= Muppet		
2♦		6	6-10 HCP, 6♦	2H/2S/3C= natural and forcing 1 round 2NT=inquiry shortage			
2♥		6	6-10 HCP, 6♥	2S/3C/3D= natural and forcing 1 round 2NT=inquiry shortage			
2♠		6	6-10 HCP, 6♠	3C/3D/3H= natural and forcing 1 round 2NT=inquiry shortage			
2NT		BAL	20-21BAL	3C= Muppet Stayman[7], 3D = transfer to hearts, 3H = transfer to spades 3S = minors, 4C= Texas ♥, 4D= Texas ♠, 4H= transfer ♣, 4S=transfer♦			
3♣		6	Pre-empt				
3♦		6	Pre-empt				
3♥		7	Pre-empt				
3♠		7	Pre-empt				
3NT	Y		Gambling, solid minor				
4♣		8	Pre-empt				
4♦		8	Pre-empt				
4♥		8	Pre-empt				
4♠		8	Pre-empt				
4NT			Extreme minors				
5♣/♦			To play		HIGH LEVEL BIDDING		
5♥/♠			Exclusion blackwood		Cue 1 st /2 nd Optional KCard in minor KCard 14/30 Exclusion KCard, where obvious		

Step = min
Step= ask shortage
Answer is none, low, middle, high
*for inverted minors, 2NT and 3minor are
NF and natural by both sides

Step +1= extra no shortage
Step+2=extra, splinter low
Step+3=extra, splinter middle
Step +4= extra, splinter high

Example

1D-2D
2H= MIN
2S= what shortage
2N/3C/3D/3H=none, Low, Middle, High
2NT/3C = to play
2S= Extra no shortage
2NT= Extra splinter Low
3C = Extra splinter medium
3D= Extra splinter High
3NT=Good weak NT (for minor raise only)
For 1H -2NT also add
4C= 5-5 with source of tricks
4D=5-5 with source of tricks
4H= 5-5 with source of tricks in S
For 1S-2NT change
4H= 5-5 with source of tricks in H

Gazzilli [2]

1H- 1NT = 6-11HCP, no 4+♠
Then Gazzilli
2C= invite (16-18) or 2H rebid
2D= 8+ any
2H= rebid
Anything else is natural GF
2H= <8 preference
2S= doesn't exist
2NT= <8 minors
3 minor= <8 natural 6 card suit
2D = <16 with 4+♦
2H= <16 with 4+♣
2S= weak 10-13 6+♥, 5+♠
2NT= GF not 5/5
3C/3D= GF, 5/5
3H=GF, 6+♥
3S=GF, 5♠/6+♥

1S- 1NT is similar

Then Gazzilli
2C= invite (16-18) or 2S rebid
2D= 8+ any
2S= rebid
Anything else is natural

2H= <8 5/6 ♥, (based on whether passed or
not)
2S= <8 preference (not 2H or 2nt)
2NT/3 minor= same as over 1H
2D = <16 with 4+♦
2H= 5/4
2S= <16 with 4+♣
2NT/3C/3D= same as over 1H
3H=GF, 5/5
3S=GF, 6

Bergen Raises [3]

After 1H opening
2H = 6-9 HCP, 3♥ card support
3C = 6-9 HCP, 4+♥ card support
3D = 10-11(12) HCP, 4+♥ card support
3H = pre-empt

After 1S opening

2S = 6-9HCP, 3♠ card support
3C = 6-9HCP, 4+♠ card support
3D = 10-11(12) HCP, 4+♠ card support
3H = splinter
3S = pre-empt

Stayman 2C [4],

2C = Stayman
2D =no 4+ Major
2H= garbage pick
2S= invite, 5♠ and 4+♥
2NT= invitational
3C= forcing, 6+♣ and 4 major
3D= forcing, 6+♦ and 4 major
3H= 5♠ 4♥ (any minor distortion)
3S= 4♠ 5♥ (any minor distortion)
3NT= to play

2H = 4+♥

2S = SLAM interest in ♥
2NT= invite
3C = forcing, 6(5)+♣ and 4♠
3D = forcing, 6(5)+♦ and 4♠
3H = invite
3S/4C/4D =splinter agree ♥

2S = +♠

2NT= invite
3C = forcing, 6(5)+♣ and 4♥
3D = forcing, 6(5)+♦ and 4♥
3H= slam interest in ♠
3S = invite
4C/4D/4H =splinter agree ♠

After transfers major [5]

2Major = 2-3
2NT= 4+ and max
3S= 4+ and min

Transfer minor [6],

step = 3 with 2 honours (HHx) or 4 without, max
accept transfer= not step response

Muppet Stayman[7]

3C =Muppet Stayman

3D = no 5 Major, but has 4 Major

3H= shows 4♠

3S= spades is our fit

3S = shows 4♥

3NT= to play

4C= slam interest both

4D= Kcard ♥

4H= play

4S= play

4NT= Kcard ♠

4D= no slam interest and both

3H = no 4 or 5 card major

3S = 5+ spades

3NT=5+ hearts

1M- 2C[8]= may be a limit raise (3M and 10/11) or Gf
nat/semi-nat, or GF 3M raise

1H-2C-2D=will accept a limit in H, GF

1H-2C-2H= not GF if limit (can be passed)

1S-2C-2D=will accept a limit raise

1S-2C-2H= 5+♠ and 4+♥ any strength

1S-2C-2S= denies 4+♥ and can be passed