

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
5-15Pts usually a 5+ Card Suit. Overcalls on the 2 Level = 10+ Pts 5+ Card suit.
Single & Jump RAISE=non-forcing suit agreement.
Response of a New suit=Forcing for 1 Round.
Response of a Cue bid asks overcaller how good their suit is. Bad overcall bids same suit again. Good overcall bids another suit or NT.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 Pts.
Stayman & Transfers apply.
2♠ = Point Count Enquiry or transfer to minor - 2NT minimum, 3♣ = Maximum(17-18pts)
If Opposition bid over 1NT then X is penalties.
LEBENSÖHL.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Jump Level = Weak 6 Card Suit
2 Jump Level = Weak 7+ Card Suit
2NT= 5/ 5 in two suits of the same rank
Reopen: Cue bid of opposition suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue bid = 5+/4+ same Colour
2NT = 5+/4+ same rank
3C = 5+/4+ odd suits
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+ Points /Responder (stayman & transfers apply)
2♣ = 10-14Pts 4+/4+ Majors
2♦ = 10-14 Natural Diamonds
2♥ = 10-14 Pts 5+ ♥
2♠ = 10-14 Pts 5+ ♠
2NT = Both Minors ♣+♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout
(3m)-Cue bid = Ask to bid best Major.
(3M)-4M(same)=Ask for best minor
OVER 3 level Pre-empt - 3NT = To Play 4NT = Ace Asking
OVER 4♣,4♦,4♥ / x= Takeout. Over 4♠, x=Bal Hand & Points, 4NT = 2 suited takeout.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors. NT = Minors
Jump Bids = Weak (Pre=emptive)
OVER OPPONENTS' TAKEOUT DOUBLE
FIT JUMPS: Non forcing.
New suit = Forcing for one round
RDBL= 8+ Pts

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude (Small Encouraging),	Top of Partner suit or small from honour	
NT	Attitude (Small Encouraging)	Same as above	
Subseq	Attitude (Small Encouraging)	Reverse Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKJ10(+),AKx(+),Ax(+)	AK,	
King	AK,AKJ10(+),KQ,KQ(J/10)x(+), KQ109(+),KQJ(+), KQx(+), Kx	AKJ10(+),KQ,KQ(J/10)x(+), KQ109(+),KQJ(+),Kx	
Queen	QJx(+), QJ, Qx	AQJx(+),QJx(+), Qx	
Jack	J10, J10x(+), KJ10x(+), Jx	J10x(+), KJ10x(+), Jx	
10	109, 109x(+),H109x(+), 10x	109, 109x(+), H109x(+), 10x	
9	9x,9xx,9xxx	9x, 9xx, H98x(+)	
Hi-X	Sx, xSx, xSxx	HxS, HxxS, HxxxS, Sx,xSxx	
Lo-X	Sx,	HxS,HxxS,HxxxS,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo=Even	Hi/lo=Even	Reverse Attitude
Suit 2	See below	See below	Count (Hi/Low=even)
3	See below	See below	
1	Hi/lo=Even	Hi/lo=Even	Suit we do not want or can afford to throw
NT 2	See below	See below	Hi/lo=Even
3	See below	See below	
Signals (including Trumps):			
Lead of an Ace/Queen = ask for attitude (small is encouraging).			
Lead of a King/Jack = asks for Count & to unblock suit in NT.			
Suit Preference – if singleton in dummy, eg high card = higher of the other suits			
If Count already known in suit then reverse attitude is given.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = May be light (9+) with suitable shape or offshape if 15+			
Responses to X of the one level = Single Response 0-7 Pts			
= Jump Response 8-10 Pts			
= Cue Bid 11+ Points (unless already passed)			
Responses to X at 2 level & Higher = Lebensohl responses			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Womens
NCBO: New Zealand
PLAYERS: Jenna & Christine Gibbons
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣, 15+ Pts or 5 loser hand
4 Card Majors - Could be canape to a minor
14-17 1NT
2♣= 10-14 pts 5+♣, no 4 card ♥ or ♠
2♦= Weak 6 card Major option only
2NT = Weak Both ♣&♦
3 Level Openers = Transfer Pre-empts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
See above
2♥ = 10-14 points 5 ♥ + 4 minor
2♠ = 10-14 points 5 ♠ + 4 minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Play lebensohl bids after we open and opposition overcalls 1NT or a 2 level bid.
May pass occasionally flat 12 point hands.
PSYCHICS: Occasionally

OPENING BID	ARTIFICIAL	MIN # OF CARDS	NEGATIVE DOUBLE THRU TO:	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0		15+ Unbalanced (or 5 loser hand) or 18+ Balanced	1♦ = 0-9 Points (negative) 1♥/1♠/2♣/2♦ = 5+ Suit & 10+ points 1NT=10+points & Balanced (no 5 Card Major)	{Note 1} Natural. Suit agreement starts cue bidding- NT = A, K or Q of Trumps Stayman & Transfers. 2♠ = Point Count Enquiry. 2NT = ♣ & ♦	
					2♥/2♠/3♣/3♦ = 10+ Points & Singleton in suit Bid	Suit bid = agreement in suit. If game not bid cue bidding starts	
1♦	No	4	2♠	10-14 Pts, 4+♦ usually 5+. No 4Card♥or♠	{Note 2}		
1♥	No	4	2♠	10-14 Pts, May have longer minor	{Note 3}	{Note 7}	
1♠	No	4	2♠	10-14 Pts, May have longer minor	{Note 4}	{Note 7}	
INT	No			14-17 HCP	Stayman & Transfers, 2♠ = Pt count enquiry or transfer to a minor. 2NT=♣ & ♦. 3 Level bids = slam interest in suit bid - Starts cue bidding.		
2♣	No	5		10-14 Pts 5+♣. No 4 Card Major	2♦=Ask for Major Holds, forcing, 2♥/♠=5+&Forc,3♥/♠=6+ &Invit Note {5}, 3♦ = Slam interest in clubs	After 2♦, 2♥/2♠ = A or K. 2NT = Both suits held. 3♣ = no holds.	
2♦	Yes	0		0-9 Pts & six Card Major Suit	2♥=P/C. 2♠=Pass or INV in ♥. 2NT=16+Pts. 3♥/3♠/4♥/= Pass or correct	Over 2NT, 3♣ 6-9pts no singleton or void, 3♦= 6♥ 0-6pts. 3♥ = 6♠ 0-6pts, 3♠ = 6♥ 6-9pts & shortage, 3NT= 6♠ 6-9pts & shortage	
2♥	No	5		10-14 Pts. 5♥ & 4+ minor	2♠=5+♠ & Forc,2NT=Natural,3♣=P/C,3♦=forcing minor ask,3♠ Slam Int in ♠, 3NT to play, 4♦ Slam Int in ♦	Over 3♦, 3♥ = ♣, 3♠ = ♦ min 3NT = ♦ max	
2♠	No	5		10-14 Pts. 5♠ & 4+ minor	2NT = Natural, 3♣ = P/C, 3♦=forcing minor ask or invitational in ♠, 3♥= forcing to 4♥ or 3NT, 4♦ Slam interest in ♦, 4♥ Slam Interest in ♥	Over 3♦, 3♥ = ♣ min or max, 3♠ = ♦ min 3NT = ♦ max	
2NT	Yes			0-9 Pts 5/5 ♣ & ♦	3♣/♦=To play. 3♥/3♠ set ♣/♦ suit, start cue bids. 3NT/4♥/4♠ to play. 4♣/♦ Invite		
3♣	Yes	0		6+ Card ♦ Suit -Pre-emptive <10pts	Natural bidding - new suit forcing		
3♦	Yes	0		7+ Card ♥ Suit - Pre-emptive <10pts	Natural bidding - new suit forcing		
3♥	Yes	0		7+ Card ♠ Suit - Pre-emptive <10pts	Natural bidding - new suit forcing		
3♠	Yes	0		7+ Card ♣ Suit - Pre-emptive <10 Points	Natural bidding - new suit forcing		
3NT	Yes			Long Solid Minor	4♣ = Pass or correct		
4♣	Yes	0		0-7 Pts 8+ ♥	4♥ to play. All other bids are cue bids.		
4♦	Yes	0		0-7 Pts 8+♠	4♠ to play. All other bids are cue bids		
4♥	No	7		8-10Pts if partner has not bid otherwise 8+Pts	CUES		
4♠	No	7		8-10Pts if partner has not bid otherwise 8+Pts	CUES		
4NT	Yes			Ace Asking	See normal ace asking responses		
5♣	No	7		<10Pts if partner has not bid otherwise 8+Pts	CUE	HIGH LEVEL BIDDING ACE ASKING REPSONSES TO 4♣	
5♦	No	7		<10Pts if partner has not bid otherwise 8+Pts	CUE	4♦ 0-3 Aces 4♠ 2 Aces Matching(same colour or rank) 4♥ 1-4 Aces 4NT 2 Aces Un-matching(same colour or rank)	
						4NT = RKCB	
						Cues = Usually 1 st Round Controls. NT is a trump cue	

C & J GIBBONS

STRONG CLUB SYSTEM

NOTE 1

1 ♣ OPENING 15+ ANY DISTRIBUTION

1♣ -

1♦	0-9	ANY DISTRIBUTION
1♥	10+	5+♥
1♠	10+	5+♠
1NT	10+	BAL DISTRIBUTION
2♣	10+	5+♣
2♦	10+	5+♦
2♥	10+	4-1-4-4
2♠	10+	1-4-4-4
3♣	10+	4-4-4-1
3♦	10+	4-4-1-4

1♣-1♦

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				RESPONSES TO 1♥		
1♥	19+	ANY DIST—RESPONSES	→	1♠	0-5	ANY DIST
1♠	15-18	5+♠		1NT	6-9	BAL
1NT	18-19	BAL		2♣	6-9	5+♣
2♣	15-18	5+♣		2♦	6-9	5+♦
2♦	15-18	5+♦		2♥	6-9	5+♥
2♥	15-18	5+♥		2♠	6-9	5+♠
2♠	15-18	1-4-4-4		3♣	6-9	4-4-4-1
3♣	15-18	4-4-4-1		3♦	6-9	4-4-1-4
3♦	15-18	4-4-1-4		3♥	6-9	4-1-4-4
3♥	15-18	4-1-4-4		3♠	6-9	1-4-4-4

1♣-1♦

1♥-1♠

?

1NT	20-22	BAL				
2♣	23+	ANY DIST—RESPONSES	→	2♦	0-1	ANY DIST
2♦	19-22	5+♦		2♥	2-4	5+♥
2♥	19-22	5+♥		2♠	2-4	5+♠
2♠	19-22	5+♠		2NT	2-4	BAL
3♣	19-22	5+♣		3♣	2-4	5+♣
3♥	19-22	4-1-4-4		3♦	2-4	5+♦
3♠	19-22	1-4-4-4		3♥	2-4	4-1-4-4
4♣	19-22	4-4-4-1		3♠	2-4	1-4-4-4
4♦	19-22	4-4-1-4		4♣	2-4	4-4-4-1
				4♦	2-4	4-4-1-4

1♣-1♦

1♥-1♠

2♣-2♦

?

2♥	23-24	5+♥
2♠	23-24	5+♠
2NT	23-24	BAL DIST
3♣	23-24	5+♣
3♦	23-24	5+♦
3♥	25+	5+♥ - FORCING
3♠	25+	5+♠ - FORCING
3NT	25+	BAL - STAYMAN & TRANSFERS

NB BAL DIST FOR NT MAY INCLUDE 5 CARD MINOR

HANDLING INTERFERENCE OVER 1♣

1♣ - X - ?

PASS	0-3	1♥ = 23+	GAME FORCE
XX	4-6	1♥ = 21+	GAME FORCE
1♦	7-9	1♥ = 18+	GAME FORCE
1♥ ETC=NORMAL RESPONSES AS ABOVE			

IF OPP BID BEFORE OPENER CAN REBID 1♥ RELAY, X BECOME RELAY SHOWING BIGGER HAND

1♣ - 1♦ - ?

PASS	0-5	1♥ = 19+	1♠ RELAY ETC AS ABOVE
X	6-9	1♥ = 19+	GAME FORCE, THEN NATURAL BIDDING
1♥ ETC =NORMAL REPSONSES AS ABOVE			

1♣ - 1♥/♠/2♣/2♦ ETC - ?

BID OF SUIT	6-9 4+ MINOR, 5+ MAJOR
X	10+
1NT	10+ BAL, HOLD IN OPP SUIT
CUE BID	10+ SINGLETON OR VOID IN OPP SUIT

1♣ - 3♣/♦/♥/♠ - ?

BID OF SUIT AT 3 LEVEL	8+ PTS
X	8+ PTS

**1♣ - (/) - 1♦ - (X)
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1♥	RELAY 19+ POINTS	1♠ 0-5 POINTS
XX	TAKEOUT	
BID	15-18 POINTS + SUIT	

NOTE 2

1♦ OPENING

5+♦, 10-14 PTS, NO 4 CARD MAJOR OR (3343 or 3244 or 2344) WITH 13 POINTS

1♦-?

1♥	5+PTS	5+♥	
1♠	5+PTS	5+♠	
1NT	8-10	BAL DIST	
2♣	10+	4+♣	
2♦	10+	ASKING FOR M A/K'S-----RESPONSES	2♥ =A OR K ♥ 2♠ =A OR K ♠ 2NT=HOLD BOTH ♥ & ♠ 3♦ = NO MAJOR HOLD
2♥/♠	10+	SLAM INTEREST IN DIAMONDS WITH FIRST ROUND CONTROL IN SUIT	
		BID	
2NT	11+	HOLDS IN ♥ & ♠	
3♦	5-9	3+ D	

NOTE 3**1♥ OPENING BID – 10-14 PTS, 4+♥, MAY HAVE LONGER MINOR**

RESPONSES	1♠	5+	4+♠	
	1NT	8-10	BAL	
	2♣	10+	4+♣	
	2♦	10+	4+♦	
	2♥	5-9	3+♥	
	2♠	10-14	4+♥ & SINGLETON	2NT BY OPENER ASKS WHICH SINGLETON
				3♣ = SINGLETON ♣
				3♦ = SINGLETON ♦
				3♥ = SINGLETON ♥
	2NT	16+	4+♥, SLAM INTEREST, 5 LOSERS, OPENER CUE BIDS	
	3♣	15+	4+♥, GAME FORCE, 6 LOSER HAND	
	3♦	10-14	4+♥, INVITATIONAL	
	3♥	<10	4+♥, NON FORCING	
	4♥		TO PLAY. COULD BE WEAK OR STRONG.	

NOTE 4**1♠ OPENING BID 10-14 PTS, 4+♠, MAY HAVE LONGER MINOR**

RESPONSES	1NT	8-10	BAL DIST	
	2♣	10+	4+♣	
	2♦	10+	4+♦	
	2♥	10+	5+♥	
	2♠	5-9	3+♠	
	2NT	10-14	4+♠ & SINGLETON	3♣ BY OPENER ASKS WHICH SINGLETON
				3♦ = SINGLETON ♦
				3♥ = SINGLETON ♥
				3♠ = SINGLETON ♠
	3♣	16+	4+♠, SLAM INTEREST, 5 LOSERS, OPENER CUE BIDS	
	3♦	15+	4+♠, GAME FORCE, 6 LOSER HAND	
	3♥	10-14	4+♠, INVITATIONAL	
	3♠	<10	4+♠, NON FORCING	
	4♠		TO PLAY, COULD BE WEAK OF STRONG	

NOTE 5 – 2C SEQUENCES

2♣	2♥	FORCING - SHOWING 5 CARD SUIT
2♠		MAXIMUM - ASKING FOR HOLD IN SPADES.
2NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT – MINIMUM.
3♣		NO HOLD IN THE OTHER MAJOR & LESS THAN 3 CARD SUPPORT - MINIMUM
3♦		SECOND SUIT - MAXIMUM
3♥		SUPPORT - MINIMUM
3NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT – MAXIMUM SUPPORT
4♥		SUPPORT - MAXIMUM

2♣	2♠	FORCING - SHOWING 5 CARD SUIT
2NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT - MINIMUM
3♣		NO HOLD IN THE OTHER MAJOR/ LESS THAN 3 CARD SUPPORT - MINIMUM
3♦		SECOND SUIT (10 -14 PTS) - FORCING
3♥		MAXIMUM - ASKING FOR HOLD IN HEARTS
3♠		SUPPORT - MINIMUM
3NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT – MAXIMUM SUPPORT
4♠		MAXIMUM
2♣	2♥	
3♣/3♦	3♥	6 CARD SUIT – FORCING
2♣	2♥	
2♠	3♥	FORCING - 6CARD SUIT - DOES NOT DENY OR SHOW HOLD IN SPADES
3♠		DENIES 2 CARD HEART SUIT
3NT		SHOWS HALF A HOLD IN SPADES - DENIES 2 HEARTS
2♣	3♥/3♠	6 CARD SUIT - INVITATIONAL
2♣	2♦	ASKING FOR MAJOR HOLDS
2♥		HEART HOLD
2♠		SPADE HOLD
2NT		BOTH HOLDS
3♣		NO MAJOR HOLDS - MAY HAVE DIAMOND SUIT IF MINIMUM
3♦		SECOND SUIT - NO MAJOR HOLDS - MAXIMUM
2♣	2♦	
2♥	2♠	ASKING FOR HALF A HOLD IN SPADES.
2♣	2♦	
2♠	3♥	ASKING FOR HALF A HOLD IN HEARTS.
2♣	2NT	INVITATIONAL
2♣	3♣	PASS

NOTE 6 – LEBENSOHL

OVER OUR 1 LEVEL OPENERS (NOT 1NT – SEE BELOW)

IF OPPOSITION INTERFERE AT THE 2 LEVEL OR WITH 1NT WE USE LEBENSOHL TYPE DEFENCE
RESPONDER NOW BIDS:

X	= NEGATIVE	10+ PTS
2 NEWSUIT	=5+ SUIT	5-9 PTS
2NT	=LEBENSOHL OPENER MUST REBID 3♣	
	3 SUIT NOT BIDDABLE AT 2 LEVEL=WEAK	
	3 SUIT BIDDABLE AT 2 LEVEL=INVITATIONAL	
3 NEW SUIT	=FORCING	

OVER OUR 1NT OPENER

IF OPPOSITION INTERFERE OVER OUR 1NT, RESPONDER NOW BIDS:

- X = PENALTIES
 2 SUIT = 5+ SUIT 0-8 PTS
 3 SUIT = 5 + SUIT FORCING
 CUE BID = STAYMAN WITH A HOLD IN OPPOSITION SUIT
 2NT = LEBENSHOL OPENER MUST REBID 3♣
 3 SUIT NOT BIDDABLE AT 2 LEVEL = WEAK
 3 SUIT BIDDABLE AT 2 LEVEL = INVITATIONAL
 CUE BID OF OPPOSITION SUIT = STAYMAN WITHOUT A HOLD

OVER OUR 2♥ OPENER

IF OPPOSITION INTERFERE OVER OUR 2♥ OPENER WITH 2♠, RESPONDER NOW BIDS:

- X = PENALTIES
 2NT = LEBENSOHL (INVITATIONAL HAND IN ♥ OR WEAK LONG MINOR)
 3C = PASS OR CORRECT TO MINOR SUIT
 3D = FORCING MINOR ENQUIRY
 3♥ = NON-FORCING HEART SUPPORT

NOTE 7 – 1 MAJOR – 2C EXPANDED SEQUENCES

- 1S - 2C 2D = 4S/5D, 10-12, NF
 *2H = 5S/4H 10-13, May be passed by responder with bad 10
 2S = 5/6S 10-12
 2NT = 4/5S 13-14
 3C = 4S/5C WEAK
 3D = 4S/5D 13-14
 3H = 5S/4H 14 Good suits
 3S = 6S 11-12 2 of the top 3 honours
 3NT = 6S 13-14 GF in Spades or NT
 4H = 5H/5S Good, chose.

NB: 2C bidder can invite with 12-13
 Only bid to show 4H if reasonable suit (not 4 rags)

- 1S -2C *2H - PASS = Weak 10 points, 4H/(4C), balanced
 - 2S = 2/3S 10-11
 - 2NT = 12/13 Invite No Major fit
 - 3C = 6C Weak
 - 3D = 4th suit Force
 - 3H = 4H/(4C) 12-13 Invite
 - 3S = 3S/(4C) 12-13 Invite
 - 3NT = 14+ To play, minors held

NB Over 2 level response above, opener will not invite with 11.

1H – 2C Expanded Sequences

- 1H -2C 2D = 4H/5D 10-12 NF
 2H = 5/6H 10-12 NF (May have 4S)
 2S = 5H/4S 13-14
 2NT = 4/5H 13-14
 3C = 4H/5C 10-12 WEAK,
 3D = 4H/5D 13-14
 3H = 6H 11-12 INVITE 2 of the top 3 honours
 3S = 6H/5S 10-14 Distributional
 3NT = 6H 13-14 GF in NT or 4H

NB: 2C is less likely to have 4 spades, unless 5C/4S, and with 10+ pts they can introduce Spades themselves after bidding 2C,

NOTE 8 – INTERFERENCE OVER OUR 1NT

Over Stayman

US	THEM	US	THEM
1NT	(P)	2C	X

XX = I have clubs, suggestion to play in 2CX

Pass = No club stop

2D = No major, with club stop

2H = 4H with club stop

2S = 4S with club Stop

(Partner can then go 2NT knowing there is a club hold if they don't like major)

If Pass = No club stop

1NT	(P)	2C	(X)
Pass	(P)	XX	

Redouble by partner means want to carry on with the stayman – system still on.

1NT	(P)	2C	(X)
Pass	?		

If they cannot stand us playing in 2CX and therefore they do not pass

And bid 2D, 2H, 2S.

Our X is now penalties of the suit bid. (We have opened 1NT)

But if over our Pass they bid 3C

Our X is now stayman again.

(1NT opener has shown NO stop in clubs, so cannot be
Penalty in Clubs)

Over Transfers

Us	Them	Us	Them
1NT	(P)	2H/2S	X
		Transfer bid	

Pass = No 3+ support

XX = Maximum, 3+ support

2H/2S = Accept transfer, Minimum 3+ support

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Over out 1NT, stayman, and then trying to find a 4 card minor

1NT 2C stayman

2D 2S = Forcing, please bid 4 card minor

3C/3D 3NT = Sign off

Other bids are Cues, showing minor suit agreement.

(Usually where responder has 4-4-4-1 or 4-4-5-0 type of hands)

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RESPONSES TO TAKE OUT DOUBLE BY US

0-7 Bid suit

8-10 Jump in suit, 4 card suit

11+ Cue Bid

Double Jump = 8-11 and 5 card suit. (To differentiate between 4 & 5 card suit)

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Over Opps Bergen

Opps – 1 Major Us (P)

Opps - 3level Bergen

Us - X = Good hand (Not lead directional)