



WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
8+ (usu 5cd) at 1 level rule of 2/3 at higher levels;	Lead	In Partner's Suit		
change of suit by advancer forcing 1 rd;;	Suit	Ace*4th HxS xSx xSxx Sx	Ace 4th HxS xSx xSxx Sx	
cue by adv 1 rd F 10+ HCP	NT	As above but A asks for Hon or Ct	as above	Category: Green with Brown sticker
2NT by adv invit - usually partial fit	Subseq	ATT lead of low card -	REMAINDER COUNT	Country: Australia
Cue of resp's suit e.g. 1♣ P 1♥ 2♥ = NAT		can stand return		Event: Women's
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Other:	MUD - middle up down from 3 small		Players: Nazife Bashar 194263 & Kinga Moses 44431
2nd = 15-18 (not necess stopper in opened suit) system on;		If A led asks ATT (low enc) K asks CT hi-lo = even		SYSTEM SUMMARY
4th 10-14 system on	LEADS			GENERAL APPROACH AND STYLE
1NTEsc after pen X of 1NT open or interp :-	Lead	Vs. Suit	Vs. NT	2/1 Game force incl 1♦-2♣; 5cd Ms; I
XX ->♣;2♣->♦;2♦->♥;2♥->♠; pass forces XX then resp bids lower of 2 suits	Ace	AK(Q)(+) Ax(+) (asks ATT)	A asks Hon if not Ct unl part's suit	ght openings esp 3rd seat; strong NT 15-18;
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQ(J)(+) Kx (Kasks CT- may have A)	KQ(J)(+)	FITJ over M's, Weak J RESP M over m; WJO's; SPL & mini SPL;
1-Suit: weak 6cd suit - solid if vul - change suit by advancer F unless WJ is X'd;	Queen	QJ(10)(+) Qx	AQJ(+) QJ(10)(+)	Jacoby 2NT over M & m; LEB (slow); 4SF (to game @ 2 level);
2-Suit: unusual NT lower of 2 unbid suits	Jack	J10(9)(+) Jx	A/KJ10(+) J10(9)(+)	The other minor (TOM) over 1NT rebid = relay; help suit trial bids.
Reopen: (1suit - - 2suit) Opening bid 5+ cds	10	109(+) 10x	109(+) 10x	Multi (mod Rubin 2's); Mod Capp over 1NT & art openings;
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	9	9x	9x	Reverse Drury after 2♣ by passed hand
Direct cue = Michaels: over m both M's; over M other M +m.	Hi-x	Sx xSx (Mid Up D)from 3sm xSxx	Sx xSx xSxx	1NT Openings: 15-18 may contain singleton; also 5M (esp if 15-16.)
Treat opening 1m from opp as genuine if min 3	Lo-x	4th H/10xS xSx	4th H/10xS xSx	2 OVER 1 Responsegame force incl 2♣ over 1♦;
Jump cue = bid NT with stopper	SIGNALS IN ORDER OF PRIORITY			2 Over 1 by passed responder = 1 rd force
Cue os resp's suit = NAT e.g. 1♣ P 1♥ 2♥ = NAT		Partners Lead	Declarer's Lead	Discarding
VS. NT (vs. Strong / Weak; Reopening; PH)	Suit:1st	ATT - low enc	CT (hi-low=even)	low enc
Over both weak & strong NT : Mod Cappelletti: 2♣ = M's; 2♦ = single suit;	2nd	REMAINDER CT	REMAINDER CT	low enc
2♥/♠ = that suit + m	3rd	REMAINDER CT	REMAINDER CT	low enc
2♦ followed by 2NT = strong 2 suiter;3♣ from adv asks suits.	NT: 1st	ATT; CT if can't beat	CT hi-lo = even	low enc
aggressive style esp against weak NT.		dummy's card		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	2nd	REMAINDER CT	REMAINDER CT	low enc
X = T/O except over 4♠ when T/O is 4NT; T/O shows shortage in opened suit &	3rd	REMAINDER CT	REMAINDER CT	low enc
T/OX shows shortage in opened suit and enough to bid at approp level	Signals (including Trumps): McKenny&THREE WAY SIGNALS in obvious			
NT = 15-18 bal LEB SLOW after T/O X of weak 2	situations (e.g. singl in dummy; giving ruff.)			
X of multi shows that suit or 16+ unbal	DOUBLES			
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)			
modified Capp beginning @ 1NT = ms; 2♣=Ms;2♦ = ssuit; 2♥ = ♥+m; 2♠ = ♠+ m.	T/O X of 1 suit = 10+HCP int in M's			SPECIAL FORCING PASS SEQUENCES
aggressive bidding esp favourable vul	T/O. X of pre-empts = shortage in suit enough to bid at approp level			When our side has freely bid to game - i.e. no pre-empt opening or responses:
	T/O X in pass out e.g. 1♣ - - X =11-14+ sh or 15-18 bal; X gen T/O at low levels;			then pass over opponent's higher bid is forcing;
	resptoT/O = jump in suit 8-10;cue with better hand, NT's Nat			partner must double or bid.
OVER OPPONENTS' TAKE OUT DOUBLE				To "pass and pull" is stronger than immed bid.
XX = 10+HCP shows interest in penalising	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1 level bid by resp F;	Support X's & XX's show 3 cd supp- not nec given with flat weakhand			Blackout over reverse - lowest unbid suit or 2NT = <8 HCP
2 level suit bid by rep NF	DOPI & ROPI (1=1st step in step resps)			1NTEsc after penX = XX-♣;2♦-♥;2♥-♠; pass forces XX then lower 2 suits.
1NT = 7-10 HCP supp for opener's suit;	Resp's X over Opp's agreed suit e.g. 1♥X2♥X =T/O usually not 4♠			Over 1♣ resp with 5♦ & 4M will bid M with weak hand.
2NT = support 11+ HCP	X of 3NT asks for dummy's first suit OR ♠ if 1NT-3NT.			
	X in comp auction where both sides have found a fit shows extra;			
	rebid of suit competuitive only			
	e.g. 1♥ 1♠ 2♥ 2♠ X = good raise to 3♥, 3♥ comp only.			Psychics: Rare
OPENING BID DESCRIPTIONS	After freely bid game (no pre-empt resp) pass is forcing -			
OPENING BID DESCRIPTIONS				

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	-	3 10+HCP	4♠	only 3 if no 5 M or 4♦;	1suit NAT;1NT6-10;2Cinvert;2D6cd9-112♥/♠ weak 6cd	TOM after 1NT rebid; 4sf (to game @ 2 level);2♣ F to	3♣ resp const;2♣weak;2NT10-11;4sF 1 rd;
					4-8;2NTJac15+;3♣weak;3NT12-14; 4♣ min wd	2NT/3♣; splinters & mini-spl	change of suit F1rd.
1♦		3 10+HCP	4♠	only 3 if 4-4-3-2	1♥/♠ NAT;1NT6-10;2♣GF;2♦invert;2♥/♠weak6cd4-8	TOM after 1NT rebid; 4sf (to game @ 2 level);2♦to2NT/3	3♦resp const;2♦weak;2NT10-11;4sF 1 rd;
					2NTJac15+;3♣9-116cd;3♦weak;3NT=12-14;4♦mwd	3♦; splinters & mini-spl	change of suit F 1rd.
1♥		5 10+HCP	4♠	5cd♥ not15-16 bal; <23	1♠NAT;1NT5-11F;2♣/♦GF;2♥7-10supp;2NTJac 15+;	2♣/♦ re-bidNF may be only3;2NTre-bid17-18;2♥re-bid	1NT still F; change of suit F 1rd;4sF 1rd;
					3♥4cdsuppinit;2♣/3♣/♦fjp;3♠spl;3NT15-163♥;splnts;	may have 4♠;3♣/♦ re-bidGF;help suit trials.	2♣= Rev DRURY Op re-bid M weak- all other constr
1♠		5 10+HCP	4♥	5cd♠ not15-16bal;<23	1NT5-11F;2♣/♦GF;2♠7-10supp;2NTJac15+;	2♣/♦ re-bidNF2♣/♦ may be 3;2NTre-bid17-18;3♣/♦GF	1NT still F; change of suit F 1rd;4sF1rd;
					3♠4cdsuppinit;3♣/♦/♥fjp;3NT15-163♠;splts	help suit trials	2♣= Rev DRURY Op re-bid M weak- all other constr
1NT		15-18 HCP		may cont Spl or 5M	Puppet Stay; transfers (2♠->♣ 2NT->♦) with super accs;	After ->M 2NT = max 3 cd supp;3M = min 4cd supp;	no change
				(espec if 15-16)	3♣/♦ = 6-8 6c invit; 3♥/♠ slam try;4♣/♦ mwd.	cue = max 4 cd supp; SWINE after pen X of 1NT	
2♣	Yes	any game F		FG	control showing A=2 K=1; 2♣=0-1;2♥=2;2♠=3;2NT=6-8	nat bids - rep's suits usually 5, DOPI & ROPI over inter	no change
					>2; 3♣=4 etc	resp showing 3+ cont F to 4NT	
2♦	Yes	8+ HCP		weak2♥ or 21-22 bal	2♥ to play; 2NT = enq 10+HCP; 2♠/3♣/3♦ F 1rd;3♥ pre;	2NT,3 m re-bid strong hands; 2♦-2♥-2♠ = 21-22 with	no change
				or ACOL 2 m	3NT to play; may pass with long ♦ weak hand.	5 cd suit s.w. 3♣ enq; X by open of inter = 21-22	
2♥	Yes	8+HCP		weak 2♠ or ACOL 2♥	2♠ to play; 2NT = enq 10+HCP; 3♣/♦/♥ F 1rd;3♠ pre;	2NT rebid 5♥ 3♠; 3♥ re-bid ACOL 2♥;	no change
				or 19-20 5♥ 3♠	3NT to play; may pass with long ♥ weak hand.	x by open of inter = strong hand	
2♠	Yes	9+HCP		9-11 6d m or ACOL 2♠	3,4♣/♦ = p or c; 2NT = enq 10+HCP; 3M 1rdF;	after 2NT enq rebid 3♣/♦ nat; 3♠ = ACOL 2♠;	no change
				or 19-20 5♠ 3♥	3NT to play;	3NT = 19-20 5♠3♥; x by open of inter = strong hand	
2NT	Yes	8-13HCP		5=5+ ms	3♣/♦/NT to play; 3M 1rdF;4♣/♦ mwood;	Nat bidding	no change
3♣	-3♠ incl	7(6) cd suit		long suit rule2/3	Nat - new suit F	after new suit F opener bids 3NT w/out supp	no change
3NT	Yes	7+m		gambl long set-up m	4♣/♦ p or c; 4M to play	Nat bidding	no change
4♣	-4♦	7+ ♣/♦		long suit rule 2/3	4NT = RKCB; new suit = cue;X of int = pen	after cue, further suit bids = cues.	no change
4♥	-4♠	7+ ♥/♠		long suit rule2'3	4NT= RKCB ; new suit = cue;X of int = pen	after cue, further suit bids = cues	no change
4NT	Yes			minors extreme shape	5♣/♦ to play	Nat bidding	no change
5♣	-5♦	7+ ♣/♦		long suit rule 2/3	new suit = cue	after cue further suit bids = cues	no change
5♥	-5♠	7+♥/♠		og suit miss AK	pass with nil; 6 with 1; 7 with 2.	none	no change
5NT	Yes	not used		not used			

HIGH LEVEL BIDDING

RKCB (3041); bid of next suit up = Q ask 2step Yes 1 step No; 3+ stps show Q+K(s);

jump to 4 in agreed minor = mwood (RKCB)

exclusion Blackwood - opp's suit only;jump in agreed suit to 5 level:

(a) in comp bid 6 with only 1 loser in opp's suit (b) no comp bid 6 with good suit quality

Relay cues (incl WAITING 3NT) bid of 4NT after 1 cue=1 of AK trumps but not both

Jacoby 2NT over M & m - resp:- suit @ 3 level shortage; 3 trumps suit = better than

minimum; 3NT 17-18 bal; 4 other suit 5 cd; 4 trump suit = 11-14 no slam interest

Josephine 5NT; X of slam asks lead dummy's first suit.

After our open (OR strong 2) and non-pre resp Fpass of opp's bid above game.-

pass and pull X stronger than immed bid.

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

Names: Nazife BASHAR Kinga MOSES

Country Australia **Event** Women's Play-off

Opening bid of 2S **in** all **seats at** any vulnerability

Shows: 9-11pts 6 cd m OR Acol 2S OR 19-20 bal 5S3H

Detailed Description:

If m will usually have 2/3 top Hons – (Constructive looking for 3NT) ACOL 2S = 8 playing tricks in S; 19-20 bal 5S 3H –useful to get to 4H if resp has 5. Re-bid of 3H/C/D over 2NT shows ACOL in S with second suit.

Responses and Rebids in Uncontested auction

2NT = enquiry (constructive) 3C/D = p or c; 3H/S = 1 rd F; 3NT = to play opp m

Re-bid of S shows ACOL 2

With what hands will responder pass the opening bid?

Any hand where resp believes best place to play.

Meanings of other responses and rebids: N/A

Competitive Agreements

Responses after opponent's DBL

Pass= nil to say-Opener expected to bid if adv passes ;XX
= our hand; 2NT =enq; 3C/D p or c etc

Responses after opponent's overcall:

X=pen; 3D over 3C to play if 3C inter = suit; 4C/D p or c; 3NT to play; 3H/S = 1rdF

Rebids after 4th hand DBLs the response:

XX=19-20; S=ACOL 2

Rebids after 4th hand overcalls:

pass = m; X=19-10; S = ACOL 2

Proposed Defence

2nd seat:X=S; 3C = gen T/O;2NT=15-18; new suit exc C = nat interp;3NT=to play; OR pass & await developments remembering 2S can be passed out.

4th seat Xof 2NT = our hand; X of m = T/O; 3 suit & 3NT nat.