

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
8-16hcp 5+ suit 1 level, 10-16 2 level; CUEBID resp = supp, good raise
New suit = F1; Raise Xs; jump RAISE = constructive but weakish
FIT showing jumps; simple raise = weakish
REOPENING: simple overcall = same as direct; jump o'call = strong single suiter; cue = strong undisclosed 2 suiter; double cue = stopper ask
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
immediate = 15-18 with Puppet Stayman responses and Transfers
If both opponents have bid = T/O and more distributional than X
Reopening = 11-14 hcp; usually stopper; cue = stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
(over 1 level bids) - WEAK except vul v not; new suit = F1
(over 2 level bids) - over weak bid = strong, over strong bid = pre-emptive
Reopening = strong, 1 suiter
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michaels Cue = either weak or strong; (1m) - 2m = both M (5-5+)
(1M)-2M = OM & m (5-5+), then 2NT asks for m & is better than direct m bid
1(M)-2NT = both m (5-5+)
Jump cuebid = stopper ask
VS. NT (vs. Strong/ Weak; Reopening; PH)
Over weak NT 2♣ = both M; 2NT = GF 2-suiter; 3 level bid = constructive
Over strong NT 2♣ = both M; 2NT = strong 2-suiter; 3 level bid = pre-emptive
Over strong NT - 3rd seat /reopening: X both M, 2NT = strong 2-suit; 3 = pre-em
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL thro 4♥; LEB 2NT response after X of weak 2; CUEBID = str 2 suiter
NT = strong, 16-18(+) hcp, balanced; STRONG jump overcall; X then new suit = strong;
See Note 3 re defence to multi 2♦
See Note 4 re defence to weak 2-suited openings
VS. ARTIFICIAL STRONG OPENINGS
over 1♣: X shows ♣ or T/O for other 3 suits; 1 of a suit = either 5+ suit or
T/O for other 3 suits; 1NT = both M; 2NT = both m; 2♣ = ♣+ M; 2♦ = ♦+ M;
WJOs; strong hands, pass and bid later
Over 2 Opening: X = shows suit; WJOs; 2NT = m
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = denies 10hcp; 2NT/3NT = good raise; jump raise = weakish
Weak Jump Shifts to 2 level by unpassed hand; jump shifts to 3 level = 9-11hcp,
6+ suit, invit: 1NT = good 7-9 hcp; XX = 10+ hcp tends to deny support

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	4th; 2nd from xxxx; MUD	4th, low from 3 small		
NT	4th; 2nd from xxxx; MUD	4th, low from 3 small		
Subseq	similar to above	similar to above		
NAT CT signals, some ATT later; STD leads from honours				
Against NT A = unblock, other honours = Foster echo				
LEADS				
	Vs. Suit	Vs. NT		
Ace	AK; Ax(+)	asks for unblock		
King	KQ; KQx (+); KQ109(+)	KQ; KQx(+); KQ10 x; AK; AK(+)		
Queen	QJ; QJx(+)	QJ; QJx(+); AQJx(+)		
Jack	J10; J10x(+); KJ10(+)	J10; J10x(+); KJ10 (+)		
10	109; 109x(+); H109(+); 10x	109; 109x(+); h109(+); 10x		
9	9x; 987x(+)	9x; 98xx(+)		
Hi-x	Xx; xXx	Xx; xXx		
Lo-x	HxX; HxxX(+); xXxx	HxX; HxxX(+); xXxx		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Hi/lo = nat count	same	same
	2	Hi = ENCRG		
	3	S/P		
NT	1	Hi/lo = nat count	same	same
	2	Hi = ENCRG		
	3	S/P		
Signals : SUIT- if deviate from nat count = McKenney suit preference				
TRUMPS = hi/lo shows interest in ruff				
DOUBLES				
TAKEOUT DOUBLES (Style; Response; Reopening)				
Takeout = support for other 3 suits if 11-16 hcp;				
any 17 hcp = not suitable for NT; CUE in response = F1				
Reopening = same. Very few NEG X's				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
NEG X's after Major overcall of minor opening - up to 3♣				
RESP DBL = in response to T/O X, thru 2S, denies other M				
RESP cue after T/O X = F1				
MAX DBL (card-showing) at 2 level				
Many PEN Xs, mostly after opponent's overcall of opening bid				

## WBF Convention Card



Category: RED

NCBO: Australia EVENT: 2010

PLAYERS: Felicity Beale Diana Smart

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL with change of suit F - 4 card suits bid upwards and not bypassed
weak 1NT (11)12-14; 15-18 3rd seat; May have 5 Major or 6 minor
2♣/2♦ ART strong; 2♥/2♠ NAT weak; 2NT both minors weak
PRE = good if VUL, any nonvul
3NT = Transfer to 4♣♦
Limit raise to 3 level incl 3NT; Splinter resp 8-12/13 hcp;
2NT response 16+hcp, fit if minor
2 over 1 responses: Forcing to 2NT except simple preference
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2NT = 7 - bad 12hcp 5-5+ NOT ♣
3NT = Transfer to 4♣♦
4♣/4♦ Texas Transfer, strong 8-9 playing tricks; more distributional and weaker than 2♦
many PENALTY X's
Negative X only after 1m - 1M/2M overcall to show the other Major
PUPPET Stayman - often used as weak transfer to ♦
SPECIAL FORCING PASS SEQUENCES
Pass = F after nonvul save of vul game
Responder's Pass = F after opponent's overcall of partner's Blackwood
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
4th suit = F1 at 2 level and GF at 3 level
PSYCHICS: rare; tend to be long suited

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4			11-21 hcp; 4 card suits bid upwards, with no suit bypassed	1NT= 8-10; 2NT=FG, 16+ bal, 4+ support 3NT= 12-15, bal raise, NF; L/R; single jump = strong one-suiter, GF; double jump = SPL, not GF	L/R; L/S; 1NT = 15-18, bal-ish, lowest new suit inquiry 2NT = 19-20; 3NT = 7/8 playing tricks, perhaps unbal;	3rd seat opener 1NT rebid 12-14 1NT reply to 3rd seat = 6-11
1♦		4			as for 1♣ (1NT response 6-9)	1NT=6-9; all others as for 1♣	Reraise = PRE; single jump = SPL; 4SF = 1F, GF at 3 level Opener's reverse = F1; simple change of suit F	2 over 1 response to 3rd seat opening = 5+ suit, NF
1♥		4			as for 1♣	1NT 6-9 NF; 2NT = 16+hcp bal, may have support; 3NT = 12-14 bal raise; LR; single jump = str 1-suiter GF; double jump = SPL, 8-12 hcp	Same general principles as over 1m; re-raise = game try	2NT resp = best raise L/R = weaker all others = as for 1♣
1♠		4			as for 1♣	as for 1♥	as for 1♥	as for 1♥
1 NT					(11)12-14 hcp BAL 1st, 2nd, 4th 15-18 hcp BAL in 3rd. NT may have 5M (bad if weak NT) or 6m	Puppet Stayman (may be weak TRF to ♦), next bids=ART 2♦,♥,♠ TRF; 2NT = invit; 3 of a suit = slam try 4NT = QNT, 2NT if LEB, followed by cue or 3NT = other M	Superaccepts; Resp change of suit after TRF = F1; TRF then 4NT = QNT TRF then jump = cue; Opener's 4 of M after STAY usually denies 4333	LEB except after strong 1NT opening
2♣	✓	0			STR/ART; 1F; 21-22/25-26 BAL or 8 play tricks (9 if m) in unknown suit/s	2♦ = waiting/NEG; 2♥,♠,3♣,3♦ = POS 8+hcp 5+ suit 2NT = 10+hcp, 4-4+ both m; 3♥/♠ = 7 suit, semi-pos	Opener's simple rebid = NF; Opener's 3♥/3♠ = 9 Playing Tricks, 4♥/♠ = dist GF. After opener's 2NT rebid: 3♣ asks 4/5 M; 3♦/♥ = TRF (superaccept) 3♠ = 5♠/4♥ F	
2♦	✓	0			GF, except 23-24 hcp BAL	2♥ = waiting/NEG; 2♠ = 6-8 hcp BAL; 2NT unknown 5M 6+hcp; 3♠/♦ = 6+hcp, 5+ suit; 3♥/♠ = 7 suit, weak	2♦-2NT: 3♣ ask, then 3♦ = ♥, 3♥ = ♠; After opener's 2NT rebid as for 2♣ opening; Opener's 3NT rebid = 27-28 hcp	
2♥		6/5			WK 1-suiter 6-10; Classic 1st/2nd variable length/strength in 3rd/4th	2NT = OGUST; Ch of suit = F1 except after X; Jump = cue		
2♠		6/5			as for 2♥	as for 2♥		
2 NT	✓				7-bad-12 hcp 5-5+ 2 of ♠/♥/♦	3♣=ask, 3♦/♥=pass/correct, 3♠=F to 3NT or 4♥	Responses change if 2NT is doubled	
3 bids		7/6			PRE, wide range NV; classic VUL	New suit - F1		
3NT	✓				Transfer to 4♣ or 4♦	4♦ = F to 5♣		
4♣	✓				TRF to 4♥, weaker/more dist than 2♣ or 2♦ opening	Ch of suit = cue; 4NT = RKC		
4♦	✓				TRF to 4♠ see 4♣ opening	as for 4♣		
4♥		7/6			Pre-emptive			
4♠		7/6			Pre-emptive			
4NT	✓				Asks for specific Aces	5♣=0; 5♦,♥,♠,6♣ = Ace of named suit; 5NT = 2 Aces	RKCB if suit agreed; Gerber over 1NT Opener's SPL rebid = 14+/good 13+; then responder's next suit up = extras, slam interest if opener better than minimum Cue Bids, 1st round controls before 2nd round and NT bids = trump features Reverse DOPI 5NT grand slam ask if a jump	

**HIGH LEVEL BIDDING**

## **SUPPLEMENTAL NOTES: BEALESMART2010\_**

### **Note 1 PENALTY AND NEGATIVE DOUBLES**

Many direct X's are penalty.

Responder's first round X is PEN except following opponents 1M or 2M overcall of our 1m opening

(Xs in these cases show 4+ cards in the other M)

Negative doubles after a Major overcall of the 1 minor opening apply up to 3S

After responder's 2 over 1 bid: opener's X of opponent's overcall = PEN oriented

After responder's 1 over 1 bid: opener's X of opponent's overcall = extra strength, competitive

Responder's 2nd round X = extra strength, competitive

### **Note 2 FOSTER ECHOES (SIGNALS) AGAINST NT**

When an honour is led to the first trick against a NT contract, 3rd hand plays 2nd highest card

(a combination count and attitude signal).

The 10 is not considered an honour.

### **Note 3 DEFENCE TO EUROPEAN MULTI 2♦ OPENING**

X = strong NT type hand, may be unbalanced or not stop one M;

2NT = 15-18 hcp, both M well stopped (Responder's 3♣ response = PUPPET STAYMAN)

**STRONG JUMP OVERCALLS**

### **NOTE 4 DEFENCE TO 2 LEVEL 2 SUITER OPENINGS (2 OF A SUIT, NOT 2nt)**

**IF SUITS ARE KNOWN**

X = T/O

2NT = 15-18 hcp Bal (3♣ response = puppet stayman)

strong jump overcalls

cue = strong 2 suiter

**IF SUITS ARE NOT KNOWN**

X = strong NT type hand

2NT = 2 suiter

others = Natural

strong jump overcalls