

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
 Constructive, 8+ hcp
 Cue raise shows value raise, Jump raises weak, Fit showing jumps
 Change of suit by non-passed hand is Forcing

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
 15-18 hcp, Stayman and Transfers
 11-14 in 4th seat

JUMP OVERCALLS (Style; Responses; Unusual NT)
 Weak or 2-suited (Roman jump overcalls - suit and suit above)
 2NT - GF touching 2-suiter

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
 Direct = 2 surrounding suits eg. (1♦) - 2♦ = ♣♥
 Jump cue = stopper ask for NT

VS. NT (vs. Strong/ Weak; Reopening; PH)
 X = ♣, 2♣ = both Majors 4/4+, 2♦ = single M, 2♥/♠ = ♥/♠ + minor
 over weak NT, X = penalties, other as above (Cappelletti)
 After penalty X, 2nd X = takeout, then all X = penalty
 VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 X = takeout including 4♥
 X of 4♠ shows values

VS. ARTIFICIAL STRONG OPENINGS
 X = 15+, 2♣=both Majors, 2♦ = single M, 2♥/♠ = ♥/♠ + minor
 1NT = minors
 3NT = to play

OVER OPPONENTS' TAKEOUT DOUBLE
 XX = 9+, no fit usually
 Change of suit forcing by unpassed hand

LEADS AND SIGNALS

OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	4th, MUD	
NT	4th, MUD, 2nd from 4 small	
Subseq		

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	A, AKx, Ax(+)	A asks for attitude
King	AK, KQx(+)	K asks for count
Queen	AQJx, QJxx	Q asks for attitude
Jack	A/KJ10xx, J10xx	
10	A/K/Q109x, 109xx, 10x	
9	H98xx, 9x	
Hi-x	Xx	
Lo-x	Hxxx, Hxx, xXxx,	

SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 Natural count	Natural count	Natural count
Suit	2		
	3		
	1 Natural count	Natural count	Natural count
NT	2		
	3		

Suit preference can be shown within the count
 High/Low in trumps shows ability to ruff
 McKenney (suit preference) signals apply if singleton in dummy

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)
 Major-oriented 11-16 or stronger any shape - cue response forcing to suit agreement
 X of Multi 2's or RCO style bids show 15+

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
 Overcall followed by X is competitive
 Reopening doubles
 Negative and responsive doubles to 4♥
 Double of weak NT or of responder's bid shows 15+
 Opener's X after partner bids and RHO overcalls = 15+ with 0-1 stopper
 123 doubles (1=values, 2=T/O, 3=Penalties)
 X when partner overcalls = t/o eg (1♥) - 1♠ - (2♥) - X

WBF Convention Card



Category: GREEN
 NCBO: AUSTRALIA EVENT: 2010
 PLAYERS: Margaret Bourke - Paula McLeish

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 ACOL
 5 card ♠
 2♦ = Multi weak 2 only
 1NT = 12-14, 15-17 in 3rd position

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
 3rd suit Forcing - when opener makes a weak rebid of their suit, the next non-bid suit is artificial and forcing.
 eg. 1♣ - 1♥
 2♣ - 2♦ = FG

Fit showing jump shifts - limit raise or better

 2NT response Majors=9+ hcp and support, minors= 15+ hcp and support

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
 Blackout: over reverse after 1 level response, the lower of 4th suit or 2NT = minimum. Other bids = 8+ FG
 Lebensohl after interference over weak NT and over X of opponent's suit
 PSYCHICS: Rare

OPENING	TICKET	ARTIFICIAL	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	3♣	10+-20hcp 3 card suit only when 4-3-3-3 dist and 15+	Inverted raises, 3♣ preemptive, 2NT slam try, Fit Showing Jumps = limit/better, 3NT 12-14 no M, splinters, change of	NT rebid = 15-17, 2NT = 18-19, 3NT = 18-19 M fit (2 or 3♣ = checkback) Splinters, change of suit F	a 2 level change of suit response shows 5+ suit
1♦			4	3♣	10+-20 hcp	suit F1 as for 1♣	3rd suit F - over opener's weak rebid, next non-bid suit is artificial, F 4th suit F;	
1♥			4	3♣	10+ - 20 hcp	2NT = limit raise or better - 4 card support Fit showing jumps = limit raise or better	3♣ enquires, raise is limit, other bids show singleton, 3NT = 15+ bal	
1♠			5	3♣	as for 1♥			
1 NT			2		12-14 hcp (5M not usual) 15-17 hcp in 3rd seat (may have 5M)	2♣ = stayman, 2♦, ♥, ♠, 2NT = transfers, 2♣ = Lavings enquiry for range and shape	After transfer, 3♥/♠ = minimum, 4 trumps, suit bids show support and deny values in that suit Lebensohl over interference (2NT transfer to 3♣)	
2♣		✓	0		any Game Force or 23+ bal	2♦ = negative or waiting, suit bids = nat, good suit	Jump = good suit, demands cue 2NT = 23-24, 3NT = 25-26, 4NT = 27-28 , then Stayman/transfers Non-jump bids GF, then Fast arrival = weak, 3♣ second negative	Cue Ace or King Stayman and transfers Fast arrival = weak, 3♣ 2nd neg
2♦		✓	0		Multi: Weak 2 in Major 5-9 hcp	2NT enquiry 2/3/4 ♥/♠ = pass/correct	3♣/♦ shows good weak 2♥/♠	
2♥			5		5♥ and 4+ minor, 5-9hcp	2NT enquiry 3♣/♦ = pass/correct	show minor and range max/min	
2♠			5		5♠ and 4+ minor 5-9 hcp	2NT enquiry 3♣/♦ = pass/correct	show minor and range max/min	
2 NT					20-22 bal, may have 5M	4/5 M Puppet Stayman	3♦ shows 1 or 2 M then 3♥ = ♠, 3♠ = ♥, 3NT = no M	
3 bids			6		Preemptive, usually rule 2/3	New suit = F, except 4♣ = Honour ask (or 4♦ over ♣)		
3NT			7		minor - no loser	4♣ Pass/Correct		
4♣					Preemptive	4♦ = RKCB		
4♦					Preemptive			
HIGH LEVEL BIDDING								
4NT					Specific ace ask		RKCB - 5♣ = 0/3 Cue-bids - 1st or 2nd DOPI	