




# WBF Convention Card 2.19

| DEFENSIVE AND COMPETITIVE BIDDING                                       |   | LEADS AND SIGNALS                     |                                   |                 | WBFC Convention Card 2.19  |
|---|---|---------------------------------------|-----------------------------------|-----------------|--|
| OVERCALLS (Style; Responses; 1/2 Level; Reopening)                      |   | OPENING LEADS STYLE                   |                                   |                 |  |
| OVERCALLS = USUALLY FAIRLY SOUND  |   | Lead                                  | In Partner's Suit                 |                 |  |
| RESPONSES: NEW SUIT FORCE, CUE RAISES, PREEMPTIVE JUMP RAISES,          | Suit  | TOP OF HONOURS, 4TH HIGHEST           | TOP OF DOUBLETON, LOW LENGTH      |                 |  |
| MIXED RAISES (4 TRUMPS, ~8 HCP), SPLINTERS                              | NT  | TOP OF HONOURS, 4TH HIGHEST           | OR MUD/4TH HIGHEST                |                 | Category: WOMEN'S  |
|   | Subseq  | TOP OF HONOURS, 4TH HIGHEST           |                                   |                 | Country: AUSTRALIA   |
| REOPENING OVERCALLS CAN BE WEAKER                                       | Other:  | SUIT PREFERENCE IN RUFFING SITUATIONS |                                   |                 | Event:   |
|   |   |                                       |                                   |                 | Players: CANDICE GINSBERG - BARBARA TRAVIS   |
| 1NT OVERCALL (2ND/4TH Live; Responses; Reopening)                       | LEADS   |                                       |                                   |                 | SYSTEM SUMMARY   |
| IMMEDIATE 1NT = 15+ TO 18- HCP (STOPPER), SYSTEM ON                     | Lead  | Vs. Suit                              | Vs. NT                            |                 | GENERAL APPROACH AND STYLE   |
| REOPENING 1NT = 11-14 HCP (MAYBE 15 IF OVER 1S), SYSTEM ON              | Ace   | A, Ax, AK/x                           | AKx, AKQ. asks attitude           |                 | 2 OVER 1 GAME FORCING  |
|   | King  | AK, KQx, Kx                           | AKxx/x, KQJx, KQ10x, asks count   |                 | 5 CARD MAJORS  |
|   | Queen   | QJx, Qx                               | AQJx/x, QJ10, QJ9x, asks attitude |                 | BETTER MINOR   |
|   | Jack  | J10x, KJ10x, Jx                       | J109, AJ10, KJ10                  |                 | (14+) 15-17 1NT  |
| JUMP OVERCALLS (Style; Responses; Unusual NT)                           | 10  | 109x, K109x, Q109x, 10x               | 1098, A109, K109, Q109            |                 |  |
| 1-Suit: USUALLY WEAK, BUT 3-MINOR = INTERMEDIATE, GOOD 6+ SUIT          | 9   | 9x, x9x                               | 9x                                |                 |  |
| 2-Suit: MICHAELS CUEBID AND UNUSUAL 2NT                                 | Hi-x  | Xx, xXxx                              | Xx, xXxx                          |                 | 1NT Openings: (14+) 15-17 HCP, may have 5-card major or 6-card minor   |
|   | Lo-x  | HxxX, HxxXx, xXx                      | HxxX, HxxXx, xXx                  |                 | 2 OVER 1 Responses: GAME FORCING (without interference)  |
| Reopen: INTERMEDIATE, 6+ SUIT   | SIGNALS IN ORDER OF PRIORITY  |                                       |                                   |                 | SPECIAL BIDS THAT MAY REQUIRE DEFENCE  |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)                     |   | Partners Lead                         | Declarer's Lead                   | Discarding      | 2{ = WEAK 2] or WEAK 2[ , 3-7 HCP  |
| 1-MAJOR - 2-MAJOR = 5/5+ OTHER MAJOR + MINOR                            | Suit:1st  | HI = ENC                              | HI = EVEN                         | HI = LIKE       | 2] or 2[ = 6 (7) CARD SUIT, 8-11 HCP   |
| 1-MINOR - 2-MINOR = 5/5+ BOTH MAJORS                                    | 2nd   | HI = EVEN                             |                                   | SUIT PREFERENCE | BERGEN RAISES  |
| 1-ANY - 3-ANY = STOPPER ASK FOR 3NT                                     | 3rd   | SUIT PREFERENCE                       |                                   |                 | AFTER 1] OPENING OR OVERCALL IS DOUBLED: 1[ = NATURAL, FORCING,  |
|   | NT: 1st   | HI = ENC                              | SMITH PETER                       | HI = LIKE       | 1NT = }, 2} = { , 2{ = GOOD RAISE TO 2+ ] , 2[ = WEAKER RAISE TO 2] ,  |
| VS. NT (vs. Strong / Weak; Reopening; PH)                               | 2nd   | HI = EVEN                             | HI = EVEN                         | SUIT PREFERENCE | 2[ = 4+ ] + ANY SPLINTER (2NT ASKS), 2NT = FIT SHOWING JUMP WITH [ ,   |
| V. BOTH STRONG AND WEAK 1NT:  | 3rd   | SUIT PREFERENCE                       |                                   |                 | 3} /{ = FIT SHOWING JUMPS (4+ ] )  |
| DBL = PENALTY; 2} = BOTH MAJORS 5/4+; 2{ = 1 X MAJOR (SYSTEM ON);       | Signals (including Trumps): SMITH PETER V. NT (HIGH = LIKE (both players) |                                       |                                   |                 | AFTER 1[ OPENING OR OVERCALL IS DOUBLED:   |
| 2] = ] + MINOR 5/4+; 2[ = [ + MINOR 5/4+; 2NT = PREEMPT IN 1 X MINOR    | SUIT PREFERENCE IN TRUMPS   |                                       |                                   |                 | 1NT = }, 2} = { , 2{ = ] , 2[ = GOOD RAISE TO 2[ , 2[ = WEAKER RAISE,  |
| (3} = PASS/CORRECT); 3-MINOR = INTERMEDIATE; 3-MAJOR = PREEMPTIVE       |   |                                       |                                   |                 | 2NT = 4+[ ANY SPLINTER (3} ASKS), 3} /{ / ] = FIT SHOWING (4+[ )   |
| REOPENING = SAME EXCEPT FOR 2NT (GOOD 2-SUITER)                         | DOUBLES   |                                       |                                   |                 | AFTER OPENER'S JUMP REBID TO 2NT, WE PLAY TRANSFERS  |
|   | TAKEOUT DOUBLES (Style; Responses; Reopening)                             |                                       |                                   |                 | 4} OPENING BID = GOOD 4] OPENING (8.5 PLAYING TRICKS)  |
| VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)                       | DOUBLE = SUPPORT FOR UNBID SUITS OR VERY BIG HAND                         |                                       |                                   |                 | 4{ OPENING BID = GOOD 4[ OPENING (8.5 PLAYING TRICKS)  |
| DBL = TAKEOUT; MICHAELS CUEBIDS; NT BIDS = NATURAL                      | REOPENING DOUBLES MAY BE LIGHTER  |                                       |                                   |                 |  |
| V. 2-LEVEL: LEAPING MICHAELS; V. 3-LEVEL: NON-LEAPING MICHAELS          | RESPONSES INCL. CUEBIDS (FORCING TILL FIT FOUND), JUMPS = 8/9+ HCP        |                                       |                                   |                 |  |
| V. MULTI 2{ : DBL = HEARTS OR 18+ ANY, NT = NATURAL, OTHERS = TRANSFERS |   |                                       |                                   |                 | SPECIAL FORCING PASS SEQUENCES   |
| VS. ARTIFICIAL STRONG OPENINGS  | SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES                     |                                       |                                   |                 |  |
| V. STRONG 1C: DBL = MAJORS; 1NT = MINORS; 1{ TO 2} = NATURAL;           | SUPPORT DOUBLES AND REDOUBLES   |                                       |                                   |                 |  |
| 2{ = 1 X MAJOR (SYSTEM ON); 2M = MAJOR + MINOR 2-SUITER                 | GAME TRY DOUBLES  |                                       |                                   |                 |  |
|   | RESPONSIVE DOUBLES TO 3S  |                                       |                                   |                 | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE   |
|   | NEGATIVE DOUBLES TO 4H  |                                       |                                   |                 | FIT SHOWING JUMPS IN COMPETITION   |
| OVER OPPONENTS' TAKE OUT DOUBLE   | LOTS OF 'DO SOMETHING' DOUBLES  |                                       |                                   |                 | FIT SHOWING JUMPS BY PASSED HAND   |
| 1-MAJOR - X : REDOUBLE = PENALTY INTEREST; 1NT = } ; 2} = { , ETC;      |   |                                       |                                   |                 |  |
| TRANSFER-RAISE = STRONGER RAISE; 2-MAJOR = WEAKER RAISE;                |   |                                       |                                   |                 | Psychics: RARE   |
| FIT SHOWING JUMPS; 2[ OVER 1] OR 2NT OVER 1[ = 4 TRUMPS + SPLINTER      |   |                                       |                                   |                 |  |
| (NEXT SUIT ASKS)  |   |                                       |                                   |                 |  |

