

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, Stayman and Transfers

JUMP OVERCALLS (Style; Responses; Unusual NT)

Natural, weak

2NT - lower 2 unbid suits

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

at least 5-5 1♣♦ - 2♣♦ = both Majors

Jump cue = stopper ask for NT

VS. NT (vs. Strong/ Weak; Reopening; PH)

X = ♣, 2♣ = Ms 4+ -4+, 2♦ = ss M, 2♥/♠ = 5♥/♠ + 4+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 = Majors, 1NT = Major/minor 4+/4+, 2NT = minors

suit overcalls natural

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) small from xxx if unsupported
NT	4th, MUD, 2nd from 4 small) top from xxx if supported
Subseq	High card discouraging	

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
Suit	1 Natural count	Natural count	Natural count
	2		
	3		
NT	1 Natural count	Natural count	Natural count
	2		
	3		

Suit preference can be shown within the count

High/Low in trumps shows ability to ruff

McKenney 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)

WBF Convention Card



Category: Womens

NCBO: AUSTRALIA

EVENT: 2013 PABF

PLAYERS: Margaret Bourke - Sue Lusk

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL

5 card ♣

2♦ = Multi weak 2 only

1NT = 12-14

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)	2♣ = stayman, 2♦, ♥, ♠, 2NT = transfers,	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, transfers	3♦ shows 1 0 2 M, 3♥, 3♠ = 5, 3NT = no M	
3 bids			6		Preemptive, usually rule 2/3	New suit = F, except 4♣ = RKCB, 4♦ RKCB over ♣		
3NT			7		minor - no loser	4♣ Pass/Correct		
4♣					Preemptive	4♦ = RKCB		
4♦					Preemptive			
4NT					Specific ace ask			
							HIGH LEVEL BIDDING	
							RKCB - 5♣ = 0/3 Cue-bids - 1st or 2nd DOPI	