

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD												
OVERCALLS: (Style, responses, 1/2 level, reopening) Style: 6-15/10-15 HCP, 5+ suit, Responses: New suit = 1RF Cue = 1RF, Raise = 6-10, Jump Raise = 0-7 shapely Jump new suit = 7-10 mini splinter, INT = 8-12, In Bal Pos: As above	OPENING LEADS STYLE <table border="1"> <tr> <th>Lead</th> <th>In Partners Suit</th> </tr> <tr> <td>Suit</td> <td>3rds & 5ths</td> </tr> <tr> <td>NT</td> <td>3rds & 5ths</td> </tr> <tr> <td>Subsequent</td> <td>Attitude</td> </tr> <tr> <td>Other:</td> <td>AQ - reverse attitude, KJ - reverse count</td> </tr> </table>	Lead	In Partners Suit	Suit	3rds & 5ths	NT	3rds & 5ths	Subsequent	Attitude	Other:	AQ - reverse attitude, KJ - reverse count	2013 Pairs/Teams Events OPEN/WOMENS		
Lead	In Partners Suit													
Suit	3rds & 5ths													
NT	3rds & 5ths													
Subsequent	Attitude													
Other:	AQ - reverse attitude, KJ - reverse count													
INT OVERCALL (2nd/4th live, response, reopening) (8) 2nd Pos: 15-18, bal Responses: Stayman, transfers, 2S = rangefinder 4th Pos: 10-14 Responses: Stayman and transfers, 2S = inv	LEADS <table border="1"> <tr> <th>Lead</th> <th>Vs Suit</th> <th>Vs NT</th> </tr> <tr> <td>Ace</td> <td>Ax, AKx, AKQ, AKQx</td> <td>AKQx, AKx</td> </tr> <tr> <td>King</td> <td>KQxx, AKx, AKJ, Kx</td> <td>KQJ(x), KQ10xx</td> </tr> <tr> <td>Queen</td> <td>KQxx, QJxx, Qx</td> <td>QJ10x, KQ10x, AQJx</td> </tr> </table>	Lead	Vs Suit	Vs NT	Ace	Ax, AKx, AKQ, AKQx	AKQx, AKx	King	KQxx, AKx, AKJ, Kx	KQJ(x), KQ10xx	Queen	KQxx, QJxx, Qx	QJ10x, KQ10x, AQJx	System Category: Red Players: Shirley Newton / Jenny Wilkinson SYSTEM SUMMARY General Approach and Style Mosquito Relay Strong 1♣, 15+ Responses: 1♦ = 0-8, Other bids = 9+ Other openings limited
Lead	Vs Suit	Vs NT												
Ace	Ax, AKx, AKQ, AKQx	AKQx, AKx												
King	KQxx, AKx, AKJ, Kx	KQJ(x), KQ10xx												
Queen	KQxx, QJxx, Qx	QJ10x, KQ10x, AQJx												
JUMP OVERCALLS (Style, Responses, Unusual NT) 1 - Suit Intermediate Vul, Weak Non-Vul Responses: New suit or cue = 1RF, Raise = inv 2 - Suit Pre-emptive, 6+ suit Re-open: As above Unusual 2NT: Minors over major, Majors over minor Responses: If show minors, 3H = GF, if majors, 3C = GF	Jack KJ10x, Jx, J109 J109x, A110x, KJ10x 10 1098x, 10x 1098x, A109x, K109x 9 9x 98xx Hi-x xx, x xx, x Lo-x xxx(+)	General Style either shows or denies a 4 card major INT opening: 11-14, denies major 2 over 1 Response: 7-10, NF SPECIAL BIDS THAT MAY REQUIRE DEFENCE Opening Bids 1♣ = 15+, any shape 1♦ = 10-14, 4+♥, denies 4♠ - may be canape 1♥ = 10-14, 4+♠, denies 4♥ - may be canape 1♠ = 10-14, 4+/4+ majors INT = 11-14, denies major/occasionally singleton M												
DIRECT AND JUMP CUE BIDS (9) Style: 5/5 two suiter Responses: 2NT = 1RF, Known suit = to play, Cue = GF Reopen: As above VS NT (Vs Strong/Weak, Reopening, PH) (11) Strong/Weak: 2♠ = Majors, 2♦ = Any single suiter, 2♥/♠ = 5/4 4/5+ in major/minor 2NT = ♣/♦ X = 15+ Reopening: As above	SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Rev Cl/Att Reverse Count Reverse Count 2 Suit 2 Reverse Count Discouraging 3 NT 1 Rev Cl/Att Suit preference Reverse Count 2 Reverse Count Discouraging	2♦ = 10-14, 6+♠ - denies major 2♠ = 10-14, 6+♣ - denies major 2♥ = 10-14, 6+♦ - denies major												
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids) Doubles: T/O, 11+ Cue Bid: Any 5/5 Jumps: 11-18, 6+ suit NT: 3NT to play	SIGNALS (including trumps) Trump Echo - asks for ruff, Singleton in dummy - suit preference TAKE OUT DOUBLE (Style, Responses, Reopening) Style: 11+ Responses: Forced Response = 0-7, Jump in Major = 8-11, 4 card suit, Double jump = 8-11, 5 card suit, Cue = 8+ 4/4 in majors or 12+, at least one major,	2♥ = 5-9, 5+ hearts, 4+ minor 2♠ = 5-9, 5+ spades, 4+ minor 2NT = 10-14, 5+/5+ minors												
VS ARTIFICIAL STRONG OPENINGS (10) 1♦, 1♥, 1♠ = Natural, 1NT = 5/5 odd suits, 2♣, 2♦, 2♥, 2♠ = a) weak, 6+ suit or b) shortage in that suit (eg 4441 or 5440) or c) 5/5 in two touching suit below 2NT = minors, 12+, 3♣, 3♦, 3♥, 3♠ = preemptive	Style: 11+ Responses: Forced Response = 0-7, Jump in Major = 8-11, 4 card suit, Double jump = 8-11, 5 card suit, Cue = 8+ 4/4 in majors or 12+, at least one major, In Bal Pos: 9+ Responses: As above	Overcalls Michaels Cue Bids Jumps - Intermediate (vul) weak non vul) SPECIAL FORCING PASS SEQUENCES 1st step of relay after interference IMPORTANT NOTES THAT DON'T FIT ELSEWHERE												
OVER OPPONENTS TAKEOUT DOUBLE Raise could be 4-10, Raise to 3 = pre-empt, 2NT = 8 "losers" & fit	DOUBLES/REDOUBLES Once a fit is established (sometimes by inference) X = game invitation	PSYCHICS Psychic opening rarely												

Opening	Ticket if Artificial	Min No of Cards	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTIONS	MODIFICATION COMPETITION AND WITH PASSED PARTNER
1♣	✓	0	4♥	15+ any shape	1♦ = 0-8, neg (3)	→ 1♥ = 19+ (R) 1♠ = 0-5 Other bids = R, 6-8 → GF Relay showing shape, controls and position of honours	Relay unless interference puts us up more than 3 steps
1♦	✓	0	3♠	10-14, 4+♥, denies 4♠, may be canape	1♥ = 11+, relay 1♠, 2♣, 2♦, 2♠ = 6-10, NF 2♥ = Raise, 3+♥, 6-10 2NT = 7-10, 4+ support 3♠/♦/♥/♠ = preemptive	Opener shows shape, relay again = GF, otherwise natural auction	Relay unless more than 2 steps up
1♥	✓	0	3♥	10-14, 4+♠, denies 4♥, may be canape	1♠ = 11+, relay 2♣, 2♦, 2♥ = 6-10, NF 2NT = 7-10, 4+ support 3♠/♦/♥/♠ = preemptive	As above	Relay unless more than 2 steps up
1♠	✓	4	4♦	10-14, 4+/4+ both majors	1NT = 6-10 2♦, 2♥, 2♠, 3♣ = 6-10 3♦/♥/♠ = preemptive	As above	Relay unless more than 2 steps up
1NT		-	-	11-14, denies major (7) occasionally singleton major	2♣/2♦ = transfer to 2♥/2♠ 2♥ = GFR 2♠ = Range finder 2NT = TFR to best minor 3♣, 3♦, 3♥, 3♠ = inv, 6+ suit	Opener bids one step up without support or accepts transfer with Qx or better. Relay or natural	Relay unless more than 2 steps up
2♣		6	-	10-14, 6+ ♣, denies major, may have 4♦	2♦ = GFR Other suit bids = inv 2NT = Inv to 3♣ or 3NT 3♠/4♠ = Preemptive	GF Relay	Double = penalties
2♦		6	-	10-14, 6+ ♦, denies major, may have 4♠	2♥ = GFR 2NT = inv to 3♦ or 3NT 3♣ = inv with 5+♥ 3♦/4♦ = preemptive	GF relay	Double = penalties
2♥	✓	5	-	5-9, 5+ hearts, 4+ minor (4)	2NT = 1RF 2♠=5+ NF 3/4♦=6+NF 3/4/5♣=p/c 3♥, 4♥=to play, 3♠=inv6+ 4NT= RKC/B Hearts	3m = min, 3NT= max 3♥ = 6/4 4m = 5/5	Double = penalties After 2♠ o/c 2NT=inv ♥'s
2♠	✓	5	-	5-9, 5+spades/4+ minor (5)	2NT = 1RF 3/4♦=6+NF 3/4/5♣ = p/c 3/4♠=to play, 3♥=inv6+ 4NT= RKC/B Spades	3m = min 3NT = max 3♠ = 6/4 4m = 5/5	Double = P After o/c 3♥ = inv ♠'s
2NT	✓	-	-	10-14, 5+/5+ minors (6)	3♣, 3♦, 3♥ = NF - play 3Maj = GF, 6+ suit, 4C/D = inv		Double = penalties
3♣, 3♦, 3♥, 3♠,		6	-	Preempt. Constructive when VUL	New suit, natural, forcing		Double = penalties
3NT		7	-	Gambling	4/5♣ = p/c 4♦ = asks for 2nd round controls		Double = penalties
4♣		7	-	Preempt			Double = penalties
4♦		7	-	Preempt			Double = penalties

SLAM CONVENTIONS:
Denial Cue Bidding, Splinters,
Cue- Bidding, Roman Keycard Blackwood

SUPPLEMENTARY NOTES.

***1. LIMITED OPENERS.**

- . 1D, 1H, = submarine bids showing H, S.
These suits could be 4+, and could have a longer minor. 10 - 14 pts.
- 1S = both majors at least 4+/4+. 10 - 14 pts

***2. RESPONDING TO LIMITED OPENERS. 1D,H,S.**

- a. pass doesn't necessarily have the bid suit
- b. raise with 6-10 or 2NT with 7-10 and 8 'losers'
- c. natural non forcing bid at 1 or 2 level with 6-10
- d. relay once (i.e. bid the next suit up) then natural bid = 11-13, inv
- e. relay twice = game force
- f. pre-emptive bids at 3 level = 0-6 pts

***3. RESPONDING TO 1C OPENER.**

- a. 1D = 0-8 or 9+ and less than 2 controls
Openers rebids:
 - 1H = 19+
 - 1S, 2C,D,H = 15-18
 - 1 NT = 15-18
 - 2S = 15-18 5/5+ colour or rank suits
 - 2NT = 15-18 5/5+ odd suits
 - 3 * = 6+ suit highly invitational

- b. Game force relay = 9+ and 2+ controls

- 1H = 4+ S unbalanced
- 1S = 4+ H "
- 1NT = balanced
- 2C = 4+ D
- 2D = 5+ C
- 2H,etc = minors

- c. Relay continues unless interference puts us more than 3 steps up

***4. 2H OPENER**

- = 5-9 5+H/4+minor
- Responses:-
 - 2NT = Forcing enquiry
 - Rebids
 - 3 minor = minimum
 - 3H = 6/4
 - 3NT = 5/4 max
 - 4 minor = 5/5 max
 - 3/4/5C = to play or convert
 - 2S/3/4D = to play
 - 3S = 6+ inv
 - All doubles = Penalties

***5. 2S OPENER** = 5-9 5+S/4+minor
 Responses:- 2NT = Forcing enquiry
 Rebids 3 minor = minimum
 3S = 6/4
 3NT = 5/4 max
 4 minor = 5/5 max
 3/4/5C = Play/convert
 3/4D = to play
 3H = 6+ inv

***6. 2NT OPENER** = 10-14 5+/5+ minors
 Responses:- 3C/D = Nonforcing.
 3H/S = GF 6+
 4C/D = invitational
 .

***7. 1NT OPENER** = 11-14, denies a major, rarely has a singleton major

Responses:- 2C = transfer to H
 2D = transfer to S
 2H = game force relay
 2S = invit. to 3NT
 2NT = asks for better minor
 3* = invit. 6+ suit

***8. 1NT OVERCALL** = 15-18

Responses:- 2C = stayman
 2D/H = transfers

PASSOUT POSITION. = 11-15 - stayman and transfers

***9. TWO SUITED OVERCALLS**

- a) Direct cue of minor = 5+/5+ H and other minor, 6+ pts
- b) Jump cue of minor = 5+/5+ S and other minor, strong hand
- c) Direct cue of major = 5+/5+ other major and a minor, 6+ pts
- d) 2NT over major opener = 5+/5+ minors, 6+ pts
- e) 2NT over minor opener = 5+/5+ majors, 6+ pts

*10. OVERCALLING - PRECISION 1C

X	= majors
Pass then X	= 16+
1D,H,S	= natural
1NT	= 5/5+ , odd suits
2C	= 6+C, or other suits, or 5/5+ H and S
2D	= 6+D, or other suits, or 5/5+ S and C
2H	= 6+H, or other suits, or 5/5+ C and D
2S	= 6+S, or other suits, or 5/5+ D and H
2NT	= minors, 12+ pts
3*	= pre-emptive

*11. OVERCALLING - 1NT

2C	= 4+/4+ Majors, usually 8-15 HCP
Responses:	2D = asks for longer Maj, then 2NT/suit = Inv
	2H/S = to play
	2NT = GF, 4+ support for M → 3 long suit or Cue a minor
	3C = 6+ good clubs
	3D = to play
	3H/S = Inv
2D	= any single suiter
Responses:	2H = play or convert
	2S = 5+ suit NF
	2NT = 1RF → 3* = minimum
	3NT = max, semibal
	4H/S = max, 6+ suit
2H/S	= that Major + a minor, 5/4+ either way
Responses:	2S = 5+ suit NF
	2NT = 1RF → 3 min = minimum
	3M = max, 5+ suit
	3NT = max, 4 card Maj
	4M = max, 6+ suit
	3C = p/c
	3D = to play
2NT	= minors weak or strong, or major/minor strong 5/5+
Responses:	3C/D = preference → 3H/S = strong M/m
	3NT = strong minors
	3H/S = GF, 6+ suit → 3NT = weak minors
	4C = strong minors
	3NT = assumes minors weak
X	= 15+ Penalty oriented
	First X = t/o