

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
Usually 5+ card csuit, approx 9-15 HCP, THEN responses:		Lead	In Partner's Suit				
2-level cue bid = good 3-card raise with defence	Suit	4th, MUD, 2nd from xxxx/x	4th, MUD, 2nd from xxxx/x		Category: GREEN (BROWN STICKER)		
3-level cue bid = good 4-card raise with defence	NT	4th, MUD, 2nd from xxxx/x	4th, MUD, 2nd from xxxx/x				
responder's new suit = Nat, F	Subseq	Upside down count (present)	Upside down count (present)				
responder's jump shift = Nat with 5+ cards, fit-showing	Other:				Country: AUSTRALIA		
jump raise = pre-emptive					Event: WOMEN'S		
					Players: ELIZABETH HAVAS - BARBARA TRAVIS		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
15-18 HCP, with 2C enquiry for strength and 5-card suits, transfers (system ON)	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE		
4th seat: 11-14 HCP, system ON (as above)	Ace	AKx/x, Ax, Axx	Asks for unblock or count		STANDARD with 4-CARD SUITS		
1NT / 2NT after 2 suits by opponents = distributional T.O.	King	AK, KQx/x, Kx	Asks for attitude (upside down)		SPECIALISED 2-LEVEL OPENING BIDS		
	Queen	QJx/x, Qx	QJx/x, AQJx, Qx				
	Jack	J10x/x, KJ10x, Jx	J109x/x, A/KJ10x, Jx				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x/x, K/Q109x, 10x	109x/x, H109x, 10x				
1-Suit: 14-17 HCP, 6+ card suit; responses = Nat, NF	9	9x	9x				
2-Suit: 2NT = 5+ / 5+ in lowest 2 unbid suits (except 4th seat = big, bal.)	Hi-x	Sx, xSxx/x	xSxx/x, Sx		1NT Openings: 14-17 HCP, may included 5M or 6m		
	Lo-x	HxxS/s, HxS, xSx	HxxS/x, HxS, xSx		2 OVER 1 Responses: GF unless rebid opener's or own suit at minimum level		
Reopen: Good re-opening hand, 2NT = big, bal.	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♣♦D = weak 2M or 22-23 HCP [2NT enquiry, NOTE 11]	
Direct cue-bid = 5+ highest unbid suit + 5+ another	Suit: 1st	Hi = DISCRG	Hi/Lo = O	Hi = DISCRG		2H = 5-10 HCP, 5+ hearts + 5+m [2NT enquiry, NOTE 12]	
Responses: 2NT = enquiry, others are Pass or Correct (unless suit is rebid)	2nd	Hi/Lo = O		Hi/Lo = O		2S = 5-10 HCP, 5+ spades + 5m [2nt enquiry, NOTE 12]	
Jump cue-bid = asks for stopper for 3NT	3rd					2NT = 5-10 HCP, 5+ clubs + 5+ diamonds OR 5+ hearts + 5+ spades [NOTE 5]	
	NT: 1st	Hi = DISCRG	Hi/Lo = O	Hi = DISCRG			
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/Lo = O		Hi/Lo = O	Weak jump shifts after partner's 1-level openings bids, by non-passed hand	
2C = D, or D canape, or 5+C + 5+D, or both majors	3rd					Fit-showing jump shifts after doubles, interference, or by passed hand	
2D = H, or H canape, or 5+D + 5+H	Signals (including Trumps): Trump Hi/Low = O (interest in ruffing)			Many splinter bids			
2H = S, or S canape, or 5+H + 5+S (good hand)	Upside Down Count (Present) [Lo = Even]						
2S = 5+S + 5+C	Upside Down Attitude						
2NT = C, or C canape	DOUBLES						
3C = 5+C + 5+ H 3D = 5+D + 5+S	TAKEOUT DOUBLES (Style; Responses; Reopening)						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May include hands stronger than our STRONG JUMP OVERCALL						
X = T.O. v Multi and 2-suited 2 bids: X = 16+ HCP, 2NT = 2-suited	Cue-bid responses = F to suit agreement						
v Weak 2s: 4m = strong m + M, 4-cue = strong minors, 4NT = minors, cue = 2-suited	Normally reopen with shortage in opponents' suit						
v Weak 3s: 4m = m + M, 4-cue = strong 2-suiter, 4NT = minors				SPECIAL FORCING PASS SEQUENCES			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Normally re-open against intervention to 4H when opener has shortage in bid suit		
v. Strong 1C: X = D, or D canape, of 5+C + 5+D, or both majors	Negative DBL to 4H [thus tend to re-open with shortage in opponents' bid suit]			1NT] - X - [bid] - PASS = either length or weakness; BID = constructive			
1D = H, or H canape, or 5+D + 5+H 1H = S, or S canape, or 5+H + 5+S (good)	Negative DBL then change of suit = GF (negative free bids to 3D)			Possible save over opponents' slam: PASS = 0/1 tricks			
1S = 5+S + 5+C 1NT = C, or C canape 2C = 5+C + 5+H 2D = 5+D + 5+S	Responsive DBL to 4H			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
v. Strong 2C: refer to defence to 1NT above	X of 3NT asks for lead of dummy's first bid suit or spades			Negative free bids to 3D after opponents' interference			
OVER OPPONENTS' TAKE OUT DOUBLE		X of 1NT by passed hand = clubs			Lebensohl [NOTE 6] applies when responding to T.O. X at 2-level		
REDBL = 10+ HCP 2NT = limit raise jump raise = preemptive	Unless passed hand, X of their artificial bids over their 1NT = X of 1NT bid						
Jump shifts = Nat with 5+ card, fit-showing Splinters				Psychics:			
Other 2-level bids = Nat, NF							

OPENING BID DESCRIPTIONS					

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4H	11-21 HCP, normally 4+ cards	) 1NT = 6-11 HCP, NF 2NT = 12-14 HCP or 19+ HCP	) after 1NT: 2NT = artificial GF Jump shift = 5/5 inv.	) jump shift = Nat with 5+ card suit, fit-showing
1♦		4	4H	11-21 HCP	) 3NT = 15-16 HCP Jump raise = GF Splinters	) 4th suit = F to 2NT (used to show limit raises)	) 2NT = splinter raise with 3C ask
1♥		4	4H	11-21 HCP	) Jump shift = preemptive	) long and short suit trial bids [NOTE 7]	) jump raise = bal limit raise
1♠		4	4H	11-21 HCP	) 2-over-1 = GF unless either suit rebid at min level	) mini-splinters [NOTE 10] Blackout [NOTE 9]	
1NT		2 (1)		14-17 HCP, may have 5M or 6m	2C = enquiry (HCP, 5M), transfers, 3-level [NOTE 6]	NOTE 6	
2♣	YES	0		any 8+ play tricks, or 20-21 HCP bal	shows HCP +/-or suits [NOTE 4]	NOTE 4	
2♦	YES	0	4H	weak 2M, or 22-23 HCP bal.	2NT = enquiry, 2M/4M = Pass or Correct, 3-level = Nat, F	NOTE 11	
2♥		5/5		5-10 HCP, 5+ H + 5+m	2NT = enquiry, F [NOTE 12] 3m = Pass or Correct	NOTE 12	
2♠		5/5		5-10 HCP, 5+S + 5+m	2NT = enquiry, F [NOTE 12] 3m = Pass or Correct	NOTE 12	
2NT	YES	5/5		5-10 HCP, both MAJORS or minors	3H = GF enquiry [NOTE 5] others to 4S = Pass or Correct	NOTE 5	
3♣		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3♦		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3♥		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3♠		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3NT	YES	7		Gambling (1st/2nd = no other A/K)	4C = Pass or Correct 4D = slam int, asks for feature		
4♣		6		preempt - Rule of 2/3/4/5			
4♦		6		preempt - Rule of 2/3/4/5			
4♥		6		preempt - Rule of 2/3/4/5	New suit = asks for suit control for slam		
4♠		6		preempt - Rule of 2/3/4/5	New suit = asks for suit control for slam		
4NT	YES			ace ask	5C = 0 ace Other = ace		
5♣				preempt			
5♦				preempt			
5♥				bid slam with trump honour			
5♠				bid slam with trump honour			
5NT							

HIGH LEVEL BIDDING	
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55
56	56
57	57
58	58
59	59
60	60
61	61
62	62
63	63
64	64
65	65
66	66
67	67
68	68
69	69
70	70
71	71
72	72
73	73
74	74
75	75
76	76
77	77
78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

Cue bids

DOPI and ROPI after interference over Blackwood

Splinters and mini-splinters

Grand Slam Force [NOTE 13]

Lightner lead-directing doubles

NOTE 1: versus 1NT OPENING BID

2♣ = ♦, OR ♦ canape, OR 5+♦ and 5+♣, OR ♥ and ♠
2♦ = ♥, OR ♥ canape, OR 5+♥ and 5+♦
2♥ = ♠, OR ♠ canape, OR 5+♠ and 5+♥ (good hand)
2♠ = 5+♠ and 5+♣
2NT = ♣, OR ♣ canape
3♣ = 5+♣ and 5+♥
3♦ = 5+♦ and 5+♠

NOTE 2: versus STRONG 1♣ OPENING BID

as per NOTE 1, but all bids are one level lower,
X replaces 2♣ bid

NOTE 3: versus STRONG 2♣ OPENING BID

as per NOTE 1,
X replaces 2♣ bid

NOTE 4: RESPONSES TO 2♣ OPENING BID

2♦ = any 0-3 HCP, or any 10+ HCP, then:
2H = any GF, then:
2S = any 0-3 HCP,
other = nat, 10+ HCP
2♥ = any 4-6 HCP
2♠ = 7-9 HCP, bal
2NT = 7-9 HCP, 5+♣ (Q10xxx or better)
3♣ = 7-9 HCP, 5+♦
3♦ = 7-9 HCP, 5+♥
3♥ = 7-9 HCP, 5+♠
3♠ = 7-9 HCP, 5♠ and 4♥
3NT = 7-9 HCP, 5♦ and 4♣
(Opener tends to 'accept' transfer for more shape information.)

If opener rebids 2NT (20-21 HCP or 24+HCP), then:
3♣ = Baron, asks for 4-card suits (3334m not shown)
3♦/♥ = transfers
3♠ = 5♠ and 4♥

After interference:

X = any 0-4 HCP (no A/K)
Pass = forcing, any positive or penalty X
Bid = nat, approx 4-6 HCP

NOTE 5: RESPONSES TO 2NT OPENING BID

3C = Pass or Correct (may like major)
3D = Pass or Correct (prefers D to C, may like major)
3S = Pass or Correct (likes a minor)

3H = Game forcing enquiry, then:
3S = majors, minimum
3NT = minors, minimum
4C = minors, maximum
4D = majors, maximum with longer S
4H = majors, maximum with equal or longer H

NOTE 6: RESPONSES TO 1NT OPENING BID

2♣ = (8) 9+ HCP, asks range and shape, then:
2♦ = 14-15 HCP, no 5M
2♥/♠ = 14-15 HCP, 5-card suit
2NT = 16-17 HCP, no 5-card suit
3-suit = 16-17 HCP, 5-card suit
3NT = 14-16 HCP, 6+ minor (either)

Over 2♣ - 2♦ or 2NT response, then:
3♣ = Baron, asks for 4-card suits (3334m not shown)
3♦ = Stayman, asks for 4-card M

2♦, 2♥, 2♠, 2NT = transfers, then:
partner super-accepts with 4-card support (min. and max.),
or with max. and 3-card support

If responder jump shifts after transfer = slam try in transfer, 0/1 in new suit

3♣, 3♦, 3♥, 3♠ = GF, 0/1 in bid suit, 3+ cards in each other suit, then:
opener either rebids 3NT with suit well-stopped,
or bids 4-card suits in sequence

4♣, 4♦ = slam try in ♥/♠, without shortage

NOTE 7: GAME TRIES AFTER 1M : 2M

1♥ : 2♥, then:
2♠ = puppet to 2NT, then:
new bid is long-suit trial - 3♣, 3♦, 3♥ (♥ = ♠ try)
2NT, 3♣, 3♦ = short-suit trial (NT = ♠ try)

1♠ : 2♠, then:
2NT = puppet to 3♣, then:
new bid is long-suit trial - 3♦, 3♥, 3♠ (♠ = ♣ try)
3♣, 3♦, 3♥ = short-suit trial

NOTE 8: LEBENSOHL

- * after opponents bid over our 1NT opening or overcall
- * when responding to partner's X of opponent's weak 2 opening
- * when responding to T.O. X at 2-level

2NT = puppet to 3♣, then:
 new suit = weak
 3NT = stopper, no 4M
 3 cue-bid = stopper, 4 other M
 3-level = nat, value-showing
 cue-bid = no stopper, 4 other M
 3NT = no stopper, no 4M

NOTE 9: BLACKOUT AFTER REVERSES

When opener has reversed,

- * the weakest response is EITHER 4th suit or 2NT - whichever is LOWER
- * all other bids are natural, GF

NOTE 10: OPENER'S MINI/MAXI SPLINTERS

- * Jump shift by opener agrees responder's suit and shows 0/1 in bid suit, with at least invitational values.

With game values, opener then rebids game (if partner signs off).

- * Double jump shift by opener agrees responder's suit and shows 0 in bid suit, with at least game values.

NOTE 11: RESPONSES TO 2♦ OPENING BID

2M and 4M are correctable.

3-level bids are natural and forcing.

2NT enquiry, then:

3♣ = good weak 2♥, and

3♦ = good weak 2♠, then:

3 next suit = trump ask (0/1, 2, 3 honours)

3 trump suit = feature ask, then:

4 trump suit = no feature,

3NT = feature is A/K

other = 0/1 in bid suit

(SHOW SHAPE FEATURE BEFORE HONOUR FEATURE)

3♥ = poor weak 2♥

3♠ = poor weak 2♠

3NT = 22-23 HCP, bal, then:

4♣ = Baron, asks 4-card suits (3334m not shown)

NOTE 12: 2M OPENING : 2NT ENQUIRY

3♣ = 5M and 5+♣ RELAY 1

3♦ = 5M and 5+♦ RELAY 1

3♥ = 6M and 5♣ RELAY 2

3♠ = 6M and 5♦ RELAY 2

next suit asks more shape (below)

3NT = 6M and 6m, then:

4♣ = asks minor

4♦ = ♦

other = ♣, cue-bid (4NT = ♦ cue)

4♦ = set ♦, asks cue-bid (4NT = ♣ cue)

4NT = RKCB in M

RELAY 1:

step 1 = lower shortage

step 2 = higher shortage

step 3 = 1-1

step 4 = lower void

step 5 = higher void

RELAY 2:

step 1 = 1-1

step 2 = lower void

step 3 = higher void

OTHER RESPONSES TO 2M:

2♠ OVER 2♥ = Nat, NF

3m = Pass or correct

3M = Preemptive

3 other M = Nat, F

4m = Invitational

4♥ over 2♠ = Splinter

4♠ over 2♥ = Natural

NOTE 13: TRUMP ASK (GRAND SLAM FORCE)

5NT or 4NT over 4-level opening, then:

agreed suit = 0 honours

step 1 = 1 honour

step 2 = 2 honours

step 3 = AK and extra length

step 6 = AKQ

After first response, the next step asks, then:

step 1 = worst honour/s

step 2 = best honour/s

BROWN STICKER OPENING BID ANNOUNCEMENT FORM
--

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: ELIZABETH HAVAS – BARBARA TRAVIS
Country AUSTRALIA **Event** VENICE CUP
Opening bid 2NT **in** ANY **seat at**
Shows: Weak 5/5 in either both majors or both minors
Detailed Description:

5-11 HCP with 5+ hearts and 5+ spades OR
5-11 HCP with 5+ clubs and 5+ diamonds

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?
Basically never

Meanings of other responses and rebids:

3C = Pass or correct (may like a major)
3D = Pass or correct (prefers D to C, may like a major)
3S = Pass or correct (likes a minor)
3NT = To play
4C = Pass or correct (will like a major)
4D = Pass or correct (prefers D to C, will like a major)
4H = Pass or correct (prefers H to S, will like a minor)
4S = Pass or correct (prefers S to H, will like a minor)

3H = Game Forcing enquiry, then:

3S = majors, minimum
3NT = minors, minimum
4C = minors, maximum
4D = majors, maximum with longer S
4H = majors, maximum with equal or longer H

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)
As above, except that XX asks partner to bid next suit (i.e. 3C) and PASS the next bid by responder

Responses after opponent's overcall:
As above, except that X = penalty

Rebids after 4th hand DBLs the response:
As above

Rebids after 4th hand overcalls:
As above

Proposed Defence

Defend as for your Multi 2 bids:

X can be either 16+ HCP

Or

X can be penalty oriented