

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8+ HCP. Tend to be good , Repenses: cue bid is cons or limit,
2nt over interference is const With 4 trumps,
jump is weak, jump are fit-bids, transfer advances. (see note 8)
1/1, 2/1 and 2/2 forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT=16-18 , sys on over 2C, guoba rescues over X
Defence to Raptor(note 20), Sandwich NT,
In Balancing seat: 1114 over minor and 1116 over major with
Range asking (note 2)Responses are the same as over strong NT
In balancing seat: 2nt is 19-21
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak+ pre-empt, could be const when VUL,
2nt is asking for shortness,
Reopen: 2nt is 18-20 ,
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Mod Michael (note3)
VS. NT (vs. Strong/Weak; Re opening;PH)
Cappelleti in direct and reopening seat, vs weak and strong
X: penalty and clubs on passed hand.
2c: one suit, 2D majors, 2H/S: major/minor, 2NT minors
3 level bids are pre-emptive.
Cappelleti against opp 1nt overcall
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels (note 5), defence to unusual(note 18)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Transfers against strong club(note 4)
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer advances over majors, 1m-x-2nt inv, natural
1c-x-2d and 1d-x-3c: limit +, 1m-x-xx 10+HCP,

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5th	3 rd /5 th or top of nothing	
NT	Low from honour	Top	
Subseq			
Other: attitude trough out the hand and 3 rd and 5 th also., standard suit preference			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AX, A	AKX, AK	
King	KQ, KQ109	Ask to unblock, KQ109	
Queen	QJ, QX, QJ10	QJ, KQ, QJ10,	
Jack	J10,	J10, JX, KJ10, AJ10	
10	10, 109, 10X	109X,10x, Q109xx, A109	
9	9X, 9,	9x, 98x,	
Hi-X	DOUBLETON	doubleton	
Lo-X	3 rd and 5th	From honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	attitude
Suit 2	count	attitude	count
3	Suit preference	Suit preference	Suit preference
1	attitude	attitude	attitude
NT 2	Count	count	count
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps): upside down count and attitude, throughout the hand, REV Smith against NT, suit preference in the trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Neg and responsive double until 4H, direct X could include strong NT hand			
1m-1H-x :denies 4 spades, show at least 8 cards in minors.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
D1P2, R1P2 which is X is first step, pass 2 nd step, XX is 1 st step, pass 2 nd ,			
Step over interference of asking bids. .transfer advances			
Xx in these situations show own suit and ask partner to bid next suit:			
Over 1x-1nt-x-xx, 2x-2nt-x-xx, 2M-x-xx , 2D, x-xx . 3x-x-xx			
Guoba rescues (note 10)			

W B F CONVENTION CARD
CATEGORY: Venice Cup 2007
NCBO: CANADA
PLAYERS: Pamela Nisbet and Isabelle Smith
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
10+HCP opening bids, weak and strong NT openings,
2/1 game forcing.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D: multi showing a weak 2 in one major in 1 st , 2 nd and 3 rd seat,
2h: 5+ H and 5+ in a minor 5-9 in 1 st , 2 nd and 3 rd ,
2S: 5+ S and 5+ minor 5-9 in 1 st , 2 nd and 3 rd ,
2NT: 5+/5+ MINORS, at least 8 hcp in the suits, 8-11 in 1 st ,2nd
And 3 rd , 4 th seat is 12-15
3NT: pre-empt in 1 st and 2 nd showing long minor, no outside card
4C: 7-8 tricks in Hearts with a solid suit
4D: 7-8 tricks in Spades with a solid suit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Lebenshol situation(note 6), defence to multi+ suction(note 20)
Relays after reverse(note 9), more(see note 26)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		10-21 HCP, could be short, in 1st 2 nd 3 rd nvul: clubs or 1517 NT	Natural at the 1 level, strong jump shift 2M, ,3x splint, 1nt810 2nt 1112, 3nt 1315, (note 11)	Walsh style, 1m-1M-2nt(note23) 1c-2c-3nt 1819, 1c-1d-2nt(note 25)	Natural at the 1 level, 2d is limit 3c weak, 2 M is fit-showing
1♦		2		4+ when VUL, 10-21hcp, nvul 2+	1M:natural, 1nt-6-10, raise: limit+, 2M=strong	1m-1M-2M(note 19)1D-2C(note22)	Fit jumps, nmf, 1d-3c=limit
				Natural, 5+ cards, 10-21 HCP	1M-3nt1315(4333)-4c1617(4333), forcing nt	Nagy gt(note 12), 1h-1s-2s-(note 16)	Drury (note21), jump raise weak
1♥		4		could be 4 cards in 3 rd or 4 th seat	, jacby nt, 2s/3s splinter over 1h, 1s-3h splinter	1h-1s-1nt-2c crowhurst,(note 14),	, const, raise.2nt splinter
1♠		4			1M-3c911 4 t, 3d 68 4T,1M-2M=const raise	1M-1nt-2nt transfers(note 15),	Jump are fits-bids
					Forcing nt, jacoby nt , const raise, 3h splinter.	Bart over 1s-1nt-2c(note 17)	
INT		2		NVUL: 10-12 in 1 st , 2 nd and 3rd	See notes 13 for weak nt responses	See note 16 for weak nt	Note 13
				VUL:15-17 and 4 th seat	See notes 13 for strong nt responses	Supper accept (note 13)	Transfers, 2nt minors or D,
2♣		0		20+ balanced or 22+ unbalanced	2d:waiting, kokish relay, 2h/s/2nt: neg 0-3 no A	2c-2d-2nt 22-24, 2c-2d-2h-2s-2nt 2021	same
					Or K, 3x 2/3 top , 6+card and 3+ controls.	See note 24 for responses,2c-2d-3M 9tricks	
2♦	x	6		5-9hcp in one major in 1 st , 2 nd 3rd	Everything is pass or correct, 2nt asking	2d-2nt-3c bad h with H, 3d bad h with S,	New suit forcing,2nt ask(note 27)
				12-15 natural in 4 th seat	4c ask to transf into suit, 4d ask to bid suit.	3h :good h with H, 3s: good h with s	
2♥	x	10		5-9 hcp, 5+h and 5+ m,	2nt asking, pass or correct, 2h-2s forcing, nat	2M-2nt-3c: bH with C, 3d bH with D,3h=gh	New suit game try and values
				2H or 2S in 4 th seat: 12-15 nat.	Game are to play	With C when S and unknown m when H,	In the bid suit, 2nt ask(note 27)
2♠	x	10		5-9hcp 5+s and 5+ m, 1 st , 2 nd ,3rd	2nt asking, pass or correct, games are to play	3s=Gh with D, 4C=6c5M,4=6d5M,	Same
				5+/5+ Minors, at least 8 hcp in			
2NT	x	10		In the suits, 8-1 in 1 st , 2 nd and 3rd 12-15 in 4 th seat.	3c/d: to play, 3h: asking, 3s: natural, 4c/d: inv Games are to play	2nt-3h-3s(30) 3nt(21)4c(20)4d(11)4h-s(0-1) 4nt-0-0 min, 5c=0-0 max	3c/d: to play, 3 H asking,
3♣		7		Pre-emptive	New suit forcing, games are to play		
3♦		7		Pre-emptive	New suit forcing, games are to play		
3♥		7		Pre-emptive	New suit forcing, games are to play		
3♠		7		Pre-emptive	New suit forcing, games are to play		
3NT		7		Long mior in 1 st , 2 nd , preempt	4c: pass or correct, 4 d ask for shortness.	3nt-4d-4h:stiff H, 4s: stiff S, 4nt stiff D	
				To play in 3 rd , 4 th , any hand	Games are to play	5c: stiff Club	
4♣		7		Solid Heart suit, 7-8 tricks	4d: general slam , 4h to play, 4nt rck		
4♦		7		Solid Spade suit 7-8- tricks	4h: general slam try, 4 s to play, 4nt rck		
4♥		7		Broken Heart suit 7-8 tricks	4nt: rkc		
4♠		7		Broken Spades suit 7-8 tricks	4nt: rkc		
4NT		10		pick a minor			
5♣		8		To play		HIGH LEVEL BIDDING	
5♦		8		To play			
5♥		n/a		n/a			
5♠		n/a		n/a			

SYSTEM NOTES

PAMELA NISBET AND ISABELLE SMITH

2007

CANADA

NOTE 2:

RANGE ASKING OVER 1M-P-P- 1NT

RESPONSES:

2C = Stayman with range asking, e.g.: 1NT -2C:

2D/H/S = 11-14,

2NT = 15-16 (3C = re-stayman. 3 D/H = transfers)

2D/H = transfers,

2S = clubs

2NT = D or 5/5 minors weak,

3C/D =: inv,

3H/S =: shortness

NOTE 3:

MODIFIED MICHAELS

RANGE:

NON VUL = 5-9HCP OR 15+HCP

VUL = 12-15

1m-3m = Both majors

1m-2m = Spade and other minor

1m-2NT =: 2 lowest

1M-2NT:= Minors

1M-2M: = Other major and a minor

1M-3M = Asks for stopper

NOTE 4:

LEAPING MICHAELS:

2 m- 2NT: 16-18 (system on),

3 m: asks for a stopper,

3H: H and other minor,

3S: S and other minor,
3 NT: to play (system on),
4m: majors,
4M: to play

LEAPING MICHAELS (continued)

2 M- 2NT = 16-18(system on),
3M =: Ask for stopper,
4C =: C and other Major,
4D =: D and other Major,
4M =: Both minors ST.
4 NT =: Both minors, Not ST

3m - 4C= Single suit,
4D =: Majors,
4H=: H and the other minor,
4S =: S and the other minor

3M- 4C = C and the other Major,
4D =: D and the other Major,
4M =: Both minors ST,
4 NT =: Minors, not ST

NOTE 5:

TRANSFER OVER STRONG ONE CLUB

1D =: Heart,
1H =: Spades,
1S = Clubs,
1NT = Diamonds,
2C =: Diamonds and Hearts or Spades and Clubs
2D =: Minors or majors,
2H: Spades and Diamonds or Hearts and Clubs

(NOTE 5: CONT)

TRANSFERS OVER 2 CLUBS STRONG

2D =: Hearts,

2H = Spades,

2S = Clubs,

2NT = Diamonds,

3C = Red or blacks,

3D = Minors or majors,

3S = S = Spades/Diamonds or Hearts/Clubs

NOTE 6:

LEBENSHOL SITUATIONS

2X-X-P- 2NT = Relay to 3 club to show less values than direct bid
New suit = constructive values.

1NT-2X-2NT: Direct 3NT bid = Denies stopper, (fast denies)
2NT followed by 3NT = Show stopper
Direct cue bid = denies stopper,
2NT followed by cue bid is stayman with stopper.

NOTE 7

COMPETITIVE AUCTIONS:

1M-p-2 M-bid by Opp: If only one suit available for game try, then X is general
game try.
If more than one suit is available for game try, then x is
penalty.

Note 8:**TRANSFER ADVANCES**

Apply over 1M-X, 1H-1S and some overcall situations

1M-X	XX = Either: 3 card LR, GF or wanting to play in 1NT, 1NT = Clubs, 2C = D, 2D = -H (if H trumps then constructive,) 2H = (if H trumps, weak raise,) (if Spades trumps, const raise) 2S = (if spades are trumps weak raise) (if H is trumps, then fit-bids) 2NT = limit raise with 4 trumps, 3C/D = Fit-bids,
1H-1S-	X = Either both minors or values for 1NT 1NT = C, 2C = D, 2D = const raise 2H = weak raise 2S = limit or better, 2NT = Nat, 3C/D = Fit-bids
1m-1M-X-	XX = transfer to 2 Clubs (if clubs is the minor, then show limit raise), 1NT = Nat, 2C = D (if D is the minor, then limit, 2D = H, if H trumps, const w 3 Trumps, 2H = S, if S trumps const with 3 trumps, 2NT = Const with 4 trumps 3C/D = Fit-showing jumps,

NOTE 9:**RELAYS AFTER REVERSES**

Rebid of: 2 M = shows 5+ does not show extra strength

2NT =: relay to 3c to show weaker hand
New suit forcing

NOTE 10:

GUOBA RESCUES

Applies over: 1NT weak X (any meaning),
1NT strong X (penal),
2x-2NT -x,
1x-p-p-1NT-x
1X-1NT-X- = IF X IS penalty
3 level bids are to play
4 level bids = system on.

X =: single suit, ask partner to bid 2c

2C =: clubs and D

2D: d and H

2h: H and S better H

Pass and then xx: either to play in 1nt-x-xx, h and s better s or 2c: clubs and a major, 2d:
D and S

1NT-P-P-X

P-P XX: Single suit Clubs, Diamonds, or H and S better S

2C: = Clubs and higher

2D = D and higher

2H = H and S better H

NOTE 11:

RESPONSES TO 1 MINOR (CONTINUED)

1m-2m = limit or better

1c-2d and 1d-3c: const raise,

1m-4M: to play,

1m-3 x splinters 1315,

1 m-2m -2M shows stopper

2NT: min hand unless 2nt over 1 c when white

3m: NF min

3M: splinter,

3NT: 18-19

NF Auctions - 1m-2m,

1m-2m-2M-2NT,

1m-2m-3m,

1m-2m-2M-3m

1M- 2M- 2nt unless shows 15-17

NOTE 12:

NAGY GAME TRIES (also applies over Drury)

1H-2H-2S = asks where responder would accept GT (1S-2S-2NT asks)

2NT = accept S, 3C-clubs, denies S

3D =denies Clubs +Spades, accept D

3H = accepts nothing.

1H-2H-2NT =short suit in spades,

3X = short suit in the bid suit,

1-2-3- stop,

1M-2M-4X = 2 good suits, slam try

NOTE 13:

REPONSES TO STRONG NT:

2C = Stayman,

2D/H = transfers,

Super Accepts

Always with 4 trumps:

Jump into the suit = 4 trumps and min hand,)

2NT = 4 trumps max with no concentrate values,

2X OR 3X = 4 trumps, max with concentrate values in the bid suit.

2S = Clubs,

2NT = D or minors weak/strong,

Super Accept

Super accept with 3 to an honour by bidding the step in between

3C/D = inv,

3H/S =: shortness,

4C = Gerber,
4D/H = Transfers,
4S = 4/4 minors quantitative,
4NT = Quantitative.

OTHER CONVENTIONS:

Smolen,
Weissburger,-
Lebenshol (fast denies),

RESPONSES TO WEAK NT: (in 1st and 2nd seat only)

2C = N/F stayman,
2D = G/F stayman,
2H/S = Nat, to play,
2NT = One suit ST,
3C = 5+/5+ minors weak,
3D = 5+/5+ minors strong,
3H/S = Bid shortness,
4C = Gerber,
4D = Pick a major,
4H/S = To play,
4 NT = Quantitative.

RESPONSES TO WEAK NT in 3rd seat:

2c: stayman,
2d/h/s: natural,
2nt: minors, 3c: clubs

NOTE 14:

CROWHURST

1 H-1S-1NT- 2C = Asks
2D = minimum with 2 Spades
2H = min with 3 spades
2S = maximum with 2 spades
2NT = Maximum with 3 spades

1H -1S-2 NT- 3C Asks

3D = minimum with 2 Spades
3H = min with 3 spades
3S = maximum with 2 spades
3NT = Maximum with 3 spades

NOTE 15

TRANSFERS OVER 1M-1NT-2NT

3C = Transfer to D,
3D = Transfer to H,
3H = Transfer to S,
3S = Transfer to clubs.

If transferring to the opener's major, 4 possible hands:

1. Limit with shift,
2. Weak hand with doubleton in M,
3. Flat limit raise
4. Const doubleton

NOTE 16

RESPONSES TO 1H-1S-2S-2NT (ASKS)

3C = Singleton somewhere,
3D = 5-4-2-2 MIN,
3H = 5-4-2-2 MAX,
3S = 4-6-1-2 MAX,
3NT = 4-6-2-1- MAX
4C = 4-5-4-0,
4D = 4-5-0-4

RESPONSES TO 1H-1S-2S-2NT-3C-3D (ASK):

3H = Singleton C min,
3S = Singleton D min,
3NT = Singleton D max,
4C = Singleton C max

NOTE 17

BART

1S-1NT-2C

2D = Asks to bid 2 H with doubleton honour or more in H.

1S-1NT - 2C-2D-2H:

2S =doubleton spade 8-9hcp

2NT =10-11 with 5 hearts,

3C =10-11 with 5 clubs

3D =10-11 with 5 D

1S-1NT-2C-2S = weak 3 card raise or 6-8hcp with 2sp

1S-1NT-2C-3C =8-9hcp with 5clubs

1S 1NT-2C 2NT = inv 10-11 without 5 hearts

1S-1NT-2C-3D = weak with diamonds

NOTE 18:

DEFENCE VS UNUSUAL

Vs 2 know suits: X = Cards, **second X is TO**
Pass = **and then double is penal.**
Lower suit = Constructive raise
Higher suit = Limit or better
Raise = Noise

VS one know suit: X = Cards, **second X is TO**
Pass = **and then double is**
2 NT = Lebenshol
New suit = Natural. Forcing one round

Raise	= Noise
Cue	= Limit or better

NOTE 19

RESPONSES AFTER 1M-1M-2M

Next step ask:

1st step	= Singleton,
2nd step	= 5-4-2-2 min,
3rd step	= NT hand min,
4th step	= 5-4-2-2-max
5th step	= NT hand max

RESPONSES AFTER 1M-1M-2M

-Next step (ask),

1st step	= Singleton
1st step	= Om min,
2 nd step	= OM min,
3rd step	= Om max
4 th step	= OM max

NOTE 20

DEFENCE AGAINST MULTI

2D - 2H = T/O of H
 2S = T/O of S
 2NT = 16-18 (Systems on)
 3X = NATURAL
 X = 15+ HCP

2D-P-2H/S: X = T/O of the bid suit
 2NT = 16 –18 (Systems on)

2D-P-3H/S: X= T/O of the bid suit

2D-P-2H/S-P- P- X = Protecting Partner will have at least 3 cards in the other major:
 2NT =: 9-13 MINORS

DEFENCE TO SUCTION

Treat as if they have bid the known suit,

X = Neg up to and including 3s

2NT = Lebenshol

NOTE 21:

DRURY:

2C = Limit 3 +trumps,

2 D = Const 3+ trumps,

Raise = Weak,

2NT = Splinter,

3X = Fit-showing jumps.

RESPONSES: OVER 2 C

1M -P- 2C -P -2D

2D = asks

2H = 3 card

2S = 4 trumps with a feature

2NT = Singleton with 3 trumps (3 C asks)

3C/D= 4 Trumps with a feature in the bid suit

3H = (when S is trump): 4 Trumps with a feature

NOTE 22:

1D -2C

Forcing to game

2D = 5+ diamonds

2H = 5-4 with extras

2S = 5-4 with extras

2NT =NT hand

3c = 4+ clubs, not necessarily extras

3D = Solid or semi solid suit, GF, not necessarily extras

3H = 4441 15-17

3S = 4441 18-19

3NT =18-19 Balanced

4C = Ace ask with clubs as suit 1430

NOTE 23:

RESPONSES TO 1 m-1 M- 2NT

1m-1M

2NT 3C = Transfer to 3 D
3D = Major suit check back
3 OM= Stiff with 5 cards in the Major shown
3 M = Natural and forcing with a 6+ card suit.

1m 1M

2NT 3C

3D 3 M = To Play
3 OM= Slam try in the other minor
3NT = Slam try in partner's minor

NOTE 24

2C-2D-2NT or 2C-2D-2H-2S-2NT or 2X-2NT AD 3X-3NT:

3C = Stayman,
3D/H = Transfer,
3S - Relay to 3NT (shows one suit S/T in clubs or diamonds
Or both minors 5/5+ slam try)

3NT = To play

4C = Gerber,

4D/H = Transfers,

4S = 4-4-= minors quant,

4NT = Quant

Other Conventions:

Smolen,

Weisburgers.

NOTE 25:

1C-1D-2NT

3C = Relay to 3D

3C-3D-3H/S: = slam try in diamonds with shortness in the bid suit, 3NT = S/T in Diamonds

3D = Check back for a 4 card major,

NOTE 26

Slam Bidding Notes:

Grand slam force = asking for 2/3 top honour

RKC = 1430

Responses with a useful void = 5nt shows even KC with void

= 6x shows odd RKC's with void (bid the singleton if under the trump suit)

5NT = Specifics kings,

Queens asks = first step

Responses = First step denies (show a king if the answer is yes if under the trump suit),

Jump in the 4th suit = shows 5+/5+ S/T

(EXCEPT 1 C-1D-1H-2S or 1C-1D-1H-1S),

Serious 3nt over majors only.

4NT over 3nt is always quant.

Competitive agreement = 2nt is usually minors

NOTE 27

: 4TH SEAT BIDDING.

2X-2NT

Asking Responses:

3C = Min hand with bad suit

3D = Min hand with good suit

3H = Max hand with bad suit

3S = Max hand with good suit