

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5-15Pts usually a 5+ Card Suit. Overcalls on the 2 Level = 10+ Pts 5+ Card suit.
Single & Jump RAISE=non-forcing suit agreement.
Response of a New suit=Forcing for 1 Round.
Response of a Cue bid asks overcaller how good their suit is. Bad overcall bids same suit again. Good overcall bids another suit or NT.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 Pts.
Stayman & Transfers apply.
2♠ = Point Count Equiry or transfer to minor - 2NT minimum, 3♣ = Maximum(17-18pts)
If Opposition bid over 1NT then X is penalties.
LEBENSÖHL.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Jump Level = Weak 6 Card Suit
2 Jump Level = Weak 7+ Card Suit
2NT= 5/ 5 in the Minors less than 15 Pts.
Reopen: Cue bid of opposition suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue bid = 5+/4+ same Colour
2NT = 5+/4+ same rank
3C = 5+/4+ odd suits
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+ Points /Responder (stayman & transfers apply)
2♣ = 10-14Pts 4+/4+ Majors
2♦ = 10-14 Natural Diamonds
2♥ = 10-14 Pts 5+ Hearts
2♠ = 10-14 Pts 5+ Spades
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout
(3m)-Cue bid = Ask to bid best Major.
(3M)-4M(same)=Ask for best minor
OVER 3 level Pre-empt - 3NT = To Play4NT = Ace Asking
OVER 4♣,4♦,4♥ / x= Takeout. Over 4♠, x=Bal Hand & Points, 4NT = takeout.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude	Top of Partner suit or small from honour	
NT	Attitude	Top of Partners Suit or small from honour	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKJ10(+),AKx(+),Ax(+)	AK,	
King	AK,AKJ10(+),KQ,KQ(J/10)x(+), KQ109(+),KQJ(+), KQx(+)	AKJ10(+),KQ,KQ(J/10)x(+), KQ109(+),KQJ(+),	
Queen	QJx(+), QJ,	AQJx(+),QJx(+)	
Jack	J10, J10x(+), KJ10x(+)	J10x(+), KJ10x(+)	
10	109, 109x(+),	109, 109x(+), H109x(+)	
9	9x,	9x, 9xx, H98x(+)	
Hi-X	Sx, xSx, xSxx	HxS, HxxS, HxxxS, Sx,xSxx	
Lo-X	Sx,	HxS,HxxS,HxxxS,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo=Even	Hi/lo=Even	Count
Suit 2	Hi/lo=Even	Hi/lo=Even	Hi/lo=Even
3	Hi/lo=Even	Hi/lo=Even	Hi/lo=Even
1	Hi/lo=Even	Hi/lo=Even	Suit we do not want or can afford to throw
NT 2	Hi/lo=Even	Hi/lo=Even	Hi/lo=Even
3	Hi/lo=Even	Hi/lo=Even	Hi/lo=Even
Signals (including Trumps):			
Lead of an Ace = ask for attitude (small is encouraging).			
Lead of a King = asks for Count & to unblock suit.			
LAVINTHAL			
If Count already known in suit then attitude is given.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = 10+ Pts			
Reponses to X of the one level = Single Response 0-7 Pts			
= Jump Response 8-10 Pts			
= Cue Bid 11+ Points (unless already passed)			
Responses to X at 2 level & Higher = Lebensohl responses			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Jenna & Christine Gibbons
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1C, 15+ Pts or 5 loser hand
4 Card Majors - Could be Canape
14-17 1NT
2♦= Weak 6 card Major option only
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES

Jump Bids = Weak (Pre=emptive)		
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
FIT JUMPS: Non forcing.		May pass occasionally flat 12 pt hands.
New suit = Forcing for one round		Play lebensohl bids after we open and opposition overcalls 1NT or a 2 level bid.
RDBL= 8+ Pts		PSYCHICS: Occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0		15+ Unbalanced (or 5 loser hand) or 18+ Balanced	1♦ = 0-9 Points (negative) 1♥/1♠/2♣/2♦ = 5+ Suit & 10+ points 1NT=10+points & Balanced (no 5 Card Major)	{Note 1} Natural. Suit agreement starts cue bidding- NT = A, K or Q of Trumps Stayman & Transfers. 2♠ = Point Count Equiry. 2NT = ♣ & ♦	
					2♥/2♠/3♣/3♦ = 10+ Points & Singleton in suit Bid	Suit bid = agreement in suit. If game not bid cue bidding starts	
1♦	No	5	2♠	10-14 Pts, 5+♦. No 4Card ♥or♠	{Note 2}		
1♥	No	4	2♠	10-14 Pts, May have longer minor	{Note 3}		
1♠	No	4	2♠	10-14 Pts, May have longer minor	{Note 4}		
INT	No			14-17 HCP	Stayman & Transfers, 2♠ = Pt count enquiry or transfer to a minor. 2NT=♣ & ♦. 3 Level bids = slam interest in suit bid - Starts cue bidding.		
2♣	No	5		10-14 Pts 5+♣. No 4 Card Major	2♦=Ask for Major Holds, forcing, 2♥/♠=5+&Forc,3♥/♠= 6+ &Invit Note {5}	2♥/2♠ = A or K. 2NT = Both suits held. 3♣ = no holds.	
2♦	Yes	0		0-9 Pts & six Card Major Suit	2♥=P/C. 2♠=Pass or INV in ♥. 2NT=16+Pts. 3♥/♠4♥/♣ = P/C	Over 2NT, 3♣/♦= ♥/♠Weak. 3♥/♠ = 7-9pts	
2♥	No	5		10-14 Pts. 5♥ & 4+ minor	2♠=5+♠ & Forc,2NT=Natural,3♣=P/C,3♦=forcing minor ask,3♠ bid NTor4♠	Over 3♦, 3♥ = ♣, 3♠ = ♦	
2♠	No	5		10-14 Pts. 5♠ & 4+ minor	2NT = Natural, 3♣ = P/C, 3♦=forcing minor ask, 3♥= forcing to 4♥ or 3NT	Over 3♦, 3♥ = ♣, 3♠ = ♦	

2NT	Yes			0-9 Pts 5/5 ♣ & ♦	3♣/♦=To play. 3♥/3♠ set ♣/♦ suit, start cue bids. 3NT/4♥/4♠ to play. 4♣/♦ Invite		
3♣	Yes	0		6+ Card Diamond Suit - Pre-emptive <10 Points	Natural bidding - new suit forcing		
3♦	Yes	0		7+ Card Heart Suit - Pre-emptive <10 Points	Natural bidding - new suit forcing		
3♥	Yes	0		7+ Card Spade Suit - Pre-emptive <10 Points	Natural bidding - new suit forcing		
3♠	Yes	0		7+ Card Club Suit - Pre-emptive <10 Points	Natural bidding - new suit forcing		
3NT	Yes			Long Solid Minor	4♣ = P/C		
4♣	Yes	0		0-7 Pts 8+ ♥	4♥ to play. All other bids are cue bids.		
4♦	Yes	0		0-7 Pts 8+ ♠	4♠ to play. All other bids are cue bids		
4♥	No	7		8-10Pts if partner has not bid otherwise 8+Pts	CUE		
4♠	No	7		8-10Pts if partner has not bid otherwise 8+Pts	CUE		
4NT	Yes			Ace Asking	See normal ace asking responses		
5♣	No	7		<10Pts if partner has not bid otherwise 8+Pts	CUE	HIGH LEVEL BIDDING	
5♦	No	7		<10Pts if partner has not bid otherwise 8+Pts	CUE	ACE ASKING RESPONSES TO 4♣ = 4♦ 0-3 Aces	
						= 4♥ 1-4 Aces	
						= 4♠ 2 Aces Matching (same colour or rank)	
						= 4NT 2 Aces Unmatching (same colour or rank)	
						SAME STEPS OVER 4NT ACE ASKING	

C & J GIBBONS

STRONG CLUB SYSTEM

NOTE 1

1 ♣ OPENING 15+ ANY DISTRIBUTION

1 ♣ -

1 ♦	0-9	ANY DISTRIBUTION
1 ♥	10+	5+♥
1 ♠	10+	5+♠
1NT	10+	BAL DISTRIBUTION
2 ♣	10+	5+♣
2 ♦	10+	5+♦
2 ♥	10+	4-1-4-4
2 ♠	10+	1-4-4-4
3 ♣	10+	4-4-4-1
3 ♦	10+	4-4-1-4

1 ♣-1 ♦

?

1 ♥	19+	ANY DIST—RESPONSES
1 ♠	15-18	5+♠
1NT	18-19	BAL
2 ♣	15-18	5+♣
2 ♦	15-18	5+♦
2 ♥	15-18	5+♥
2 ♠	15-18	1-4-4-4
3 ♣	15-18	4-4-4-1
3 ♦	15-18	4-4-1-4
3 ♥	15-18	4-1-4-4

RESPONSES TO 1 ♥

1 ♠	0-5	ANY DIST
1NT	6-9	BAL
2 ♣	6-9	5+♣
2 ♦	6-9	5+♦
2 ♥	6-9	5+♥
2 ♠	6-9	5+♠
3 ♣	6-9	4-4-4-1
3 ♦	6-9	4-4-1-4
3 ♥	6-9	4-1-4-4
3 ♠	6-9	1-4-4-4

1 ♣-1 ♦

1 ♥-1 ♠

?

1NT	20-22	BAL
2 ♣	23+	ANY DIST—RESPONSES
2 ♦	19-22	5+♦
2 ♥	19-22	5+♥
2 ♠	19-22	5+♠
3 ♣	19-22	5+♣
3 ♥	19-22	4-1-4-4
3 ♠	19-22	1-4-4-4
4 ♣	19-22	4-4-4-1
4 ♦	19-22	4-4-1-4

2 ♦	0-1	ANY DIST
2 ♥	2-4	5+♥
2 ♠	2-4	5+♠
2NT	2-4	BAL
3 ♣	2-4	5+♣
3 ♦	2-4	5+♦
3 ♥	2-4	4-1-4-4
3 ♠	2-4	1-4-4-4
4 ♣	2-4	4-4-4-1
4 ♦	2-4	4-4-1-4

1 ♣-1 ♦

1 ♥-1 ♠

2 ♣-2 ♦

?

2 ♥	23-24	5+♥
2 ♠	23-24	5+♠
2NT	23-24	BAL DIST
3 ♣	23-24	5+♣
3 ♦	23-24	5+♦
3 ♥	25+	5+♥ - FORCING
3 ♠	25+	5+♠ - FORCING
3NT	25+	BAL – STAYMAN & TRANSFERS

NB BAL DIST FOR NT MAY INCLUDE 5 CARD MINOR

HANDLING INTERFERENCE OVER 1♣

1♣ - X - ?

PASS	0-3	1♥ = 23+	GAME FORCE
XX	4-6	1♥ = 21+	GAME FORCE
1♦	7-9	1♥ = 18+	GAME FORCE
1♥ ETC=NORMAL RESPONSES AS ABOVE			

IF OPP BID BEFORE OPENER CAN REBID 1♥ RELAY, X BECOME RELAY SHOWING BIGGER HAND

1♣ - 1♦ - ?

PASS	0-5	1♥ = 19+	1♠ RELAY ETC AS ABOVE
X	6-9	1♥ = 19+	GAME FORCE, THEN NATURAL BIDDING
1♥ ETC =NORMAL RESPONSES AS ABOVE			

1♣ - 1♥/♠/2♣/2♦ ETC - ?

BID OF SUIT	6-9 4+ MINOR, 5+ MAJOR
X	10+
1NT	10+ BAL, HOLD IN OPP SUIT
CUE BID	10+ SINGLETON OR VOID IN OPP SUIT

1♣ - 3♣/♦/♥/♠ - ?

BID OF SUIT AT 3 LEVEL	8+ PTS
X	8+ PTS

1♣ - (/) - 1♦ - (X)

?

1♥	RELAY 19+ POINTS	1♠ 0-5 POINTS
XX	TAKEOUT	
BID	15-18 POINTS + SUIT	

NOTE 2

1♦ OPENING

5+♦, 10-14 PTS, NO 4 CARD MAJOR OR (3343 or 3244 or 2344) WITH 13 POINTS

1♦-?

1♥	5+PTS	5+♥	
1♠	5+PTS	5+♠	
1NT	8-10	BAL DIST	
2♣	10+	4+♣	
2♦	10+	ASKING FOR M A/K'S-----RESPONSES	2♥ =A OR K ♥ 2♠ =A OR K ♠ 2NT=HOLD BOTH ♥ & ♠ 3♦ = NO MAJOR HOLD
2♥/♠	10+	SLAM INTEREST IN DIAMONDS WITH FIRST ROUND CONTROL IN SUIT	
		BID	
2NT	11+	HOLDS IN ♥ & ♠	
3♦	5-9	3+ D	

NOTE 3

1♥ OPENING BID – 10-14 PTS, 4+♥, MAY HAVE LONGER MINOR

RESPONSES	1♠	5+	4+♠	
	1NT	8-10	BAL	
	2♣	10+	4+♣	
	2♦	10+	4+♦	
	2♥	5-9	3+♥	
	2♠	10-14	4+♥ & SINGLETON	2NT BY OPENER ASKS WHICH SINGLETON
				3♣ = SINGLETON ♣
				3♦ = SINGLETON ♦
				3♥ = SINGLETON ♥
	2NT	16+	4+♥, SLAM INTEREST, 5 LOSERS, OPENER CUE BIDS	
	3♣	15+	4+♥, GAME FORCE, 6 LOSER HAND	
	3♦	10-14	4+♥, INVITATIONAL	
	3♥	<10	4+♥, NON FORCING	
	4♥		TO PLAY. COULD BE WEAK OR STRONG.	

NOTE 4

1♠ OPENING BID RESPONSES

10-14 PTS, 4+♠, MAY HAVE LONGER MINOR

	1NT	8-10	BAL DIST	
	2♣	10+	4+♣	
	2♦	10+	4+♦	
	2♥	10+	5+♥	
	2♠	5-9	3+♠	
	2NT	10-14	4+♠ & SINGLETON	3♣ BY OPENER ASKS WHICH SINGLETON
				3♦ = SINGLETON ♦
				3♥ = SINGLETON ♥
				3♠ = SINGLETON ♠
	3♣	16+	4+♠, SLAM INTEREST, 5 LOSERS, OPENER CUE BIDS	
	3♦	15+	4+♠, GAME FORCE, 6 LOSER HAND	
	3♥	10-14	4+♠, INVITATIONAL	
	3♠	<10	4+♠, NON FORCING	
	4♠		TO PLAY, COULD BE WEAK OF STRONG	

NOTE 5 – 2C SEQUENCES

2♣	2♥	FORCING - SHOWING 5 CARD SUIT
2♠		MAXIMUM - ASKING FOR HOLD IN SPADES.
2NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT – MINIMUM.
3♣		NO HOLD IN THE OTHER MAJOR & LESS THAN 3 CARD SUPPORT - MINIMUM
3♦		SECOND SUIT - MAXIMUM
3♥		SUPPORT - MINIMUM
3NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT – MAXIMUM SUPPORT
4♥		SUPPORT - MAXIMUM

2♣	2♠	FORCING - SHOWING 5 CARD SUIT
2NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT - MINIMUM
3♣		NO HOLD IN THE OTHER MAJOR/ LESS THAN 3 CARD SUPPORT - MINIMUM
3♦		SECOND SUIT (10 -14 PTS) - FORCING
3♥		MAXIMUM - ASKING FOR HOLD IN HEARTS
3♠		SUPPORT - MINIMUM
3NT		HOLD IN OTHER MAJOR, 2 CARD SUPPORT – MAXIMUM SUPPORT
4♠		MAXIMUM
2♣	2♥	
3♣/3♦	3♥	6 CARD SUIT – FORCING
2♣	2♥	
2♠	3♥	FORCING - 6CARD SUIT - DOES NOT DENY OR SHOW HOLD IN SPADES
3♠		DENIES 2 CARD HEART SUIT
3NT		SHOWS HALF A HOLD IN SPADES - DENIES 2 HEARTS
2♣	3♥/3♠	6 CARD SUIT - INVITATIONAL
2♣	2♦	ASKING FOR MAJOR HOLDS
2♥		HEART HOLD
2♠		SPADE HOLD
2NT		BOTH HOLDS
3♣		NO MAJOR HOLDS - MAY HAVE DIAMOND SUIT IF MINIMUM
3♦		SECOND SUIT - NO MAJOR HOLDS - MAXIMUM
2♣	2♦	
2♥	2♠	ASKING FOR HALF A HOLD IN SPADES.
2♣	2♦	
2♠	3♥	ASKING FOR HALF A HOLD IN HEARTS.
2♣	2NT	INVITATIONAL
2♣	3♣	PASS

NOTE 6 – LEBENSOHL

OVER OUR 1 LEVEL OPENERS (NOT 1NT – SEE BELOW)

IF OPPOSITION INTERFERE AT THE 2 LEVEL OR WITH 1NT WE USE LEBENSOHL TYPE DEFENCE
RESPONDER NOW BIDS:

X	= NEGATIVE	10+ PTS
2 NEWSUIT	=5+ SUIT	5-9 PTS
2NT	=LEBENSOHL OPENER MUST REBID 3♣	
	3 SUIT NOT BIDDABLE AT 2 LEVEL=WEAK	
	3 SUIT BIDDABLE AT 2 LEVEL=INVITATIONAL	
3 NEW SUIT	=FORCING	

OVER OUR 1NT OPENER

IF OPPOSITION INTERFERE OVER OUR 1NT, RESPONDER NOW BIDS:

- X = PENALTIES
- 2 SUIT = 5+ SUIT 0-8 PTS
- 3 SUIT = 5 + SUIT FORCING
- CUE BID = STAYMAN WITH A HOLD IN OPPOSITION SUIT
- 2NT = LEBENSHOL OPENER MUST REBID 3♣
 - 3 SUIT NOT BIDDABLE AT 2 LEVEL = WEAK
 - 3 SUIT BIDDABLE AT 2 LEVEL = INVITATIONAL
 - CUE BID OF OPPOSITION SUIT = STAYMAN WITHOUT A HOLD

OVER OUR 2♥ OPENER

IF OPPOSITION INTERFERE OVER OUR 2♥ OPENER WITH 2♠, RESPONDER NOW BIDS:

- X = PENALTIES
- 2NT = LEBENSOHL (INVITATIONAL HAND IN ♥ OR WEAK LONG MINOR)
- 3C = PASS OR CORRECT TO MINOR SUIT
- 3D = FORCING MINOR ENQUIRY
- 3♥ = NON-FORCING HEART SUPPORT