

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD
OVERCALLS: (Style, responses, 1/2 level, reopening)	OPENING LEADS STYLE			2007 Teams Events
Style: 6 -15/10-15 HCP, 5+ suit, Responses: New suit = 1RF	Lead	In Partners Suit		
Cue = 1RF, Raise = 6-10, Jump Raise = 0-7 shapely	Suit	3rds & 5ths	3rds & 5ths	NEW ZEALAND WOMENS
Jump new suit = 7-10 mini splinter, 1NT = 8-12,	NT	3rds & 5ths	3rds & 5ths	System Category: Strong club, transfer openers
In Bal Pos: As above	Subsequent	Attitude	Attitude	Players: Shirley Newton / Jenny Wilkinson
1NT OVERCALL (2nd/4th live, response, reopening)	Other:	AQ - reverse attitude, KJ - reverse count		
2nd Pos: 15-18, bal	LEADS			SYSTEM SUMMARY
Responses: Stayman, transfers, 2S = rangefinder	Lead	Vs Suit	Vs NT	General Approach and Style
4th Pos: 10-14	Ace	Ax, AKx, AKQ, AKQx	AKQx, AKx	Mosquito Relay
Responses: Stayman and transfers, 2S = inv	King	KQxx, AKx, AKJ, Kx	KQJ(x), KQ10xx	Strong 1♣, 15+ Responses: 1♦ = 0-8, Other bids = 9+
JUMP OVERCALLS (Style, Responses, Unusual NT)	Queen	KQxx, QJxx, Qx	QJ10x, KQ10x, AQJx	Other openings limited
1 - Suit Intermediate Vul, Weak Non-Vul	Jack	KJ10x, Jx, J109	J109x, AJ10x, KJ10x	General Style either shows or denies a 4 card major
Responses: New suit or cue = 1RF, Raise = inv	10	1098x, 10x	1098x, A109x, K109x	1NT opening: 11-14, denies major
2 - Suit Pre-emptive, 6+ suit	9	9x	98xx	2 over 1 Response: 7-10, NF
Re-open: As above	Hi-x	xx, x	xx, x	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Unusual 2NT: Minors over major, Majors over minor	Lo-x	xxx(+)	xxx(+)	Opening Bids
Responses: If show minors, 3H = GF, if majors, 3C = GF	SIGNALS IN ORDER OF PRIORITY			1♣ = 15+, any shape
DIRECT AND JUMP CUE BIDS (9)	Partner's Lead	Declarer's Lead	Discarding	1♦ = 10-14, 4+♥, denies 4♠ - may be canape
Style: 5/5 two suiter	1 Rev Ct/Att	Reverse Count	Reverse Count	1♥ = 10-14, 4+♠, denies 4♥ - may be canape
Responses: 2NT = 1RF, Known suit = to play, Cue = GF	Suit 2		Discouraging	1♠ = 10-14, 4+/4+ majors
Reopen: As above	3			1NT = 11-14, denies major/
VS NT (Vs Strong/Weak, Reopening, PH) (11)	NT 1 Rev Ct/Att	Suit preference	Reverse Count	2♣ = 10-14, 6+♣ - denies major
Strong/Weak: 2♣ =Majors, 2♦ = Any single suiter, 2♥/♠ = 5/4 in major/minor (either way) 2NT = ♣/♦ Reopening: As above	2	Reverse Count	Discouraging	2♦ = 10-14, 6+♦ - denies major
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids)	SIGNALS (including trumps)			2♥ = 5-9, 5+ hearts, 4+ minor
Doubles: T/o, 11+ Cue Bid: Any 5/5	Trump Echo - asks for ruff, Singleton in dummy - suit preference			2♠ = 5-9, 5+ spades, 4+ another
Jumps: 11-18, 6+ suit NT: 3NT to play	TAKE OUT DOUBLE (Style, Responses, Reopening)			2NT = 10-14, 5+/4+ minors
	Style: 10+	Responses: Forced Response = 0-7,		Overcalls
VS ARTIFICIAL STRONG OPENINGS (10)	Jump in Major = 8-11, 4 card suit, Double jump = 8-11, 5 card			Michaels Cue Bids
1♦, 1♥, 1♠ = Natural, 1NT = 5/5 odd suits,	suit, Cue = 8+ 4/4 in majors or 12+, at least one major,			Jumps - Intermediate (vul) weak non vul)
2♣, 2♦, 2♥, 2♠ = a) weak, 6+ suit or b) shortage in that suit	In Bal Pos: 9+	Responses: As above		SPECIAL FORCING PASS SEQUENCES
(eg 4441 or 5440) or c) 5/5 in two touching suit below	SPECIAL, ARTIFICIAL AND COMPETITIVE			1st step of relay after interference
2NT = minors, 12+, 3♣, 3♦, 3♥, 3♠ = preemptive	DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS TAKEOUT DOUBLE	Once a fit is established (sometimes by inference) X = game invitation			
Raise could be 4-10, Raise to 3 = pre-empt, 2NT = 8 "losers" & fit				PSYCHICS
				Psychic opening rarely

[illegible]

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 7-10
- 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
 - 4C = to play or convert
 - New suit = non forcing
 - All doubles = Penalties

- *5. 2S OPENER** = 5-9 5+S/4+ other suit
- Responses:-
 - 2NT = Forcing enquiry
 - 4C = Play/convert
 - New suit = non forcing

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

***7. 1NT OPENER** = 11-14, denies a major, could have 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. 1NT = 10-15 - 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:	<table><tr><td>2D</td><td>= asks for longer Maj, then 2NT/suit = Inv</td></tr><tr><td>2H/S</td><td>= to play</td></tr><tr><td>2NT</td><td>= GF, 4+ support for M → 3 long suit or Cue a minor</td></tr><tr><td>3C</td><td>= 6+ good clubs</td></tr><tr><td>3D</td><td>= to play</td></tr><tr><td>3H/S</td><td>= Inv</td></tr></table>	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	= 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:	<table><tr><td>2H</td><td>= play or convert</td></tr><tr><td>2S</td><td>= 5+ suit NF</td></tr><tr><td>2NT</td><td>= 1RF → 3* = minimum</td></tr><tr><td></td><td>3NT = max, semibal</td></tr><tr><td></td><td>4H/S = max, 6+ suit</td></tr></table>	2H	= play or convert	2S	= 5+ suit NF	2NT	= 1RF → 3* = minimum		3NT = max, semibal		4H/S = max, 6+ suit				
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:	<table><tr><td>2S</td><td>= 5+ suit NF</td></tr><tr><td>2NT</td><td>= 1RF → 3 min = minimum</td></tr><tr><td></td><td>3M = max, 5+ suit</td></tr><tr><td></td><td>3NT = max, 4 card Maj</td></tr><tr><td></td><td>4M = max, 6+ suit</td></tr><tr><td>3C</td><td>= p/c</td></tr><tr><td>3D</td><td>= to play</td></tr></table>	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
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:	<table><tr><td>3C/D</td><td>= preference → 3H/S = strong M/m</td></tr><tr><td></td><td>3NT = strong minors</td></tr><tr><td>3H/S</td><td>= GF, 6+ suit → 3NT = weak minors</td></tr><tr><td></td><td>4C = strong minors</td></tr><tr><td>3NT</td><td>= assumes minors weak</td></tr></table>	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				
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														