


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Usually 5 card suit
New suit = F1
UCB usually promises 3 card support
After 1M overcalls: jump fits and 2nt = 4+ support
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 in 2nd and sandwich position
10-14 in 4th. V 1m and 11-15 v 1M
Responses as per opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
2NT: Lowest 2 suits
Reopen: 2NT = 19-21, jump = intermediate, Michaels
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels. 2M = OM+m, 2m = both M. 2NT = ask
Jump cue asks stop
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
14 HCP or less - X:=Penalty 14+ X= 4♠ + 5+m
2♣: Both Majors, 2♦ = 1 Major
2M = 5M&4+m. 2NT: Minors
PH: Weak: X: 4♠ + 5+m, 2C: Majors, else natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O. (Lebensohl responses after 2level opening)
Cue bid after 3m is 5/5 + majors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double = both Ms, 1NT = both minors. NT =UCB
Jumps weak
Same after 1♣ - 1♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: 10+ then subsequent dbles penalty, Transfers over 1M/2M (X)
2NT = 4+ support limit +, Raises pre-emptive, Jump OM: Limit 3supp
Single jump = fit Double jump = splinter

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4th	3 <sup>rd</sup> /5th	
NT	2/4th	Same	
Subseq	Same	Same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AX(X+) AK(X). Asks att	AKX(X)	
King	AKXX(X), KQ10X. Asks count	Asks for unblock	
Queen	QJ10(X), QJX(X), QJ, Qx, KQX(X)	same	
Jack	A(K) J10, J10(X), JX	same	
10	A(K,Q)109(X), 109(X), 10x	same	
9	9X	same	
Hi-X	Xx, xXxx. xXxxx	same	
Lo-X	HxX, HxxX, HxxxX	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI = DISCRG	HI = ODD	Even: Encouraging
Suit 2	HI = ODD	S.P.	HI = ODD
3			
NT 1	HI = DISCRG	HI = ODD or Smith	Even: Encouraging
2	HI = ODD	S.P.	Hi ODD
3			
<b>Signals (including Trumps): *REVERSE Suit preference*</b>			
Remainder Count = Standard			
Reverse Smith in NT (low - high = neutral or encouraging), Even: Encourage			
Odd: S.P.(reverse)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light (10+) with classic shape			
Cue Bid promises rebid			
Lebensohl in responsive double position			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG DBL thru 4♠			
RESP DBL thru: 4♥			
Most low level DBLs = T/O			
Game try double when no space otherwise comp or responsive			
Support doubles when 3rd hand opening			

W B F CONVENTION CARD
<b>CATEGORY: Womens</b>
<b>PLAYERS:</b> Susan Stockdale Fiona Brown

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural with 5 card majors
2 over 1 GF after 1 <sup>st</sup> /2 <sup>nd</sup> . 1♦ 5 cards unbalanced or 4=4=4=1
1 <sup>st</sup> /2 <sup>nd</sup> seat: 1NT 11-14 and 1♣: Natural or 15-17 balanced .
3 <sup>rd</sup> /4 <sup>th</sup> seat: 1NT 15-17 and 1♣: Natural or 11-14 balanced
Transfer responses after 1♣ opening and 1♦-1M
Frequent use of transfers in constructive and competitive auctions
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦: 18-19 balanced
1M -1NT: Transfer responses
Transfers after 1M/2M opening and opponents double
Transfers after 1♣ opening (note 1)
2NT usually not natural in competitive auctions – leb or scramble
1X (2M) – we play transfer responses (note 4)
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣
<b>IMPORTANT NOTES</b>
)
<b>PSYCHICS: Occasionally</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♠	a) Natural unbalanced with clubs b) 15-17 balanced w/o 5 card M	1♦:♥s, 1♥:♠s, 1♠: a) No M,b) 8-11 with 6♦, c) GF ♣ 1NT: both m's wk 2♣: GF with ♦ 2♦:weak 1M, 2♥:5-8 5♠/4♥, 2♠: 6♣ 8-11 3♣: Pre-emptive, 3X:7 cards, 4-7 HCP, 4X:good suit, little outside values	1♣ - 1♦ : 1♥: =3♥ 1NT: 15-17 not 4 hearts 1NT rebid: 15-17 2♣:Inv Checkback 2♦:GF Checkback 1m-1R:2NT=16+ 4 card supp 1m-1♠:3m=14-16 with good suit	No transfers after 2M overcall
1♦		4	4♠	a. 11+ hcp with 5+ diamonds b. 4=4=4=1 (usually 15+)	1NT: 6-11 HCP 2NT: 11-12 3NT: 13-15 2♦: 11+ 4+cards (F to 3♦) 2X: Weak, 3♣= raise with 8-10, 3♦ Pre-empt	Next space Lebensohl after 2 level reverse 1♦- 1M : 1N = ♣, 2♣=♦	2♦= 5-8. 3♣=fit,2nt: 4+♦ GT 3♦=pre-empt
1♥		5	4♥	10+ HCP	1NT 4-11( may have 3 card support 4-6). 2♠: limit 3 support, 2NT: GF, 4+ support 3♣:10-12, 3♦:7-9 4+support. Splinters	1♥-1♠: 2NT 3♣: Puppet to 3♦, 3♦ Ch back After 2NT-3♣:min,3♦:5422, 3♥:5/5, 3♠:6322/7222, 3NT:Bal. After 3♣- 3♦:Ask	2NT: 4 card supp,inv with splinter 2♣/2♦: 9-11 3/4 card support Then 2♦/♥:Invitational. 2M:Min
1♠		5		10+ HCP	3♥: limit 3 card support, as above	1♠-2♥-3♣=Reverse or ♥ support - 3♦ asks	
1NT		(1)2	4♦	(11)12 - 14 1 <sup>st</sup> and 2 <sup>nd</sup> (14) 15-17 in 3 <sup>rd</sup> and 4 <sup>th</sup> 5M, 6m, occasional	2♦/♥/♠/ 2NT = Transfers. 3♣:5+♣ and 4+♦ GF 3♦:5+♦ and 4♣ GF,3M:Shortage 3OM,4♣:Gerber 4♦/♥:Transfers, 4♠: 4/4minors slam try	After 2R: 2NT/3M=max/min 4 card support After m TRFS - 2 steps is accept	
2♣		0		22+ bal or GF	2♦:Relay, New suit: Suit with 2 honours+	2♥:24+bal or GF nat , 2NT:23/24, 3NT to play	
2♦		2(1)	4♦	18-19 bal w/o 5 card M	Note 3	Note 3	
2♥		6(5)		Weak 2, May have 4 OM , wide	2NT: Enquiry, 2♠:F1, 3m:F1, 3♠ TS, 4♣:RKCB	Note 2	
2♠		6(5)		Range in 3 <sup>rd</sup> , 11-13 HCP in 4 <sup>th</sup>	3♣:5+♥ F1, 3♦:F1, 3♥:GF with ♣	Note 2	
2NT			4♦	20-21 NT	3♣:Puppet Stayman, 3/4♦/♥: Transfers, 4♠:m's		
3♣				Pre - empt	New suit natural, forcing one round		
3♦				Pre - empt	Pre-empts usually classic in second		
3♥				Pre - empt	As above		
3♠				Pre - empt	As above		
3NT				Gambling			
4♣				Pre - empt			
4♦				Pre - empt			
4♥				Pre - empt			
4♠				Pre - empt			
4NT				Specific Ace Ask			
5♣							
5♦							
						<b>HIGH LEVEL BIDDING</b>	
						RKCB 1430	DOPI
						1 <sup>st</sup> /2 <sup>nd</sup> Cue bids	3 <sup>rd</sup> Round Control Ask
						Specific King Ask	Exclusion Keycard (3041)
						Exclusion Keycard	

**Note 1:** Bidding after 1♣ opening and opponents intervene

(X) XX: Diamonds, 1♦ = hearts, 1♥ = 4+ spades 1♠ = no major, 1nt = weak (5-9) both minors, 2♣ = 4+ cards 10+ HCP, 2♦ = weak hearts, 2♥ = weak spades, 2S 6+ clubs  
invitational

1♦ overcall

X = 4+ hearts 1♥ = 4+ spades 1♠ = 1nt 8-10 no major, 2♣ = 5/4+ Majors 5-8, 2♦ = 6 hearts:  
8-11, 2♥: 6 spades 8-11 2♠: 6 clubs 8+

1♥ overcall

X = 4+ spades, 1♠ = 0-3 cards, 2♣ = diamonds F1, 2♦ = 6♦ 7-10 F1, 2♥ = 6+ spades 8-11,  
2♠ 6 clubs 8+

1♠ overcall

2♣ = diamonds F1, 2♦ = hearts F1, 2♥ = 6 cards 5-9 HCP, 2♠ = 6 clubs 8+, 8-11

**Note 2:** Bidding after 2 Major opening

2NT enquiry

3♣ = bad/bad or good/good. Then 3M asks good/good to bid game and 3♦ is GF  
shortage ask

3♦ = Good hand/bad trumps. Then 3♥ = GF shortage ask

3♥ = good trumps/bad hand

3♠ = 4 card in OM, at least reasonable weak 2

3NT = good trump suit (ideally 1 loser v singleton)

4♣/♦ = 6M/5m

2♠ after 2♥ opening is F1.

Then 2NT: XXX support or doubleton honour, 3minor natural, 3H no support or very  
good suit, 3S xx support, 4minor splinter with 3 card support, 4♥ shows 3=6=2=2, Hxx  
support

3♣ after 2♠ opening is 5+ hearts F1

Then 3♦ = XXX support or doubleton honour, 3♥ = xx support, 3♠ = no support or very  
good suit, 4 minor splinter with xxx support, 4♥ = 6-3-2-2, Hxx support

After Double: 2NT to 3 under the Major are transfers. A transfer to a suit is either  
natural or lead directing with fit. Transfer to the Major is invitational. Redouble strong  
with subsequent penalty doubles from both sides

After overcall: Double penalty, new suits natural NF

**Note 3**

Responses after 2♦ opening

2♥: 4+ spades. Then 2♠: with 4 spades otherwise bid 2NT

After 2NT - 3♣/♦: 4+m with 4♠ slam try, 3♥: transfer with 5♣, 3NT: to play,

4♥: slam try 6+ ♠

2♠: Denies 4 spades, transfer to 2NT

After 2NT, 3♣: Is stayman showing 4♥, 3♦: transfer 5♥, 3♥: shows 5/4  
minors slam try, 3♠: shows at least 5/5 in the minors GF, 3NT: to play,

4♦: transfer showing 6+ ♥ slam try

2NT: puppet to 3♣ shows weak with ♣ or 1 Major

3♣: asks 4 card Major. Responder has a) 4-4 in the Majors or b) 5+♥/4♠

3♦: shows 5+♠/4♥

3♥: 6+ ♣ some slam interest

3♠: 6+ ♦ some slam interest

3NT: At least 5-5 Majors, F

4♣: ace ask

4♦: 6+ ♥ – transfer - to play or to use RKC/EKRB

4♥: 6+ spades – transfer- to play or to use RKC/EKRB

4♠: 4/4 minors quantitative +

**Note 4**

1♣/♦ (2♥/2♠): Transfer responses

1♥ (2♠): Transfer responses

1♠ (2♥): Transfer responses