


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
Jump raises pre-emptive
<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.
Responses as per opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
2NT: Lowest 2 suits
Reopen: 2NT = 20-22, jump = intermediate, cue = any 2 suiter
<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>
2♣: Majors
2♦: 1M
2♥: 5♥+m, 2♠: 5♠+m
2NT: Minors
X: 4M/5+m
<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
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double = both Ms, 1NT = both minors,
Jumps weak
Same after 1♣ - 1♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl: 10+ then subsequent dbles penalty, Transfers over 1M (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	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKX(X). Asks attitude	same	
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(rev)	Even: Encouraging
2	HI = ODD	S.P.	Hi ODD
3			
Signals (including Trumps): *REVERSE Suit preference*			
*Reverse Suit preference* (including trumps), Remainder Count = Standard			
Reverse Smith in NT (low - high = encouraging), Even: Encourage Odd: S.P.			
<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			

W B F CONVENTION CARD	
2011 World Championships	
<b>CATEGORY:</b> Womens	
<b>PLAYERS:</b> Susan Stockdale Fiona Brown	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5 card majors	
2 over 1 GF	
Weak NT: (11) 12 - 14 1 <sup>st</sup> , 2 <sup>nd</sup> and 4 <sup>th</sup> (14) 15-17 in 3 <sup>rd</sup>	
1♣: Natural or 15-17 balanced 1 <sup>st</sup> , 2 <sup>nd</sup> and 4 <sup>th</sup> or 12-14 balanced in 3 <sup>rd</sup>	
1♦: Usually 5 and unbalanced	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Transfers after 1♣ opening	
2♦: 18-19 balanced	
2over 1 with forcing NT	
Transfers after 1M/2M opening and opponents double	
2NT usually not natural in competitive auctions - lebensohl or scramble	
1X (2M) - we play transfer responses	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Occasionally	



### Note1

#### 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 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