


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Style: aggressive 1-level overcalls except at unfav. vul. 1-level: just a reasonable suit and 6+ hcpts After (1A)-Pass-(1/2B): 2C = just a good suit about 8+ hcpts
Direct 2-level: typically 9+ hcpts
Reopening: could be a little weaker
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 hcpts direct
10-14 hcpts re-opening
18-19 2NT reopening 4 <sup>th</sup>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak; range dependent on vulnerability
2NT: two lower unbid suits; wide ranging
Leaping Michaels
Reopen: constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's; Stopper ask;
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Twerb; x = C or reds; 2D=H or blacks; 2H=spades or minors 2S = odds suits
<b>VS WEAK NO TRUMP</b>
X = penalties; as above except 2S=clubs or reds
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣: Twerb as above
Over 2♣: as for strong 1 club
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Re-double = typically 10+ hcpts and no fit (CTP applies)
1-level suit = forcing; 2-level suit = non-forcing
1NT = NF; 2NT = limit raise or better in opener's major; 11-12 over minor opening

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Overlead; 4ths from Hon	same	
NT	same	same	
Subseq	same	same	
Other: 2 <sup>nd</sup> highest from 3 or 4 small; top of 3 small v. NT			
A for attitude; K for count v. any pre-empt and any 5+level contract			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xx)	same	
King	KQ(xxx)	same	
Queen	QJ(xxx)	same	
Jack *	J10(xxx)	same	
10	10x,109(xxx)	same	
9	9x, 98(xxx)	9xx	
Hi-X	Usually denies Hon.		
Low X	Usually shows Hon		
<b>THE LEAD OF J PROMISES NONE HIGHER 10 PROMISES 0, 1 OR 2 HIGHER</b>			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (reverse)	Suit preference	Reverse att
NT 2	Count (reverse)	Count (reverse)	Count (reverse)
NT: Suit pref. on declarer's first played suit (unless count required)			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Major oriented 11+			
Reopening: same but up to a King weaker in strength			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1NT-(X)-XX = ask to bid 2C; otherwise system on			
1NT-(X)-P-(P): XX = for rescue as above			
CTP Dbles (Cards/TO/Penalty) apply over 1NT, multi twos and other situations			

W B F CONVENTION CARD

CATEGORY: <b>Green</b> NCBO: Australian Bridge Federation Giselle Mundell – Rena Kaplan (Australian Womens Bridge Team)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1
Short club with inverted raises
5-Majors
(14) 15-17 1NT with 4-suit transfers
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> seat openings may be light
4 <sup>th</sup> seat openings contain no weak bids; so 2♦ to 2NT are all natural and strong
<b>PSYCHICS:</b> No history of psyches but not ruled out

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	Can be 2+; 10+ hcp	1-level natural; weak jumps; NF 1/2/3NT Inverted raises (2♣ = 12+; 3♣ = 4-6; 2♦ = 7-9)	1NT=any min with 2 way checkback avail 1H/1S over 1C/1D shows shape 1C-2C-2M=stopper showing; 2NT = 18-19	same
1♦		4	4♥	4+; 11+ hcp	Same (with 3♣ = 7-9 )	See Supplementary Note 1.	same
1♥		5	4♦	5-Major; 11+ hcp	1NT =6-10 NF Bergen (reverse) raises; 2NT = Jacoby	Mostly natural Long suit trials See Supplementary No 2	2-way Drury; 2♣ = 3-card raise; 2♦ = 4-card raise
1♠		5	4♥	same	same	same	
1NT			4♥	(14) 15-17 hcpts (may contain 5-card Major or 6-card minor)	2♣ = simple stayman; 2♦ to 2NT = transfers; 3C = puppet stayman; 3D=minor slam int.; 3H/3S=slam interest	2D=2H/2S=non forcing; A bid of a minor after transfer is super accept; 2C-2H/2S-3C/3D=natural and other major See Supplementary Note 3.	same
2♣	✓	0	4♥	23+ Bal or any GF or any 8 and ½ playing trick hand	2♦ = neg or waiting;2H/2S=natural and positive guarantees any A and K; 3 level bids are a self sufficient suit; 2NT=double negative 5/5 minors	See Supplementary Note 4.	same
2♦	✓	0	×	6 diamond; 6-10 only light at favourable;	2NT= strong enquiry; show shortage	See Supplementary Note 5	4 <sup>th</sup> seat bids from 2♦ to 2NT are all natural and strong
2♥		4	×	6 hearts; 6-10	2NT =force; 3H = pre-emptive;	See Supplementary Note 6	All other seats as defined
2♠		5	×	6 spades 6-10 hcpts	2NT = strong enquiry; 3♠ = pre-emptive	See Supplementary Note 7	
2NT			×	20-22 usually balanced	3C=puppet; transfers; 3S=minor slam try; 3NT=5 spades + 4 hearts	See Supplementary Note 8	
3♣		6	×	Pre-empt	New suit forcing; 4♣ = pre-empt; 4♦ = KCB		
3♦		6	×	Pre-empt	New suit forcing; 4♦ = pre-empt; 4♣ = KCB		
3♥		6+	×	Pre-empt	New suit forcing; 4♥ = to play; 4♠ = KCB		
3♠		6+	×	Pre-empt	New suit forcing; 4♠ = to play; 4NT = KCB		
3NT	✓	7+	×	Specific ace ask	4C = no ace; 4NT=A of C; 5C=2 rank; 5D=2C; 5H=2odd		
4♥		7+	×	Natural pre-empt			
4♠		7+	×	Natural pre-empt			
4NT	✓			Minors			
5♣		8+	×	Natural			
						<b>HIGH LEVEL BIDDING</b>	
						RKC:4NT- 1430; Minorwood; 4S: Keycard for hearts and 4NT=spade excl for H's	

## Supplementary Notes for Rena Kaplan & Giselle Mundell (Australian Women's Bridge Team)

### 1. After Opening 1-minor

- 1m-1M: 1NT- 2♣ = invitational check-back; forces 2♦ (Responder may have weak Diamonds)
- 1m-1M: 1NT- 2♦ = GF check-back (usually no slam interest)
- 1m-1M: 1NT-2NT = Game force: tell me more
- 1m-1M: 2M - 2NT = Invitational checkback; asks for Major suit length and range
- 1m-1M: 2NT- 3♣ = transfers
- 1m-2m: 3m = natural, GF, neither major stopped
- 1m-2m: 3NT = 11-14 balanced; both majors stopped
- 1m-2m: other = GF (may only be a stopper)
- 1♦- 3♣ and 1♣-2♦ Criss-cross m-raises (7-9 hcpts); 1m-3m weaker raises

### 2. After Opening 1-Major (5+ Major)

- 1M-1NT: 3-Any = Natural NF
- 1M-1NT: 2NT = Artificial GF; natural bidding follows
- 1M-2A:2M-2NT = Artificial enquiry (2M may be only a 5-suiter)
- 1M -2NT = Jacoby 15+hcpts and 4+ fit
- 1M-2NT: 3M = extra strength; 1M-2NT: 3NT = balanced 18-19
- 1M-2NT: 4M = min but at most 1-loser 6+suit
- 1M-3NT = Balanced 12-14 hcpts with 3+support
- 1M: 4m = splinter 10-13 hcpts (also 1♠ - 4♥)
- When Hearts are trumps: 4♠ = KCB and 4NT is spade exclusion for hearts

### 3. After Opening 1NT (15-17 bal.)

- 1NT-2♣: 2♦ - 2M = natural NF (2♦ denies 5-Major)
- 1NT-2♣: 2♦ - 3♣ = shows a 4 card major and longer clubs; non forcing
- 1NT-2♣: 2♦ - 3♦ = shows a 4 card major and longer diamonds; non forcing
- 1NT-2♣: 2♦ - 3M = shows 4M and 5 of the other major
- 1NT-2♦/2♥: 3♥/3♠ = Minimum with 4-card support
- 1NT-2♦/2♥: 2NT = Maximum with 4-card support (re-transfers apply) with no rag doubleton
- 1NT-2♠: 3C and 1NT-2NT: 3D = Good fit for Responder's minor (not nec. max)
- 1NT-2D/2H = new suit shows super accept and rag doubleton
- 1NT-2C-2H-3C/3D = shows other major and longer minor, invitational

#### 4. After Opening 2♣ (Artificial GF)

- 2♦ = negative or waiting;
- 2♥ = natural; 5+ H and a good suit; rarely used
- 2♠ = same as 2 hearts
- 2NT = Double negative with 5/5 in minors; Opener can bid a non forcing minor
- 3♣ = self sufficient 6+ suit
- 3♦ = as above
- 3♥ = as above
- 3♠ = as above
- After 2♣ - 2Any: 2NT = 23-24 balanced; Responder bids:
  - 3♣ = puppet Stayman for 5-Major
  - 3♦/3♥ = transfer to Hearts/Spades
  - 3♠ = both minors, slam interest
  - 3NT – 5 spades + 4 hearts no slam interest
- After 2♣ - 2D – 2H = Kokish relay forces 2 spades: 2NT now = 25+
- After Kokish relay any non NT bid shows hearts and suit bid
- After NT rebid, a transfer to spades, followed by a natural heart bid = slam going hand

#### 5. After Opening Weak 2♦

- 2NT = strong relay. Opener rebids:
  - 3♣/3♦/3S = shortage
  - 3NT = AKJxxx or AKQxxx

#### 6. After Opening Weak 2H

After 2NT enquiry: Opener rebids:

3C/3D/3S=shortage

3NT – AKJxxx or AKQxxx

#### 7. After Opening 2S (weak 2 in spades)

- 3 spades is pre-emptive
- 3C/D/H is natural non forcing
- 2NT = forcing enquiry: we show shortage

#### 8. After Opening 2NT (20-22)

3C=puppet stayman

3D/3H=transfer

3S=minor slam try

3NT=5S + 4 H