


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Usually 5+ cards & 8+ HCP may have 4; RESPONSES: new suit constructive but NF, unless o/c @ 2-level & new suit @ 3-level, then F;
CUE = limit raise + or 16+HCP; Jump raise = PRE; Jump CUE = equivalent to limit raise considering HCP & distribution;
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT O/C=15-18, system on; 1NT in reopening seat: over 1m = 10 - 15 system on with modified Stayman
1NT by PH = unusual for 2 lower unbid suits if not in balancing
2NT in bal strong two suiter
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE jump overcalls: good hand & suit in pass out position
2NT jump overcall = unusual for 2 lower unbid;
Jump reopen 2NT= Strong two-suiter
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michaels CUE: 2NT always inv; 3♣ = P/C
In 4th live, LHO CUE = Michaels, RHO = Nat
Leaping Michaels vs your PRE
(1M/2M) - 3M asks stopper for NT; (1m) 3m = NAT
VS. NT (vs. Strong/ Weak; Reopening; PH)
vs 10-14: X=13-16 or 20+, 2C=H&S, 2D=H, 2H=S, 2S=m trick taking (2NT asks m & 3NT accepts), 2NT=17-19, 3M=good PRE; vs vs 14-18: 2♣ = ♣+M; 2♦ = ♦+M; 2♥/♠ Nat; Dbl=1m/2M/♣
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL thru 4H; LEB/direct X of weak 2; weak 2-CUE asks stopper; 2M-4m=bid m & OM; 2D-4C=C & 1 M (4D asks M);
2NT=15-18 & system on
VS. ARTIFICIAL STRONG OPENINGS
vs 1C STR & 1D resp: X=M, 1NT=m, 1NT F1 after 1M overcall
vs 2C STR: M, 2NT=minors vs 2♦ resp = Dbl = Lead
OVER OPPONENTS' TAKEOUT DOUBLE
1level NS = F1, JS = weak; Jump raises = WK, 2NT = Limit +;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd from even, low from odd	3rd from even, low from odd	
NT	4th; 2nd from bad suit (rare)	4th	
Subseq	3rd 5th; ATT	3rd 5th; ATT	
if raised, Hi from xxx; Lo from H; if not raised, 3rd & 5th vs suit & 4th vs NT ***@5 level & above: K from AK(x) or if shifting to shortness			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax+	AKx, Ax, Axx, AQx	
King	AK, AKx, KQ, KQx+, Kx	AKJT, KQT9, Kx	
Queen	Qx, QJ, QJx+	Qx, QJ, QJx, QJT+	
Jack	Jx, JT, JTx, KJT+	Jx, JT, JTx+, KJT+, AJT+	
10	Tx, T9, T9x, HT9+	Tx, T9, T9x+, HT9+	
9	9x, 98+,	9x, 98x+	
Hi-x	Xx, Xxx if raised	Xx, Xxx, xXxx	
Lo-x	HxX, HxXx, xxXx not raised	HxX, xxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo = ENCRG	UD count random
	2	S/P	S/P
	3	UD count	Count
NT	1	Lo = ENCRG	UD count random
	2	S/P	S/P
	3	UD count	Count
Upside down count & attitude; S/P in trump suit occasionally;			
<b>DOUBLES</b>			
TAKEOUT DOUBLES (Style; Response; Reopening)			
10+HCP and support for all unbid suits except equal level conversion; CUE by responder F until bid & raise; Reopen dbl usually as direct			
dbl			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
NEG X thru 4H. Cards with convertible values above, SUPP X & XX			
4th suit X (not as good as bidding 4th suit);			
Maximal X when GT blocked (o/c or open); card showing X (action);			
Doubles in front of length tend to be T/O or card showing			
X = T/O after overcall of our NT			

WBF Convention Card
♠ ♥ ♦ ♣ 
Category: <u>Green</u>
NCBO: <u>USA</u> EVENT: <u>Women's</u>
PLAYERS: <u>Pam Wittes</u> <u>Shawn Quinn</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 FG or 4 of m; 1NT resp: F1/1M, semi-F by PH; 4th suit FG; mod. 2-way CB/1NT rebids except 1C-1D-1NT
PRE: classic minor, wk 3M(6/7)
WJS @ 2 level
Bypass D/1C w/ less than INV hand;
Open 1NT=15-17;
Bal 1NT/1m=10-15 with system on
Inverted minor (off in competition)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3NT=Gambling w/ A/K on side
IN COMP: LEB slow shows ; LEB/ direct X of weak 2 bid
Flannery Def (1) : Unusual/Unusual (2)
Leaping Michaels against your weak 2 bids
Scrambling 2NT (3)
2NT BPH = Minors/1M
SPECIAL FORCING PASS SEQUENCES
If we bid game in a strength auction, P = F. If we show INV+ values P = F to above 3 of our primary suit
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
4th suit FG
Unusual vs Unusual (2)
PSYCHICS:

OPENING	TICKET	MINORS	OF NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	10-21 HCP	response may be light; 1NT=8-10, 2NT=FG; 3M=Nat, NF	1m-1M-1NT then (2C -> 2D, 2D=FGCB, Jump= NAT & F,	1m-1M-1NT or 1m-1H-1S
					3NT=15-17; bypass D w/less than INV val;Inverted minor;	After 2NT rebid, transfers	then 2D=1 rd F,2C->2D
1♦		3	4♥D	10-21 HCP	1NT=6-10, 2nt= 11-12; 3M SPL; 3NT = 13-15	same as above	
					response may be light;		
1♥		5	4♥D	10-21 HCP, occasionally 4	1NT=F1; 2NT=Jacoby; 3M = Mixed; SPL, roughly 11-14	1H-1NT-2S-2NT->3C; 1H-1NT-3S=1633, 1♥- 1NT-3NT19HCP & semi-solid suit; self	2NT= minors, 1NT=semi-F;
				cards in 3rd or 4th seat	Inv Jumps at 3 level 3D = LRI	SPL; 1H-1NT-2C-2S = some good hand....2NT asks, 3♣str ♠raise, 3♥LR	2-way FIT Drury ; mixed jump raise; 3C(D)= INV
1♠		5	4♥D	same	Same as 1♥; 2S = PRE		
1 NT			+2♠	15 - 17 HCP, balanced	STAY, JTB, 3M=short,Texas Trans & after STAY	1NT-2C-2M: 4C=Bal Quant w/o 2/3 trump honors, 4D=Bal Quant w/ 2/3 trump honors,	NEG DBL of 2S or higher
					4 suit xfers; step 2 accepts	3OM=Fit + UNK SPL mild+ slam int	UPH or PH;
					LEB;2S=D or C&D (weak)		
2♣				22+ HCP if balanced	2D waits, then cheaper m = xx neg; 2M=5+card	2C-2D-3NT=22 HCP w/6 card m	/interference:
				81/2 tricks if rebid M	suit & values; 3m tends to be 6+card suit & valu	2C-2D-2H->2S, then 2NT = 24-26 HCP(); 2NT-3S relay to 3NT, then ()	X=Penalty 2C-
				91/2 tricks if rebid m	es; modified Kokish( 4), 3S->3NT = 1 or 2 minor(s) slam try	JTB&Texas/2NT; 2♣2♦ 3M = 4M+ and longer ♦	2NT rebid or 4x1
2♦				4-10 HCP, 6 cards	2NT invites 3NT; 3♣ART fg, 2M NF, 3M F	4♣ = Modified RKC ( 5)	
				occasionally 5 good			
2♥				4-10 HCP, 6 cards	2NT Ogust, 2M NF, 3NS F1	4♣ = Modified RKC ( 5)	
				occasionally 5 good			
2♠				4-10 HCP, 6 cards	2NT Ogust, 2M NF, 3NS F1	4♣ = Modified RKC ( 5)	
				occasionally 5 good			
2 NT				19+-21 HCP	STAY,TRF@3 & 4 level;3S->3NT minor(s) slam	3S->3NT then 4m NAT; 4M both minors FG	
3 bids	6+			classic, 3m	NS=F1; 4Cor4D/3C=4♣ = Modified RKC ( 5)		
3NT	7+			Solid 7 card suit & 1 feature	4D asks short; 4C = PorC	3NT-4D-4H=H stiff, 4S=S stiff & 5m=om shortness, 4NT=no shortness	
				4th seat = to play	4NT=bkwd, 4M & 5m = to play; 4D ask short		
4♣	7+			PRE			
4♦	7+			PRE			
4M	6+			PRE	4NT = RKCB; 4S/4H=nat; 5 level asking bid	<b>HIGH LEVEL BIDDING</b>	
4NT	7+			Solid suit opening 5m		RKCB: cheapest non-trump suit asks queen, bid 1st K held with Q,return to trump suit w/o, bid NT w/ Q & no king; Super Gerber (5C); 4 of same	
5m	7+			Broken suit		or kings); Exclusion RKCB; DOP1; DEPO; QUANT 4S & 4NT 4♣ is mild try	
5M	6+			Missing AK of trump	slam try asking for 1 or 2 top honors		

1. Flannery Defense

Dbl Opening hand suggesting T/O to minors (3m over this NF, 3M F with corresponding minor)

2NT 15-17

2S – Natural

2. Unusual vs Unusual – Nearer and Dearer

Cheapest Cuebid shows 4<sup>th</sup> suit. If 4<sup>th</sup> suit is above opener's suit, this shows an invitational hand and the 4<sup>th</sup> suit is forcing. If 4<sup>th</sup> suit is below opener's suit, this shows a F bid and 4<sup>th</sup> suit is invite.

More expensive suit = LR+ in Opener's suit. Also if only one suit is known the cuebid is LR+

3. Scrambling 2NT

In response to TO double, non-jump to 2NT is showing two places to play – advancer will respond their cheapest playable spot.

4. Modified Kokish

2♣ - 2♦ - 2♥ - relays to 2♠, then

2NT =	24-25, systems on as with 2NT opening	
3♣ =	One suiter in hearts	
3♦ =	5+ Hearts and 4+ Spades	
3♥ =	Hearts and Clubs	
3♠ =	Hearts and Diamonds	
3NT =	26-28-	
	Responses	4♣ = Stayman (with at least an invite to slam) Response is F1
		4♦/♥ = Transfers
		4♠ = Mild Quantitative
		4NT = Quantitative
4NT =	28+-30	

\*\*If responder has a non-positive hand with a six-card suit, break the relay and bid your suit.

5. Modified RKC after Preempts

4C asks Keycards

4D = 0

4H = 1 without Q

4S = 1 with Q

4NT = 2 without Q

5C = 2 with Q

After a 3C preempt, 4D asks, same responses but 1 step higher