

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Sound. Sometimes 4-card suit at 1-level.
Single raises are obstructive. Jump raises are pre-emptive.
Cue-raises are constructive, F1.
1NT = ~8-10 HCP. 2NT = ~11-12 HCP. New Suit = NAT, F1.
Jump shift = NAT, INV, good suit with good fit for overcaller, NF.
Double Jump = SPL.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Posn: 15-18 HCP. Resp: As for 1NT opening.
If doubled: Suit = NAT, NF:XX = 2 suits; 2NT = 2/3 suiter forward-going.
Reopening: ~10-14 HCP doesn't promise a stop. Resp: Cue = Stayman;
2-level = NAT, NF; 3-level = NAT, F.
4th Live: Other two suits, weaker/more distributional than a T/O X
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural, 6+ suit, weak non-vul (~6-11), intermediate vul (~12-16).
2NT = Lowest 2 unbid suits, at least 5-5, range undefined.
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Cue Bid = At least 5-5, highest unbid suit + another, range undefined.
Jump Cue = Stopper ask over 3+ card opening.
NAT, 6+ suit over 0-2 opening.
VS. NT (vs. Strong/ Weak; Reopening; PH)
X = Penalty. Canape Transfers (See under Special Bids).
2NT resp = F1, INQ. 2NT rebid = 5-5 option.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Takeout doubles up to 4♣. 3NT to play.
Over Weak 2: 4♣ = 4OM & 6♣; 4♦ = 4OM & 6♦
Over Multi 2♦: 4♣ = 4♣ & 6♣; 4♦ = 4♣ & 6♦
4NT over 4-level PRE = 2/3 suited takeout.
VS. ARTIFICIAL STRONG OPENINGS
1♣: X, 1♦ - 1♠ = suit + suit above; 1NT = ♦ + ♠; 2♣ = ♣ + ♥ (can be 44); WJO
1♣ Pass 1♦: X = Values, CONSTR: Suits = NAT;
1NT = ♥ + m (55); 2NT = ♣ + ♦, (55)
2♣: X = 5+♥ & 5+ minor; 2NT = 5+♣ & 5+♦; suits = natural.
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+HCP, PEN-orientated, usually no fit. 2NT = Limit raise or better.
2/3/4 level raise = Pre-emptive. Jump shift = Good suit, FG.
DBL Jump = SPL. Jump in minor over major = SPL.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4ths, MUD, 2nd/top xxxx(+)	Reverse Count (except Hx)	
NT	Same	Reverse Count (except Hx)	
Subseq	Similar	As for other suits	
A asks for attitude & K for count otherwise top of touching honours			
except against NT when underlead asks for unblock of Q/J			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A AK(+) Ax(+)	A AK(+) Ax(+) AKJ(+)	
King	AK (A)K(+) KQ(+) Kx	AK (A)K(Q)(+) AKJ10(+) Kx	
Queen	(A)QJ(+) Q Qx	(A)QJ(+) Q Qx KQ109(+)	
Jack	(A/K)J10(+) J Jx	(A/K)J10(+) J Jx	
10	(A/K/Q)109(+) 10x 10	(A/K/Q)109(+) 10x 10	
9	(H)98(+) 9 9x	(H)98(+) 9 9x	
Hi-x	xSx(+) Sxx(+) Sx S	xSx(+) Sxx(+) Sx S	
Lo-x	HxS HxxS(+)	HxS HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low Encouraging	Hi/Lo = Odd	Low Encouraging
	2 Hi/Lo = Odd	Low Encouraging	Hi/Lo = Odd
	3 Suit Preference	Suit Preference	Suit Preference
NT	1 Low Encouraging	Hi/Lo = Odd	Low Encouraging
	2 Hi/Lo = Odd	Low Encouraging	Hi/Lo = Odd
	3 Suit Preference	Suit Preference	Suit Preference
High/Low in trumps shows ability to ruff.			
Suit preference: High for higher of other suits.			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Direct: Major-orientated opening hand or 16+ with 5+ suit or 19+ BAL			
Reopening: Opening hand or 16+ with 5+ suit or 15+ balanced			
In response: cue = F1, Jumps are more distributional but forward-going			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Game try doubles in some situations			
Support showing doubles in some situations			
Negative doubles up to 4♥ in some situations			
Responsive doubles up to 4♥ in some situations			
Over a weak 1NT opening: Double at first turn to bid shows a good hand			
Also applies over artificial response to a weak 1NT opening.			
By a passed hand, double shows the suit doubled.			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>GREEN</u>
NCBO: <u>Australia</u> EVENT: _____
PLAYERS: <u>Sue LUSK</u>
<u>Therese TULLY</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL-based system
4 card suits
Limit raises in Majors, Inverted for Minors
1NT = 12-14
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = MULTI: Weak Two in a major or 23-24 BAL or 27-28 BAL
2♥ = 5+ suit with 5+ minor, about 5-11 HCP
2♠ = 5+ suit with 5+ minor, about 5-11 HCP
2NT = 5+5+ Both m, either less than opening or strong in playing tricks
Cue Bid = At least 5-5, highest unbid suit + another, range undefined
2NT jump overcall = At least 5-5, lowest 2 unbid suits, range undefined
Canape Transfers over opponents 1NT opening:
2♣ = ♦ suit or both majors or (5+♣ & 5+♦)
2♦ = ♥ suit or (4♥ & 5+ other) or (5+♦ & 5+♥)
2♥ = ♠ suit or (4♠ & 5+ other) or (5+♥ & 5+♠)
2♠ = 5+♣ & 5+minor
2NT = ♣ suit
3♣ = 5+♣ & 5+♥
3♦ = 6+♦
3♥/♠ = Natural, long suit, constructive
SPECIAL FORCING PASS SEQUENCES
Pass over simple overcall and some single-suited jump overcalls asks
opener to reopen with a double unless holding length in the overcalled
suit.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Blackout: Over reverse after 1-level response, the lower of 4th suit &
2NT = Minimum response, others = FG (8+)
Rubensohl after interference over 1NT opening and direct 1NT overcall
PSYCHICS: Rare - not part of partnership expectations



OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥		About 10-20 HCP. Usually 4, very rarely open 3 card suit	Inverted Raises. 1NT = 5-10. 2NT = 16+ BAL. 3NT = (12)13-15. Jump to 2♥/♠ = NAT, WK, NF. SPL.	RESP TO 1SUIT OPENING: Limit raises. Long suit G/T. 1NT = 15-17 HCP with 2♣CB: 2 Suit = MIN; 2NT/3 Suit = MAX, FG.	
1♦		4	4♥		About 10-20 HCP	As for 1♣.	Over 1-Level RESP: 2NT = 18-19(20) HCP. Over 2-Level: 2NT = 15+ HCP (3♣ = INQ). Jump Shift = NAT, FG. DBL Jump (Not Game) = SPL.	Over major 2NT = Max pass + 3 card support
1♥		4	4♥		About 10-20 HCP	Limit Raises. 1NT = 5-9. 2NT = FG Raise. 3NT = ~12-15, 3 SUPP, no S/S. Jump to 3♣♦ = SPL. Jump to 2♠ = NAT, WK, NF. Dbl Jump = SPL.	Bourke Relay: Over simple rebid of suit opened the next unbid suit by RESP = ART, FG. 4SF = FG except when Blackout (4th suit at 2-level after reverse over 1-suit RESP = MIN RESP).	
1♠		4	4♥		About 10-20 HCP	As for 1♥; 3♥ = SPL		
1 NT		2	4♥		12=14 HCP 5 Card Major - Non-systemic	2♣ = Stayman. 2♦/♥ = TRF to ♥/♠. 2♠ = Baron 2NT = to m, WK or STR. 3m = INV. 3M = NAT, FG 4♣ = Ace Ask. 4NT = S/T, NF. 4♦ = 5+♣ & 5+♦, FG.	After 2♣ : 2NT = G/T; 3 Suit = NAT, F1; Over 2♦ : 2M = Sign Off; Over 2♥ : 2♠ = INV. After TRF : Super accepts allowed.	
2♣	✓	0	4♠		8+ Playing Tricks, Any Suit Or Any Game Force Or 20-22 or 25-26 HCP, BAL	2♦ = NEG, denies 3 controls (A+K or 3K). Others = NAT, FG (3+ controls).	Over 2♦ : 2M = NAT, F1; 3m = NAT, F1; 3M = NAT, SOL suit, FG; 2NT=20-22 HCP: 3♣=4/5M INQ (3♦=4M), 3♦/♥=TRF, 3♠ = m Stayman, 4NT = BW 3NT = 25-26 HCP then 4♣ = Baron, 4♦/♥/♠/5♠ = TRF, 4NT = BW.	
2♦	✓	0			MULTI: Weak 2 in M Or 23-24 or 27-28 HCP, BAL	2/3M = P/C. 3m = NAT, FG. 4M = NAT, To Play. 2NT = INQ, G/T.	2NT = 23-24 HCP - RESP as per 2♣-2♦-2NT. Over 2NT RESP: 3♣/3♦ = MAX WK 2♥/2♠; 3M = MIN WK 2; 3NT = 23+ HCP	
2♥		5			About 5-11 HCP 5+♥ and 5+m.	2NT = INQ, FG. 3m = P/C. Others, including raise = INV.	Over 2NT: 3m = MIN; 3♥ = ♣, MAX, 55; 3♠ = ♦, MAX, 55; 4m = MAX, 6m & 5M.	
2♠		5			About 5-11 HCP 5+♠ and 5+m.	2NT = INQ, FG. 3m = P/C. Others, including raise = INV.	Over 2NT: 3m = MIN; 3♥ = ♣, MAX, 55; 3♠ = ♦, MAX, 55; 4m = MAX, 6m & 5M.	
2 NT	✓	5			(55) Minors , < Opening or STR	3m = NF. 3M = NAT, FG. 4M = Slam Try, INQ.		
3 bids		6			PRE, sound VUL, variable NV.	New Suit = NAT, F.		
3NT		7			Solid suit. minor in 1st/2nd, any in 3rd/4th.	4♣ = P/C. 4M = To play. 4♦ = S/S ask.	4♥/♠ = Singleton/Void. 4NT = Singleton/Void ♣/♦.	
4♣		7			PRE			
4♦		7			PRE			
4♥		6			PRE Normally 7 card suit	New suit = cue, showing control in suit + suit below.		
4♠		6			PRE Normally 7 card suit	New suit = cue, showing control in suit + suit below.		
4NT	✓				Specific Ace Ask	5♣ = 0; 5NT = 2; 5♣/♦/♥/6♣ = Ace.	Key Card Blackwood (0/3, 1/4, 2/5, 2+Q). 5NT for Kings. Promises all 1st round controls. Over 5♣/♦ RESP: Next non-trump asks for Trump Queen & Kings. BW RESP is expected to move with 3/4 controls if BWER signs off. SPL Raises. Cue Bids - 1st before 2nd. Grand Slam Force (6 trump suit = 0; 6NT = 2; 7♣ = 3) Exclusion Blackwood in some situations. If minor agreed, 4m = Key Card Ask (0/3, 1/4, 2/5, 2+Q). Then 4NT for Kings. In some GF sequences, the next step asks for controls.	