



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		
New suit F1 at 2 level, forcing if we overcall preempt	Suit	Lead	In Partner's Suit	
Jump raise PRE; jump Q = mixed raise; Q = limit raise or better	NT	3rd=even;low=odd	Same; top if we raised with xxx	Category: Strong ♣ / ♦ - BLUE
When OPP have bid 2 suits, overcall in either suit is natural	Subseq	4th	Same; top if we raised with xxx	Country: USA
	Other:			Event: Women's Teams
				Players: Jill Levin - Sue Picus
LEADS		SYSTEM SUMMARY		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
1NT = 15+ - 18, including sandwich. "System on".	Ace	AKx(+), Ax(+)	AKx(+), asks for attitude	PRECISION
Transfer to their major = minors.	King	KQ(J/10)x(+); Kx	AKJ10(+), KQ109(+)	1♣ Strong, artificial; 1♦ could be 2 cards
Balancing 1NT = 10-14, 2NT = 18-20, "system on".	Queen	QJx(+); QJ; Qx; AKQx(+)	KQx(+); QJ10x(+)	5 Card Majors, semi-forcing 1NT response
Passed hand 1NT = minors	Jack	J10; J10x(+); (A/K)J10x(+)	(A/K)J10x(+); J10x(+)	
After weak 2 Bid, 2NT = 15+ - 18.	10	109x(+); 10x; H109x(+)	HJ10x(+); 109x(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	H98x(+); 98x(+); 9x	98x(+);	
1-Suit: PRE by UPH;	Hi-x	Sx; HxSx; HxSxxx; Sxx	Sxx	1NT Openings: 14-16 HCP
2-Suit: Fit showing by PH. STR after preempt	Lo-x	HxS; HxxxS; xxxS; xxS	xxxS(x); HxxS(x);	2 OVER 1 Response: GF
4 level = leaping Michaels (over wk 2s and 1M - P - 2M)	SIGNALS IN ORDER OF PRIORITY		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopen: Intermediate.		Partners Lead	Declarer's Lead	Discarding
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit: 1st	Hi=DISCRG	Hi=DISCRG	Hi=DISCRG
Michaels; After (1M) 2M (P), [Note 2]	2nd	Hi/lo=Odd	Hi/lo=Odd	Hi/lo=Odd
(1m) 3m = natural, PRE-ish. (1M) 3M asks bid 3NT with stopper	3rd	S/P	S/P	S/P
(2M wk) 3M asks stopper; (2♦ wk) 3♦ shows majors	NT: 1st	Hi=DISCRG	Hi=odd (ct needed)	Hi=DISCRG
	2nd	Hi/lo=Odd	Smith Echo	Hi/lo=Odd
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	S/P	S/P	
CAPPELLETTI:	Signals (including Trumps): SMITH ECHO vs NT by either hand			1♣ Strong and artificial (16+ unbalanced, 17+ balanced)
(STR 1NT) X (P) - everything natural and weak	Trumps: Hi-lo is S/P			1♦ may be as short as 2 cards (11-15)
(WK 1NT) X (P) - our NT system on	"Upside Down" Count and attitude			2♦ = 4414, 4315, 3415, 4405 (11-15)
(1NT) X (XX or forcing P) - our NT system on	DOUBLES			3NT = 4 level minor preempt; NAMYATS
(1NT) X (bid) - X = cards, bids are natural, NF. P = Forcing	TAKEOUT DOUBLES (Style; Responses; Reopening)			
	Std TO dbls; (P of rdbl is pen except at 1 level)			
	Negative (1♦-1♥-DBL = both minors, denies 4♣)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Responsive, whenever opp bid and raise same suit			1♣ - (P) - 2♦ = weak 2 either Major
LEBENSORHL after UPH X. Intermed jump overcalls. Leaping Michaels	Snapdragon (4th suit after partner overcalls)			1♣ - (P) - 2♥ = 5+ diamonds, GF
MULTI DEFENSE [Note 3]				1♣ - (P) - 2♠ 3 any = 4441
(wk 2♦) 3♦ = Michaels; (wk 2M) 3M asks stopper				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
DBL=M's; 1NT = m's. Applies also over 1♣ P 1♦	1♣ (1x) Dbl = 5-7; 1♣ (2♥+) Dbl = GF			
	Support X and XX (on after 1NT, on in comp)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Max overcall dbls, only when no other game try avail			Unusual vs unusual (lower = inv+ in 4th suit)
OVER OPPONENTS' TAKE OUT DOUBLE	(1X) 1/2Y (1/2Z) Dbl = 4th Suit w/ tolerance for Y			
New suit=F at 1 level. Jump raise=PRE.	Dbl of artificial bids showing less than limit raise is TO, else lead direct			
2♣ = 7-9 with 3 trump; 3♦ = 7-9 with 4 trump	Over splinter, at favorable, Dbl suggests save. At other vuls, Dbl asks			Psychics: RARE
1M X 2NT = limit raise or better; 1♦ X 2NT = both minors	for lead of higher ranking suit			

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0		16+ unbalanced, 17+ bal	1♦ 0-7 ART; 1M/2♣ 5+ GF; 1NT 8-13 Bal;	After 1♦: [note 4]. After 1M: [note 5]	PH same
1♣					2♦ wk in M; 2♥ 5+ ♦; 2♠ 4441 12+ HCP	After 1NT: [note 6]. After 2♣ [note 7];	In comp->2♦, X = 5-8,
1♣					3x 8-11 HCP stiff in suit bid; 3NT solid, F	After 2♦ [8]; After 2♠ [9]; After 2NT [10]	bids natural, GF
1♦	X	2	Y	11-15 HCP, 2+ diamonds	2♣ GF; 2 3♦ inverted; 2M STR; 2NT/3♣ inv;	Jumps = extra shape; 2 way CB / 1NT; 4th GF	FIT jumps; 2NT minors
1♥		5	Y	11-15 HCP, Natural	1NT SF; 2/1 GF; 3♥=LR; SPL; 2NT GF Raise; 3m INV; 3N=4x3	After 1♠, [11]; [12] Jacoby Resps to 2NT; 2 way CB / 1NT;	Reverse Drury; FIT jumps;
1♠		5	Y	11-15 HCP, Natural	Same as 1♥ Opening. 3♥=INV	[12]; Jacoby Resps to 2NT; 2 way CB / 1NT;	2NT FIT w♣
1NT			Y	14-16 Balanced	2♣ Stayman; 2♦ ♥ 2♠ 2NT xfer; 3m 5-5 inv/F; 3M SPL; TEXAS	After Stayman [13]; After xfers [14]; After Texas, Excl BW	
2♣		6	Y	10-15	2♦ ART; 2M F1; 2NT INV; 3♦ INV; 3M GF w 6+ good suit	After 2♦ [15]; Other bids natural	
2♦	X	0-1	Y	10-15, 4414,4405,4315	2♦ ♥ ♠ to play; 2NT asks; 3M INV; 3NT to play	After 2NT [16]; After 3M, 3NT accepts w/ 3 cd support	
2♥		5		Weak	NSF UPH; 2NT Ogust; Over X, suit = lead, XX = play my suit	After 2NT, 3♣=worst, 3♦=bad suit, good hand, 3♥=good suit,	
2♠		5		Weak	As Above	bad hand; 3♠ = max with good suit; 3NT = solid suit	
2NT			Y	22-23 Balanced	3♣ Stayman; 3♦/♥ xfer; 3♠->3NT; Texas; 4♠->4NT	Smolen; After Stayman, OM agrees M; After 3♠/4♠ [17]	
3♣		6		PREEMPTIVE	New Suit Forcing; 4♦ = RKC		
3♦		6		PREEMPTIVE	New Suit Forcing; 4♣ = RKC		
3♥		6		PREEMPTIVE	New Suit Forcing; 4♠ = RKC		
3♠		6		PREEMPTIVE	New Suit Forcing; 4♣ = RKC		
3NT		7		4 level preempt in minor	4 5 ♣ = P/C; 4♦ = RKC in opener's suit		
4♣		7		8+ tricks, semi-solid suit	Next suit forces back to M; New suit is slam try	Over next suit puppet, new suit asks (step 1=none,	
4♦		7		SAME	SAME	step 2=2nd round control, step 3= 1st round control)	
4♥	or 4♠	6		To play			
HIGH LEVEL BIDDING							
RKCB 0314; 5NT asks spec K's; Next suit asks QT. 5 6T denies Q							
NT=Q but no K, other=QT + K; 5NT = 2 + void; 6x = 1 + void in x							
If 4NT is doubled, XX=business; P = bad hand (xx reasks)							
DOP1 through 5♥ (Dbix 0/3, P 1/4, steps= 2 without/with QT)							
DEPO if they bid beyond 5♥							
4 of our AGREED minor is always RKC.							
After any response, step 1 asks QT, step 2 asks spec kings							
Gerber and Super Gerber							

[Note 1]

If they double our 1NT (penalties), all bids are “system on”.

P-> rdbl to play or scramble.

Rdbl -> 2C to get out in 2 of either minor.

[Note 2]

After Michaels (1M) 2M (P):

2NT = invitational in a minor

3C = bad with clubs

3D = bad with diamonds

3H = good with clubs

3S = good with diamonds

3C = Pass or Correct

3D = invitational in major

3M = PRE

4m = Pass or Correct

[Note 3]

MULTI Defense

[Note 4]

1C (P)1D

1H = 4+ hearts or 20-21 balanced, F1

1S = 0-5, no 4 card major

1NT = 0-5 4+ spades

2C = 6-7, < 3 hearts

2D = 6-7, exactly 3 hearts

2H = 0-5, 4+ hearts

2S = 6-7 5+ spades

3m = 6-7, 5+m, 4+ hearts

3H = 6-7, 4+ hearts, unspecified stiff (3S asks)

3S = 6-7, 4+ hearts, no shortness

1S = 4+ spades, F1

1NT 0-5, < 4 spades

2C = 6-7, < 3 spades (2D F1, only auction to get out below game)

2D = 6-7, 3 spades

2H = 6-7, 5+ hearts

2S = 0-5, 4 spades

2NT = 3-5 HCP, 4 spades + singleton

3x = 6-7, 5+ in suit, 4 spades

3S = 6-7 HCP, no shortness

3NT 6-7 HCP, 4 spades + singleton

1NT = 17-19 balanced

Same structure as opening 1NT

2m = 5+, no 4 card major, NF

2H = GF hearts or 4 hearts and canapé, or STR Kokish. GF

2S relay

2NT = 24-25

3H = GF with hearts

3m = 6m + 4H

3NT = 26-27

4NT = 28-29

2S = STR S or 4 spades and canapé, GF

2NT relay

3 any = 6+ suit, 4 spades

3S = GF in spades

2NT = both minors, F to 3NT or 4m

3m preference (opener bids 3 card M or Hx)

3m = Natural, forcing

cheapest suit 2nd negative

3M = 8-9 tricks, at most 1 loser in suit, NF

3NT, 4M = to play

[Note 5]

1C (P) 1M

1NT usually balanced. May have support but don't want to take control yet

2 suit = natural

2M = trump asking

- Step 1 = none of top 3 honors, any length
- Step 2 = 5 card M, 1 of top 3
- Step 3 = 5 to 2 honors
- Step 4 = 6+ to 1 honor
- Step 5 = 6+ to 2 honors
- Step 6 = AKQ, any length

Subsequent new suits ask for control:

- Step 1 = no control
- Step 2 = 3rd round control
- Step 3 = 2nd round control
- Step 4 = 1st round control
- Step 5 = AK

2NT = 19+ HCP, 4x1

3M demands cue bid

3NT = <19 HCP, 4x1

Jump Shift = natural, sets trump

[Note 6]

1C (P) 1NT

2C relay

2D = 8-10, with 4H (2H = trump asking)

2H = 8-10 with 4S (2S = trump asking)

2S = 8-10, no 4 card major

2NT = 11-13, any 4x3

3C = 11-13, 4C + 4 other

3D = 11-13, 4D + 4H

3H = 11-13, 4H + 4S

3S = 11-13, 4D + 4S

3NT = 11-13, bad 5 card minor

2D/H/S = natural

2NT = 5 card club suit, bad clubs

3C = 5 card club suit, good clubs

[Note 7]

1C (P) 2C

2 any = natural

2NT = natural, but could have support or 4 card major. Responder bids out shape.

3C = trump asking bid (see note 5)

3NT = 4-4-4-1, 16-19.

[Note 8]

1C (P) 2D

2M, 3M, 4M = Pass or Correct

2NT asks size and transfer

3C = bad with H

3D = bad with S

3H = good with S

3S = good with H

[Note 9]

1C (P) 2S

2NT Relay

3C = stiff C (3 any sets trump, 4C asks controls [1st step=0-3, 2nd step=4, etc.])

3D = stiff D (3M sets trump; 4C=RKC, 4D asks controls)

3H = stiff H (3S sets trump, 4m=RKC, 4M to play)

3S = stiff S (4m = RKC, 4M to play, 4NT = RKC hearts)

1C (P) 3 suit: same responses as above, except control asking bids 1st step is 0-1.

[Note 10]

1C (P) 2NT Forcing to 4NT

3C Baron, bid 4 card suits up the line

3NT = 3334 14-15

4NT = 3334 16-17

5NT = 3334 20+

6NT = 3334 18-19

4m = bad 5 card suit

5C = super Gerber

[Note 11]

1H (P) 1S (P)

3S = 4-5-2-2

2NT = 4-5 with shortness

3C asks, 3D = stiff C min, 3H = D min, 3S = C max, 3NT = D max

[Note 12]

1M (P) 2M (P)

2NT asks

3C = 3 min, 3D = 3 max, 3H = 4 min, 3S = 4 max

[Note 13]

After 1NT Stayman:

2D = no major

2M = natural, invitational

3M = Smolen

4C = Gerber

4D|4H = Delayed Texas, Slam Try

2H = 4 or 5 hearts

2S = 4 spades, invitational

2NT = inv, denies 4 spades

3m = 5+ forcing, usually 4 spades

3S = slam try in hearts with unspecified shortness

3NT asks (lower for lower)

4C = quantitative raise to 4NT with 4 hearts

4D = RKC

4NT = quantitative, denies 4 hearts

4S|5C|5D = Exclusion

2S = 4 or 5 spades

3H = slam try in spades with unspecified shortness

3S serious relay (lower for lower)

3NT non-serious relay

4C = quantitative raise to 4NT with 4 spades

4D = RKC

4NT = quantitative, denies 4 spades

5C|5D|5H = Exclusion

If opponents double Stayman, opener's direct XX = attempt to play 2C XX; pass shows a club stopper; 2 any = 4 cards without club stopper. Responder XX after pass is re-Stayman.

[Note 14]

After 1NT Transfers

After 2D:

2H "denies" 4H except 4x3 min

2S = 5-5 invitational

3S|4m = Splinter

4H = balanced mild slam try

2S|3C|3D = maximum, worthless doubleton in suit bid

3D = retransfer

Other – game try, natural

2NT = Maximum, 3 trump (4-4-3-2) or 4 trump (3-4-3-3)

After 2H:

Same as above

2H - 2S - 3H = 5-5 GF

After 2S:

Opener bids 3C if likes clubs, else 2NT

3M by responder is shortness

4C = RKC

After 2NT:

Opener bids 3D if likes diamonds, else 3C

3M by responder is shortness

4D = RKC

[Note 15]

2C (P) 2D

2M natural

2NT non-minimum

3M by responder = 5+ cards, F

4C = RKC

3C = minimum, no 4 card major

3D = maximum, 6+ clubs, 4+ diamonds

3M = natural, F

4m = RKC

3M = 6+ clubs, 5+ M

4D = RKC in major

other major = general slam try

3NT = solid suit

[Note 16]

2D (P) 2NT

3C = 3415

3H F

3S Inv

4C = RKC

4D = slam try with spades

3D = 4315

3H Inv

3S F

4C RKC*

4D = slam try with hearts

3H = 4414 or 4405 MINIMUM

3S = NF

4D ->4H to play game in a major

4H|4S = RKC that major

3S = 4414

3NT To play

4C = RKC

4D|4H|4S as above

3NT = 4414 with stiff A or K diamonds

all bids same as above

4C = 4405 MAX

4D ->4H, setting trump, after that 4NT = RKC

4H-> 4S, as above

4S = RKC in clubs

[Note 17]

After 2NT (P) 3S -> 3NT

4m = 1 suited slam try in other minor

4M = 5-4 in minors (5 cards in linked minor)

4NT = 5-5 in minors, inv

5C = 5-5 minors, F