

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Can be light (8+) w good suit
Generally sound at 2 level
1 ♣-2 ♣ = natural
1 ♣-2 ♦ = majors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd seat – Systems on
11-14 in 4 th seat – Systems on, does not promise stop
JUMP OVERCALLS (Style; Responses; Unusual NT)
2/3 level = natural 6/7 card (6-10 HCP)
2NT = 2 lowest suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M-2M = OM + ♣
1 ♦-2 ♦ = ♠+♣
1 ♦-3 ♣ = Majors
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong, 2 ♣ = Majors, 2 ♦ = One major, 2M= M+m, X= 4M+ longer m, 2NT = minors
Vs weak same except X = 14+, penalty oriented
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs Multi – X = 12+
Vs weak 2 ♦/♥/♠ - 2NT 15-18 balanced, X = T/O then LEB
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣
Direct suit = weak
X = majors
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(X) – 2NT – fit + invitational, 3/4M = WEAK, XX – penalty oriented no fit
All other bids = NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd / 4 th	2 nd / 4 th	
NT	2 nd / 4 th	2 nd / 4 th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	ATT	ATT	
King	Count	Count / unblock	
Queen			
Jack			
10			
9			
Hi-X	Doubleton	Doubleton	
Lo-X	Promises a 3 rd	Promises a 3 rd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High - ENC	Count HI-LO=Even	
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
Lo-hi = lower suit, hi-lo = higher suit in Trumps			
Natural or suit preference depending on situation			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Negative to 3♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner			
Support doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Switzerland - Ireland
PLAYERS: Cecilia Billiet – Miriam McConville
EVENT 2025 Online Women's Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, Forcing NT, 1 ♦=4 cards
Strong NT, 5CM possible
2NT = 20-22 5CM possible
2 ♠/♥/♦ = weak
2 ♣ = strong
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 ♥/♠ - 2NT = GF fit 14+ points, 3LVL resp = shortness
1 ♥/♠ - 3 ♣/3 ♦ = 9-11/8-10 + 4 card support
1 ♥ - 3 ♠ = SPL
1 ♠ - 3 ♥ =
1 ♥-2 ♠ = weak
1m-2M = weak
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	10-19 HCP	2♣ - 6-9 points, 3♣ = Pre-emptive	After 1M, 2M only promises 3 cards	Cue bid = 3 card Supp, inv or better
						Then 2NT nat NF, 3NT Pass/Correct	
1♦		4	3♠	10-19 HCP	2♦ - 6-9 points, 3♦ = Pre-emptive	After 1M, 2M only promises 3 cards	
						Then 2NT nat NF, 3NT PC	
1♥		5	3♠	10-19 HCP	Bergen Raises, Jacoby 2NT 14+, Splinters 11-14	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♥ = 15HCP+, 4♥ = min. hand, no single	DRURY
1♠		5	3♥	10-19 HCP	Bergen Raises, Jacoby 2NT 14+, Splinters	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♠ = 15HCP+, 4♠ = min. hand, no single	DRURY
INT				15-17	Stayman, transfers, bids at 3 LVL are slam tries		
					4♣= Ace asking, 4♦= Majors 5/5, 4♥/♠ to play		
2♣	X			Strong 9 playing tricks	2♦ relay, all else natural, good suit		
2♦		6		weak	2NT asking for feature, 2♥/♠/3♣ F1 Round		X over intervention is penalty
2♥		6		weak	2NT asking for feature, 2♠/3♣/♦ F1Round		X over intervention is penalty
2♠		6		weak	2NT asking for feature, 3♣/♦/♥ F1Round		X over intervention is penalty
2NT				20-22 5CM is possible	3♣ = puppet stayman, transfers,		
3♣		7					
3♦		7					
3♥		7					
3♠		7					
3NT	X	7-8m					
4♣	X	8♥		8 cards in ♥ plus outside hon			
4♦	X	8♠		8 cards in ♠ plus outside hon			
4♥		8		8 cards to play 6-10 pts			
4♠		8		8 cards to play 6-10 pts			
4NT							
5♣		8				HIGH LEVEL BIDDING	
5♦		8				RKBW = 1430, 2, 2+TQ	
						Cue bids generally 1 st round control	
						If artificial bid is X, XX= Ace or void	