

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level, can be light at 1 level; 4M possible at 1 level; wide-ranging in HCP values. Non VUL – can be shaded
More aggressive in reopening position
Fit-showing jumps in competition [A4]
2NT = 4-card M raise in competition [D1] [D14]
Cue raises in competition [D14], [D15]
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
14-17(18), System On
Re-opening 10-14 + Simple Stayman and transfers (8-11 by PH)
Sandwich 1NT when 2 suits have been bid: shows the other 2 suits, 5+/5+, any range, but not after (1♣) P (1♠) where 1♠ denies spades. Weaker than Michaels. [D16].
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, bearing in mind VUL and if partner is PH.
2NT = two-suiter overcall [A13]
Reopen: Constructive, 6+ suit (about 11-14 HCP)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2m = 5+/5+ Spades + another; (1M) - 2M = 5+ oM, 5+m. Any strength but usually not intermediate range. [A13]
(1x) – 3x = stopper ask, looking for 3NT (long suit outside)
VS. NT (vs. Strong/Weak; Reopening; PH)
X = single suited minor over Strong 1NT/Penalty over Weak 1NT
2♣ = Majors (4+/4+) then 2♦ = No preference; 2NT = inquiry [D3]
2♦ = single suited (6+) Major [D3]
2M = 5/ 4+ minor [D3]
2NT = 2 suits, minors or extreme shape [D3]
Passed hand: the same but can be more aggressive
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = take-out (15+ over multi 2♦ in direct seat) + LEB [D13]
Cue bid = Michaels [A13]; Leaping & non-leaping Michaels [A11]
2NT = 15-18(19) and system on; 3NT similar over 3 level pre-empt
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣): X = Both Majors; 1♦ = Both minors; other NAT; 1NT = odd suits. But (1♣) P (1♦), 1NT = both minors. Other NAT [D10]
Over 2♣ opening: NAT (X = ♣); 2NT = any 2 suiter [D9]
OVER OPPONENTS' TAKEOUT DOUBLE
System on – Jacoby 2NT, Bergen raises. XX = interest in penalty. [A8], [A12]

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour; MUD	Low from honour	
NT	4 th from honour; MUD	Low from honour	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(xxxx), Ax; asks ATT	AK(xxxx), Ax; asks ATT	
King	AK(xxx); KQ(xxxx), Kx; asks Count	KQ(xxxx), Kx; asks Count	
Queen	KQ(xxx); asks ATT; QJ(xxxx), Qx; asks ATT	KQ(xxx); asks ATT; QJ(xxxx), Qx; asks ATT	
Jack	JT(xxxx), KJT(xxx), Jx	JT(xxxx), KJT(xxx), Jx	
10	T9x,HT9x,Tx	T9x,HT9x,Tx	
9	9x,9	9x,9	
Hi-X	Xx, xXx, xXxx	Xx, xXx, xXxx	
Lo-X	HxxX(x), HxX	HxxX(x), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = encourage	Low = even (count)	Low = encourage
Suit 2	Low = even (count)	Suit preference	Low = even (count)
3	Suit preference	Suit preference	Suit preference
1	Low = encourage	Low = even (count)	Low = encourage
NT 2	Low = even (count)	S Suit preference	Low = even (count)
3	Suit preference		Suit preference
Signals (including Trumps):			
If singleton/void in dummy, odd = enc, even SP (suit contracts only) [B1]			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: major-oriented; 1♣ (1♦) DBL = min 4/4 in majors unless very strong;			
1m (1♥) X = 4 spades/1♠ = 5+ spades; NEG/RESP X thru to 4♥ [E3] [E4]			
Responses: Jumps usually 8-11 HCP, cue of opener's suit = opening values			
Reopening: more aggressive in pass-out seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double and redouble up to the level of 2♠ [E5]			
Game try double (when no space for suit game try) [E2]			
DOPI and ROPI [D11]			
Redoubles - see [E6]			
Last updated: 27 May 2026			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: AUSTRALIA
PLAYERS: KAREN CREET – JUDITH TOBIN
EVENT: WOMEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5 card majors
Better minor – 1♣ if 3/3 in minors; 3 card ♦ opening only if 4432
1NT = 14-17 HCP BAL, may have 5 card M [A10]
2♦ = weak major, no strong option [C1]
2M = 5 cards in that M = 4+ m, (5+ if VUL), < opening [C2]
1NT response to 1-level opening = not forcing, up to 10 HCP
2 over 1 response = forcing to 2NT, 10+ HCP, usually 11+
Change of suit = forcing except by passed hand
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Opening = Weak Major 6-card suit (6-10 HCP) [C1]
2M Opening = 5 card M (6-10 HCP) + 4+ m (5+ if VUL) [C2]
Michaels Cue-bids [A13]
Lebensohl after 2-level overcall of 1NT and X of weak 2 [D13]
Good/Bad 2NT [D1]
Leaping and Non-Leaping Michaels [A11]
Texas transfers 1NT: 4♣ = hearts; 4♦ = spades [A23]
Splinters and min-splinters [A21]
Double over opposition strong 1NT = single suited minor [D3]
Fit showing jumps in competition [A4]
Sandwich 1NT (see 1NT overcall) [D16]
Blackout after reverses: lower of 4SF or 2NT is weak bid, all other bids are GF [A1]
SPECIAL FORCING PASS SEQUENCES
May apply in competitive slam auctions [D11]
IMPORTANT NOTES
1,2,3 doubles: X/X/X: 1st = values; 2nd X = T/O; 3rd X = PEN [E1]
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	(10) 11+ HCP	New suit = NAT, 5+ HCP (prefer 4M unless strong); 1NT 6-10 no M; 2♦ = 5+ ♣, 8-10 HCP [A7]; 2NT 11-12 NAT; 3 raise 0-7 HCP; 3NT 13-15 NAT; 1♣: 3M = SPL	2-way Checkback after 1NT rebid [A2]; 4SF FG [A5]; reverses by either player F Stopper show for NT after inverted m raise [A7]	1m – 2m by PH = natural raise Cue raises (limit or better) 3 raise pre-emptive; SPL Fit showing jumps in COMP [A4]
					Inverted m raises [A7]; 2M = 6+ suit, 0-7 HCP	Ogust 2NT inquiry: [A15]	NT bids - natural
1♦		3	4♥	Only 3 if 4-4-3-2, (10)11+ HCP	As above. 1♦ - 3♣ = LIM 8-10 HCP, 4+ ♦ [A7]		As above
1♥		5	4♥	(10) 11+ HCP	2-raise = 5-9 HCP + 3 card SUPP; new suit NAT, F 3♣ = 9-11, 4+ card raise; 3♦ = 6-8, 4+ card raise; 3-raise = 0-6, 4+ card raise; jump in oM = 3 card LIM; 2NT = GF 4+ raise [A8]; 3NT = 13-15 HCP 3 card raise; 1M – 4m = SPL; 1♠ - 4♥ SPL	1M – 1NT – Gazzilli follows [A6] 2-way CB after 1NT rebid: [A2] 4SF FG [A5]; Mini-splinters by opener [A21]; Reverses by either player F and Blackout applies [A1]	Cue raises (limit or better) – 3 card raise 2NT = 4 card limit raise or better (non PH); SPL Fit showing jumps in COMP [A4]
1♠				Major suit openings can be weaker with shape			
INT		BAL		14-17. May have 5 card Major or occasionally 6 card minor	2♣ asks for 5 card M and range Transfers and other agreements [A10] [A23] [A25]	3♦ = asks for 4 card M after 2♦ or 2NT Super-accepts with max hands [A25]	Sys on over X but XX minor run-out over PEN; LEB [D13]; X of their overcall = take-out
2♣	✓	0		23+HCP and BAL or any Game Force	2♦ = weak or waiting Other = positive, good suit [A22]	Kokish (responder bids 2♠) after 2♣ - 2♦ - 2♥- [A9]	X by responder over intervention shows at least an ace or 5+ HCP
2♦	✓	0		Weak 6 card M approx. 6-10 HCP	2/3/4M = P/C; 2NT inquiry (but 2♦ - 4♠ to play) 4♣ = bid step below suit; 4♦ = bid your suit [C1]	3♣ = max hearts/ 3♦ = max spades, else 3M Next step = shortage ask after max response	Natural (diamonds) + constructive in 4 th seat (after P, P, P)
2M		5/4(5)		5 cards in M plus 4+ card m (5+ if VUL); approx. 6-10 HCP	2NT asks for the minor 2♥: 2♠/2♣: 3♥ to play; 2M: 3m to play [C2]	Responder can invite in the M after bidding 2NT to ask for the minor	
2NT		(semi) BAL		20-22; may have 5M (may have singleton A or K)	Puppet Stayman [A16] + (re)transfers apply [A18]	Responder can super-accept [A23]	
3♣		(6)7	4♥	Weak, < opening hand	New suit NAT + F; 3♣: 4M to play		
3♦		(6)7	4♥	Weak, < opening hand	New suit NAT + F; 3♦: 4♣ = cue; 3♦: 4M to play		
3♥		(6)7	4♥	Weak, < opening hand	3♠ NAT + F; 4m = cue; 4♠ to play		
3♠		(6)7	4♥	Weak, < opening hand	4m = cue; 4♥ to play		
3NT				Gambling: Long running minor, maximum an outside King	Pass to play or 4m P/C; 4M to play		
4♣		(7)8+	4♥	More pre-emptive than 3♣	4♦ = cue; 4M / 5♦ = to play		
4♦		(7)8+	4♥	More pre-emptive than 3♦	4M / 5♣ = to play		
4♥		(7)8+		Natural, shapely hand	New suit = cue		
4♠		(7)8+		Natural, shapely hand	New suit = cue		
4NT		0		Specific ace ask	5♣ = none; 5 other = that ace; 5NT = 2 aces		
5♣		(7)8+		Natural, shapely hand	New suit = cue	HIGH LEVEL BIDDING	
5♦		(7)8+		Natural, shapely hand	New suit = cue	4NT = RKCB (1430) [A19]; 4NT quant over NT and no suit agreed [A17]	
5♥				Not used		Minorwood applies in limited circumstances and without COMP [A14]	
5♠				Not used		Trump queen and outside kings ask [A20]	
5NT						Cue Bids: 1st/2nd round control (no shortage cue in partner's suit) [A3]	
						Pivot cues with major suit agreement [A3]	
						4NT overcall of 4 level pre-empt = NAT [D6]	