

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Aggressive 1 level (4+ cards); sound 2 L. Change suit NF over 1 L, F over 2 L. Jumps to 2L = F1R with fit; jumps to 3L fit. NT natural & limited. Raises pre.
Cue asks F1R. 2N after 1M = try + 4 card support
<b>INT OVERCALL</b>
2 <sup>nd</sup> : 15-18 hcp. Respond as over opener (transfer into oppo suit invit. in other M). (1x) 1NT (2x) DBL = t/o
4 <sup>th</sup> : 11-16; 2♣ = range/M ask
(1x) P (1y) 1NT = 16-19 with 5 cd Stayman etc.
<b>JUMP OVERCALLS</b>
1-suiter : weak nv; better suit v; intermediate 4 <sup>th</sup>
2-suiter : 2NT = m's over 1M; o m/M over 1m (weak or strong); Response : cue = game try M/ask in m's.
Re-open : 2NT 19-21 natural with Stayman etc.
<b>DIRECT and JUMP CUE BIDS</b>
Michaels cues : ♥/♠ over ♣/♦ or M/m over ♥/♠
(weak or strong). Response : 2NT asks, cue = M try
4 <sup>th</sup> suit natural if M.
Jump cue : in M asks for stop; in m = ♠/other m
<b>vs. NT</b>
2♣/♦ : ♥ + other/♠ + other (>8 cds); 2♦ relay; 2M p/c; 2N nat; 3♣ GF; 3♦ game try M
2♥/♠ : M; 2N game try (features at 3L; S at 4L)
DBL : penalties vs weak NT; 2NT = strong 2 suiter
PH/Strong NT: DBL = ♥; 2♣/♦ = ♣/♦ + other; 2♥ = Ms
<b>vs. PREEMPTS</b>
DBL = t/o or good bal hand. NT = natural, limited
Jumps natural/2 suiter. ¾ L cue = Stayman/good-bad t.o/2 suiter. Over 3L pre, 4m=M+m
<b>vs. ARTIFICIAL STRONG OPENINGS</b>
Aggressive. 1/2♣ : DBL/♦ = ♥/♠; ♥/♠/NT = 2 suits
Weak j.o's . After (1♣) P (1♦) DBL = M
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Fit jumps to 2/3/4 L; new suit F1R; raises pre at 2 & 4 L; 2N = good raise + M/weak m; RDBL = <3 cds
partner's suit, 9+ hcp, no 5 card suit (not over 1♣).

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Trumps : Hi/Lo = interest in ruff or suit pref.																											
<b>DOUBLES</b>																											
<b>TAKEOUT DOUBLES</b>																											
Need not have other M. Cue bid in response F to s.a. (non PH). Reopen DBL = extra values/short o'called suit. M shown; m cue response = both/neither M's.																											
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES/REDOUBLES</b> Neg/resp to 4♦.																											
Support DBL in M's to 2L. Opener's DBL in comp =extra values. DBL our suit at 3+L suggests other lead. DBL over cue : RDBL = 1 <sup>st</sup> round control																											

WBF CONVENTION CARD	
<b>Category:</b>	NATURAL
Event:	Camrose
NCBO:	WELSH BRIDGE UNION
Players :	JILL CASEY & DIANE KURBALIJA
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Natural; ACOL style	
4 card majors	
1NT = 14-17 (5 card M possible); 17 = any 4.3.3.3	
2 over 1 response : Not FG (2♣ over 1♦ F2NT)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
Multi 2♦ : Weak 2M or 20-22 Balanced	
Responses : 2M NF; 2N asks; 3N = ♣/M; 4♣/♦ for M	
Rebid : 2/3NT = 20-22 with 5 cd Puppet Stayman/Transfers	
2♥ : 5/5 ♥/m 3-9/5-10. 2N asks; ♣ = p/c; 3♦ = ♥ try	
2♠ : 5/5 ♠/m 3-9/5-10. 2N asks; ♣ = p/c; 3♦ = ♠ try	
2N : 5/5 ♣/♦ 3-9/5-10. 3♥ asks; 3♠ natural; minors pre.	
3N : Solid 7/8 M with K+ outside. 4♣/♦ asks	
Our 1 NT (DBL) : RDBL=5 cd suit; 2♣ may be 2 suited	
Transfers after 1NT response to 1♥/♠	
Suit Transfers after 1♣ (1♠) ; Transfers after 1M (DBL)	
After 1♥/♠, 2♠/3♥ = stretched raise + any S; hence	
1♥/♠ (P) 3♥/♠ denies S	
Inverted minor raises	
1♣ opener may be 2 if 11-13 balanced (may have any weak 5 cd suit); 1♦ response may be short if weak with ♣ (rarely)	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1♦/♥/♠ (DBL) RDBL = F1R	
2 L responses promise another bid over intervention	
P = F after strong game bid.	
(1NT) DBL (2♣/♦) P = forcing	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Frequent use of 2NT = competitive vs. constructive hands	
5 card puppet St'mn over 1/2NT	
1♣ (DBL) RDBL = 5♣ 5-8 hcp; 2♦ = 5♦/4♣; 2NT = 5♣/4♦	
(1♥/♠) 4N = good 5m bid; (1♥) 4♥ = good 4♠ bid	
Psychics: Very Rare	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DOUBLE THRU	Jill Casey & Diane Kurbalija Welsh Bridge Union 25.01.2006			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♦	2+ if 11-13 Bal. Else natural May have any weak 5 card suit	1♦ may be short with ♣; 2♣ GF with ♣; 2♦ weak M or GF♥; 2♥ 4/5 Ms; 2♠ 8-11 ♣ raise; 3♣ 4-8 ♣ raise; 2/3N 11-12/13-15 bal; 3♦♥♠ = 3N raise 4♣+4 suit	1N = 11-13 then 2♣ asks; 2N = 17-19; 3N = ♣'s + stop(s); after 1♣ - 2♣, 2♦ for S. 1♣ (P) 1NT (P) 2♣ = forcing, 2♦♥♠ = S	2N = 10-11 with 5+♣; inverted 2/3 ♣; jump fits
1♦		4	4♦	Natural	2♦ GF with ♦; 3♣ = 8-11 ♦ raise; 3♦ inverted; 2N 11-12 bal with ♦; 3♥♠ = 3N raise 4♦+4♥♠; 3N 12-15 bal	1N = 11-13, 2♣ asks; after 1♦ - 2♦, 2♥ for S; 2N = 17-19; 3N = ♦ + stop(s)	As over 1♣
1♥		4	4♦	Natural	2N = GF no void (transfers by opener to describe hand); 3♠/4♣/♦/♥ = void; 2♠/3♥ = stretch raise + any S	Game tries in suits for help; 1M - 3M - 4m = values; 1M - 3M - 3N asks for cues; transfers over 1M - 1NT	2N/3M/NT/4m = gd/shape /flat/S raise; m jump fits; 2♠/3♥stretch raise any S
1♠		4	4♦	Natural			
1NT		2		14-17 (only 17 if 4.3.3.3 any) May have 5M May have 6m	2♣ 5 card ppt Stayman; 2♦/♥/NT/♣ transfers; 2♠ range ask; 3♦ 5/5 M's; 3M 5/4+ m's S M; 4♣ = 4N raise + 5m; 4♦/♥ trnsf; 4Nquant.	Trnsf. break to new suit/NT = weak/good doubleton + 4T; break to 3L T min; change of suit after transfer GF; force thru 2♣.	2N = 2.2.5.4; 2♠ invit one m; 3m to play; 3M = 5M & 4 oM
2♣	√	0	7♥	1. Game force 2. 23-25 balanced	2♦ relay ; NT natural; other suits positive (F to 4NT); jump suit = 1 loser suit; 3NT/4♣/♦/♥ = long broken ♣/♦/♥/♠	2N = 23-25 bal. (5 cd St/Trnsf etc); suits natural FG. 2♥ may be 26+ bal; over 2♥; relay with 2♠.	
2♦	√	0	2♠	1. Wk M 3-9/5-10 (9-12 4 <sup>th</sup> ) Suit Q10xxx(x) at worst 2. 20-22 balanced	2/3♥ = p/c; 2♠ = ♥ try; 2N asks; 3♣/♦/♠ nat F1R; 4♣/♦ for M +/- relay; 4M to play mild slam try; 3N = 5/5+ M/♣ strong	2/3N rebid = 20-22 bal (5 cd St & trnsf etc); over 2N, 3M = weakest hand, 3♣ = ♥, 3♦ = ♠ not min.	
2♥		5		5/5+ ♥/m 3-9/5-10 (9-12 4 <sup>th</sup> )	♥ raises pre; 2N asks; 3♦ = ♥ try; 3/4/5♣ = p/c; 2♠ invitational; 3♠ FG	Over 2N, 3♣/♦ = min, 3♥/♠ = ♣/♦ max, now next suit up for S	
2♠		5		5/5+ ♠/m 3-9/5-10 (9-12 4 <sup>th</sup> )	♠ raises pre; 2N asks; 3♦ = ♠ try; 3/4/5♣ = p/c; 3♥ FG	Over 2N, 3♣/♦ = min, 3♥/♠ = ♣/♦ max, now next suit up for S	
2NT	√	0		5/5+ ♣/♦ 3-9/5-10 (9-12 4 <sup>th</sup> )	3♥ asks; 3♠ natural F1R; 4N = 6 ace RKCB	Over 3♥, 3♠/3N/4♣/4♦ = min/max 55/max 65/max 56	
3♣♦♥♠		6		Natural, pre-emptive	Change of suit F below game	3x (P)5x for good trumps; 5 new for losers	
3NT	√	0		Solid 7+ M + A/K outside	4♣/♦ slam tries; 4N = RKCB	4N = 8 card suit, no void; 5m = void	
4♣♦♥♠		7		Natural, pre-emptive	New suit asks for losers in that suit, step responses 1 <sup>st</sup> step = 2 losers etc.	<b>HIGH LEVEL BIDDING</b>	
4NT	√	0		Strong 5m opening, outside A	5♣ = p/c; 5♦ = asks for ace (5N = no M ace)	4/5 NT = RKCB (5♣ = 4/1; 5♦ = 3/0; 5♥/♠ = 2 -/+ QT).	
5♣/♦		7		Pre-emptive		5 NT = for specific K or pick slam (6 Trump suit = weakest bid)	
						Jumps to 4L often splinters; Cues show 1 <sup>st</sup> /2 <sup>nd</sup> round controls; if cues doubled, RDBL = 1 <sup>st</sup> round, New Suit 2 <sup>nd</sup> round, Pass = no control	
						If 4N overcalled/doubled, DBL/RDBL = 0 KC, Pass = 1 KC etc.	