

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level: (very) light. Transfers when p overcall 1M and RHO x.
 2 level: sound
 Cuebids: Good raise with 3 support
 Responses 1-level: F1, 2-level: constructive, 3 level = nat FG

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 hcp except 4th 11-15. System on.
 xx = sos after 1nt overcall.

Jump Overcalls (Style; Responses; Unusual NT)

Weak / Inter jump overcalls (intermediate when red), 2 NT = two lowest, 5⁺-5⁺, wide range. (1♣)-2♦ = MM.
 L Michaels, also over 3M, also 4th seat ♥/ opp mm over 3mm

Direct and Jump Cue Bids (Style; Responses)

Over m = both M. Wide range.
 Over M = other M + ♣. Wide range.
 (non-)Leaping Michaels (5⁺-5⁺, FG) over 2M/3M, all seats

VS. NT (vs. Strong/Weak; Reopen: PH)

VS strong NT: Dbl = strong (15+), Multi/Landy 2♣ = majors, 2♦ = one M 5+ 9-11 or 5/5 with a minor, 2♥/♠ = 5+ 12-14, 2NT = mm or any GF)

1m - (1NT) - 2♣ = MM, 1M - (1NT) - 2♣ = mm, 2♦ = 2+M, 5+oM

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

T/O dbl. Cuebid: ASK for stopper
 Vs unusual oc: Lower = inv p suit, higher = inv unbid suit, "open" = nat GF

VS. Artificial Strong Openings

Vs Strong 1/2♣: Double = majors, NT = minors, 2♣ = ♣
 Vs Precision 1♦: x = t/o, 2♦ = majors, 2NT = minors
 Vs Multi: x = t/o of spades (or very strong), 2NT = 15-18 bal, leaping Michaels - 5+ bid suit + 5+♥
 Vs 3NT: x = t/o, 4♣/♦ = both majors, better ♥/♠

Over Opponents' take out double

Rdbl: 10+ HCP
 1-over-1 = F1
 2-over-1 = NF

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th , top of sequence, inner sequence	3 rd -5 th
NT	Attitude, top of seq. and int. seq	3 rd -5 th
Subseq	Attitude when opening a new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	AK/KQx/KQJ(x)/KQT(x)	AK/KQx/KQJ(x)/KQT(x) T
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/ KQT9
Jack	HJT(x)/JT(x)	HJT(x)/JT
10	HT9x/T9x	HT9x/T9x
9	A98, Q98, J98/9x	A98, Q98, J98/98xx
x	Hxxx/xxx(x)	Hxxx/xxx(x)/xxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Rev att	Count, 3 rd /5 th	Rev att
2 nd	S/P	S/P	Count
3 rd	Count, 3 rd /5 th		SP
NT:	Rev att	Rev Smith trick 2	Rev att
2 nd	S/P	S/P	S/P
3 rd	Count, 3 rd /5 th	Count, 3 rd /5 th	Count

Signals (including Trump's):

S/P in trump First discard is enc/disc, main signalling method later is S/P. 5/6 level: A for attitude, K for count
 A-lead vs suit: for attitude, give count K lead and Jxxx in dummy

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Support dbl and rdbl (also over 1♦), responsive dbl, negative dbl, competitive dbl.
 1♣/♦-(1♥)-dbl=4♠, 1♠=5+♠



WBF

System Card



Category:

Green

CAMROSE TRIALS

S.GILLIS
 E.ERICHSEN

General Approach and Style

Natural, 5-card majors, better minor
 Responses: Nat, but skip diamonds if weak.
 1NT = 15-17 May have 5 card major, 6 card minor, singleton, 5422.

2-over-1 Responses: GF
 Multi weak only 2 Major, 2H,S 8-11 6MM

Special bids that may require defence

2♦: Weak Multi (only one major) (0) 3-7 hcp
 Very light opening bids if distributional 1st G vs. R
 Transfer responses if opps double 1MM for t/o
 Transfer responses over (b) 1MM (X)

Special forcing pass sequences

Important notes that don't fit

Psychics

Rare but may occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		3	7H	Could open light if distributional, (11)12+ hcp with balanced hands	1♦ = nat. Denies 4-card MM unless GF. 2♣ = inverted minor, at least invitational, 2♦ = 6-9, ♣-supp, 2♥/♠ = GF, 6+ cards, 2NT = nat, inv, 4-5♦. 3♣ = preemptive, 0-5 hcp, 3♦/♥/♠ = void, GF	xyz-NT. 1♣-1x-3♣ = very strong. 1♣-2♣-3♣ = weak unbalanced, 1♣-2♣-2NT = both majors stopped, 12-14, 3MM = singleton, 1♣-2♣-2♦ = nat rev, 3NT = 18-19 bal, 3♣, 1♣-2♣(-3♣)-4♣ = RKCB.	Passed: Inverted minor on. xyz-NT on. Fit jumps. 1m - (2M) -2NT = Lebensohl (always) 1□ -(1□) - X = 4♠, 1S = 5+
1♦		3	7H		Inv minor, 3♣ = 4+♦, 6-9, 2M = GF, double jump shifts = void	Natural, xy-NT, xyz. As above.	As above
1♥		5	7D	5+♥ Could open light if distributional. 11+ if balanced	2/1 = GF, 2♥ = 3+♥, 4-6 hp, 2♠ = GF, 6+card suit, 3♣ inv 3♦ = mixed raise 7-9, 3♥ = weak, 2NT = 4+♥, GF, 3♠ = undisclosed singleton, 10-12 hp, 3nt 4♣♦ = void, 4♠ = To play, 4NT = BW, 4 aces	Long suit trial bids. 1M - 2NT-3NT = 18-19 bal. 2NT-3x = nat, not min. 2NT-3x-3♥ = asks for singleton, 3/4x = singleton, 3NT = start cuebid. 1x-1y-2x-2NT = forcing with support → 3♣ = undisclosed singleton, 3♦ = medium hand, 3M = min	1♥ - 2♣/♦ = 3/4 trump drury, 1♥ - 2 NT = minors, 5-5. 2♠/3♣♦ = mini splinter. If overcall: 2NT = inv+ Jacoby, cuebid = 3-card supp, inv+
1♠		5	7H	As above	1NT = NF, 6-11 hcp, 2♠ = 5-11, 3♣♦♥ = inv, mixed, natural, 3♠ = weak, 2NT = 4+♠, GF, 3NT = undisclosed singleton, 10-12 hcp, 4♣♦♥ = void	1M - 1NT - 2NT = art GF, 5+M. As above	As above. Transfer responses if opps double t/o. On also if passed hand. Transfer to M = good raise.
1NT				15-17 (5M/6m/single/5-4)	4-way transfers. 2♣ = Stayman, 3x = singleton (3s will not have 4 hearts), GF, 4♣ = trf to ♥, 4♦ = trf to ♠, 4♥/♠ = to play	Super Stayman (3♣, /2♠ over 2♥ (heart used for clubs when H-bid can't be natural)). 1NT-2♣-2♦-4♣ = 55majors, slam try. Break transfer: 2NT = 3max, cheapest break in suit: 4 card supp, max, 3x = Nat 5332, 3 card support. 1NT-3x-4x = super fit	Contested auctions Transfer Lebensohl. If natural interference: Bid 2-level = NF, t/o dbl (also with a passed hand). If art. int., dbl = inv+ - penalty oriented. INT x xx 5 Card minor
2♣	X			Strong. Normally 20+ hcp, could be weaker with playing tricks	2♦ = weak (0-5 unbal, 0-7 bal, possibly waiting). 2♥/♠ = Nat, 5+ hcp, 2NT = bal, (7)8+ hcp, 3m = Nat, at least Qxxxx, 7+ working hcp, 3M = 6+cards semisolid, no outside strength, 3NT = 6+ solid suit, no outside strength	2♣ - 2♦ - 2♥/♠ - 3♣ = 2nd neg, 2♣ - 2♦ - 3♣ - 3♦ = nebulous, 2♣ - 2M-3M-3/4x = single, 3NT = bal slam try. Mandarin kitchen splinter (2♣ - 2♦ - 2♥/♠ - 3NT = strong slam try, undisclosed singleton)	2♣ - interf - x/xx = 0-5 hcp.
2♦	X			Weak Multi, 2-7 hp, one (5)6-card major	2/3♥/♠ = p/c, 4♣ = bid suit below, 4♦ = bid suit, 4♥/♠ to play, 2NT = asking	2♦ - 2NT - 3♣ = max, 3♦ = bad w ♥, 3♥ = bad w ♠,	If x: xx = bid your suit, p = ♦, 2M = nat If overcall 2M: x = pass if your suit p
2♥		6		8-11 hcp	2NT = ASK for singleton, New suit F1, 4m = void	2♥ - 2NT - 3♥ = min, no 1/0, 3NT = max, no 1/0	4th seat: 11-15, 6(+)-card suit
2♠		6		As above	2NT = ASK for singleton, New suit F1		
2NT				(19)20-21 hcp	3♣ = Puppet Stayman (3♥ = no M, 3NT = 5♥ → 4♦ = xfr, 4♥ 6?) 3♦/♥ = transfers, 3♠ = slamtry m (4+ - 4+), 4♣ = slamtry ♥, 4♦ = slamtry ♠ etc. If interference: over m: dbl = penalty, over M: dbl = neg, if art: dbl = strength	High Level Bidding	
3x		6	7H	Preemptive, according to vul	New suit FG. After dbl competitive. 3M-4m = cuebid, 4M = To play	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trumps is agreed), DOPIB/ROPIB/DEPO. 5NT in unclear situation: pick a slam. Josephine NOT used. "wrongly" asking for Trump Q implies 5NT and 6 level mild grand slam tries	
3NT				1st/2nd seat: solid m	4♣ = pc, 4♦ = Ask short, 4M = To play, 4NT = Ask length, 5♠ gs try		
4♣, ♦		6	7H	Natural, preemptive	4M = To play	Splinters Cuebids, last train cuebids	
4♥, ♠		6	7H	Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Asks for specific aces	5♣ = no aces, 5♦♥♠6♣ that specific ace		