

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range
Weak jumps except vul at 3 level
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd , system on
10-16 in 4 th -2c asks range/shape—2d=10-12
2h=13/14 and 4H, 2s=13/14 and 4S, 2nt=13/14 no major
3 any =15/16
System on—NO stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak normally
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
ghestem
1C-2C=s+d, 2D=Maj, 2NT=h+d
1D—2D=S+C, 2nt=H+C, 3c=Maj
1H-2H=s+c, 2NT=c+d 3c=h+d
1S-2s=C+H, 2NT=C+D, 3C=H+D
In 4 th seat 2NT always 20-22-system on
VS. NT (vs. Strong/Weak; Reopening; PH)
DBLE IS PEN
Multi Landi
2NT=any BIG 2 suiter
2c=majors
2D=single suited major
2h/2s=bid suit +minor
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=t/out leaping and non leaping Michaels
Multi—x=t/out S, 2H=t/out of H, 2S is nat n.f., 2nt is 16+
3 any is nat 6 crd suit n.f.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1D=majs, 1nt=minors, 2C=C+S, 2D=D+H, 2H=H+C, 2S=S+D
OVER OPPONENTS' TAKEOUT DOUBLE
Raise is weak, 2nt is good raise to 3, .xx interest in penalty

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd	Low from 3+	
NT	same	same	
Subseq			
Other: generally strong 10s			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Rev att	Rev att	
King	Rev count	Count/UNBLOCK	
Queen	Rev att	Rev att	
Jack	Will be singleton or from J10(x)(x)	No higher	
10	Int sequence or short		
9	Shortage or 10 9		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att	Rev count if applicable	Rev att
Suit 2	Rev count		Rev count
3	Suit pref if clear		Suit pref if clear
1	As above	As above	As above
NT 2			
3			
Signals (including Trumps):			
Reverse att reverse count-----UDCA			
Trumps echo if ruff wanted			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light if good shape			
Cue bid-forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles are t/out-unless			
X of nt bids and subsequent dbles are penalty			
After xx by you or prtn-penalty			
After pre-empt by prtn-x is penalty—after 1nt opener by partner x is 8+			

W B F CONVENTION CARD	
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: EVENT any <div style="text-align: center;">Diamond shenkin 11</div>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
4 card MAJ	
15-17 NT	
Multi 2D	
Lucas 2S	
Inverted minor game forcing other than 1m-2m 2nt 3m	
2 over 1 GF	
2H=5+H,4+S	
ACBL option 1 defence to multi	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Drury—after 3 rd seat opener only 2c=3/4 card support 8+	
Checkback---2c=non force <div style="text-align: center;">2d = GF</div> Except-1m-1M-2nt—rebid of minor is natural	
When minor suit agreed,unless opening bid was Hearts then 4H is	
RKC 14/30	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
4 th suit not GF at 1 level	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3/4	4d	10-22pts Will only be 3 if 4333 12-14	3c is weak 2c is inv GF unless 1c-2c-2nt-3c	After interference inv does not apply	
				Open minor if 4/4 min MAJ	2NT=16+		1c-P-2 Maj is weak 2-5
1♦		4	4d	10-22	As 1c		
					1nt—up to 11		
1♥		4	4d	10-22	2nt=4card sup 11+with shortage,16+without 3 any- solid suit (nothing outside) or one loser suit with A outside -no fit	Over 2nt -3C=16+asks for singleton(3D,S or 4C are shortage)	drury
					3nt=min raise to 4 no shortage, splinters=8-11	3H=good suit-no shortage	
1♠		4/5	4d	10-22, 4 if 4333 18/19	As 1H	3NT=poor suit-no shortage 3D,3S,4C=shortage,less than 16 after 2nt	Fit jumps if passed hand If not either semi solid k outside or solid nothing outside
INT				15-17	2c=4card s/man,2 other= trans 3c=5 card stayman 3any other =6cards and slam int	Over 1nt x- xx shows values,2c is majors 2d/h are transfers	
2♣		0		25+ or any GF	2d=relay,2h=neg,2nt positive in H	After 2nt rebid system on	
2♦		0		5-11 6card M or 23/24 bal or 27/28	2H=relay nf,2S=good H,2NT asks	After 2nt, 3c=good in H,3d=good in S 3h/s=poor and 3nt is strong bal	2D-4C=bid suit below 2D-4D=bid suit,partner may go on
2♥		5		6-11=5+H and 4+S In 4 th seat=5H,4S,11-16	2nt asks----- -2S,3h,3s,4h,4s to play 4NT=6 ace b/wood 4C/D=NATURAL minor slam try in suit	3c=5/4 3d=5/5 min----- 3h=5/5max short C 3S=5/5 max shortD 3nt=5/5 void C 4C=5/5 voidD 4D=6H/5S 4H=6S/5H	3any,4h,4s=to play 4c=mst in H 4D=mst in S After 3h/s 3nt=to play 4c=mst in H 4d=mst in S AFTER 3H 3S=to play
2♠		5		5-10 5s 5minor In 4 th seat 2S=acol 2 non forcing	3c=p/correct weak 2nt asks	3c=bad with c,3d=bad withd,3h=good c 3s =d	

2NT		0	20-22	3c=5card s/man, 3D/H=t/fers----- 3nt=minor suit s/man(msi)forcing to 4 nt----- - 3S=t/fer to 3nt----- 4C,D,H,S=filter bids(6card suit without 2 of top 3 HONS)mild slam try -	3D=1/2 4card MAJ----- 3H=no 4/5 card MAJ ----- 3S -5s 3NT =5 H Break to 3nt with doubleton Or to source of tricks with 4 Or to 4MAJ with 4card support AND a control in every suit 4C/D is key card in bid suit or bid 4nt=no interest 3nt-4any=filter bid shows 2 of top 3 HONS 4c(H)-4D=int 4d(S)-4H=int 4H=to play 4S=to play 4nt=k/card H 4nt=k/card S 4H(C) 4S=k/card in C 4S-4nt=p/correct(D) 4nt=p/c in clubs 5C=k/card(D) 5C=better than 4nt 5D=better than4S	Bid suit you do not have Over 2nt-3c-3h -3S=t/fer to 3nt 3nt=responder has 5 S
3♣		6	Pre empt	3nt to play, 3x forcing		
3♦		6	Pre empt	3nt to play, 3xforsing		
3♥		7	Pre empt	3nt to play , 3s forcing		
3♠		7	Pre empt			
3NT			Solid major,no K outside	4c-asks bid suit below major----- 4nt asks extra length after 7-step system 4d,h,s,5c-asks if singleton in bid suit-----	Any suit bid now asks for shortage----- Step responses	Step responses
4♣						
4♦						
4♥						
4♠						
4NT			Specific ace ask	5c=0,5d,5h,5s,6c=Ace of suit bid, 5nt=2 aces		
5♣					HIGH LEVEL BIDDING	
5♦					14/30 K/card	
a					DOPI-ROPI	
5♠					4H=K/card if minor agreed UNLESS opening bid is 1H	