

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural overcalls 5+suit (8-15pts)
Defence to Weak Twos: 2NT= 16-19 bal; X= T/O, 13+; Natural overcall= 5+ suit 11-18pts; Nat. Jump overcall= 6+suit 19-22pts
Defence to Multi : 2NT= 19-21 bal: 3NT=22-24 bal: Nat. overcall= 5+suit 16-19pts; Nat Jump overcall= 6+suit 19-22pts; X= any other hands 16+; Response after X, all three level bids are game forcing with 2NT as Lebensohl forces 3C which can be passed or converted.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = 15-17 Protective = 12-14
5 card Stayman
4 card Stayman in protective position
4 suit Transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural Weak 6+suit (5-9pts)
Direct 2NT - unusual
Reopen: Optional Double
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's Type
Unassuming cue bid = good raise to 3 level
VS. NT (vs. Strong/Weak; Re-opening;PH)
Woolsey 2C = both majors
2D= single major

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	2 nd and 4th	Low from H, MUD	
NT	2 nd and 4th	Low from H, MUD	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	KQ	
Queen	QJ	QJ	
Jack	J10, AJ10, KJ10	J10, AJ10, KJ10	
10	109, K109, A109, Q109	109, K109, A109, Q109	
9	Top of nothing	Top of nothing	
Hi-X	Even number of cards	Even number of cards	
Lo-X	MUD	MUD	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding Odds / Evens
1	Count		
Suit 2	Attitude	Suit preference	
3	Suit Preference		
1	Count	Count	Odds / Evens
NT 2	Attitude	Suit preference	
3	Suit Preference		
Signals (including Trumps): Odd discard = like, Even discard = McKenney			

W B F CONVENTION CARD
<p>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</p> <p>NCBO:</p> <p>PLAYERS: 2021 Cairns / McLaughlin</p> <p>EVENT: SOL 3 Teams</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15- 17 No Trump
5 card majors
Artificial Club opener
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi Two Diamonds
Lucas Two Bids
Opening One Club

2H= Hearts and minor	Suit Preference = McKenney	
2S= Spades and minor		
2NT= minors	DOUBLES	
X= 4 card Major and 5 card Minor		
v weak NT X=penalties	TAKEOUT DOUBLES (Style; Responses; Reopening)	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Optional Doubles 3NT = to play		
		SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
X = Clubs 2C= Majors 1NT= Minors		
OVER OPPONENTS’ TAKEOUT DOUBLE		IMPORTANT NOTES
Jump raise = pre-emptive, New suit= natural and forcing		
2NT= good raise to 3 level		
Rdl = 10+HCP and shortage in Opener’s suit		PSYCHICS:

OPEN ING	TIC K IF AR TIF ICI AL	MIN. NO. OF CAR DS	NEG .DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	3S	16+ HCP	1D 0-8, or balanced 11 HCP, 2C 14+ balanced with 4 card major or 9+ HCP/5+Club suit, 1H,1S,2D 9+HCP/5+card suit (1H-1S-1NT= bal.18)	Checkback, Splinters, Cue bidding	
				12-14 balanced	1NT 9-10, 2NT 11-13, 3NT 14+ (no 4card major)	Stayman Transfers	
1♦		4	3S	10-15 HCP	1H/1S 8+HCP, 2C/2D 11+, 1NT 8-10 (no 4 card Maj), Jump shift = 16+(Game/Slam interest)	Checkback, Splinters, Cue bidding	
1♥		5	3S	10-15 HCP	2C 11+ (<3 to top H), 2D 11+ (3 to top H or 4+), Jump shift= 16+(Game/Slam interest)	Splinters, Cue bidding	

1♠		5	3S	10-15 HCP	2C 11+ (<3 to top H), 2D 11+ (3 to top H or 4+), Jump shift= 16+(Game/Slam interest)	Splinters, Cue bidding	
INT				15-17 HCP balanced	5 card Stayman, 4 suit Transfers	4C (Gerber), 4NT = Quantitative	Lebensohl
					3C, 3D, 3H, 3S, 4C, 4D, 4H – all artificial		
2♣	x			11-15 HCP, 6+Clubs, or 5+ Clubs and 4 Major	2D= 11+ Enquiry, 2H/S = 5+ suit with 8 -10 HCP		
					2NT=11-12 invitation no 4 card Maj, 2H/2S= 8-10 5+; 3C= 8-10 HCP 3+clubs, Jump shift= 14+		
2♦	x			Multi: weak 6 card major;	2H = relay, 2S = 4+ H, 2NT = forcing relay		
				Strong 4,4,4,1(16-24 HCP) or 21-22 bal.			
2♥	x	5		Lucas Two (Major / Minor)	Pass, 3C (Pass or bid 3D), 2NT = forcing relay		
2♠	x	5		Lucas Two (Major / Minor)	Pass, 3C (Pass or bid 3D), 2NT = forcing relay		
2NT				19 -20 balanced	5 card Stayman, Transfers, 4C = both Minors	4NT = Quantitative	
					4D = Gerber, 3S = Minor suit slam try		
3♣		7		Pre-emptive			
3♦		7		Pre-emptive			
3♥		7		Pre-emptive			
3♠		7		Pre-emptive			
3NT	x	7-8		Solid Minor suit			
4♣		8+		Stronger Pre-empt		HIGH LEVEL BIDDING	
4♦		8+		Stronger Pre-empt		Roman Keycard: 5C=0/3, 5D=1/4, 5H=2,	5S= 2 + Q trumps:
4♥		8+		Stronger Pre-empt		5NT=2 or 4 with void(with 0 bid 5C);	
4♠		8+		Stronger Pre-empt		6 of suit below the trump suit = odd num.	of keycards (1or 3) + void
4NT	x			Ace Ask	5C=0, 5D=1, 5H=2, 5S=3	6 trump suit = odd no. keycards (1 or 3)	and void in higher ranking suit
5♣		8+		Stronger Pre-empt			
5♦		8+		Stronger Pre-empt		Over interference:- D0P1, R0P1	
5♥	x			Trump honour ask	Pass =0, 6H =1, 7H=2	4C after 1NT and 4D after 2NT both Gerber	

5♠

x

Trump honour ask

Pass =0, 6S =1, 7S=2

Cue bidding