

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural, wide ranging, direct raises pre emptive
Weak jumps
Michaels, leaping/non leaping
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Strong in 2cd, systems on
1NT in 4th seat = 10-16 Double = 17+ Responses 2 Cl asks then 2D = 10-12 2H = 13-14 c 4H 2Sp = 13-14 c 4Sp 2NT = 13-14 No maj 3NT= 15-16 No maj 3 suit =15-16 c bid suit
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
UNT lowest 2 suits
2NT in 4th = 19-21, systems on
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Strong takeout and NT enquiry
Good raise over intervention

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	4th & 2cd	Small from 3	
NT	4th & 2cd strong 10		
Subseq	As remains		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Same	
King	Count	Same unblock	
Queen	Attitude		
Jack	Singleton/doubleton/has 10 & 9 or 8		
10	Singleton/doubleton	Strong	
9	S,D has 10 from 4		
Hi-X	2/4		
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Attitude	Count	Att/count/suit pref
Suit 2			
3			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:  <b>NCBO:</b>  <b>PLAYERS:</b> Black/Selman  EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1NT = 15-17 4 card stayman
5 card majors, 1Club 2+
2/1 game force, 4th suit forcing for 1 round at 1 level, forcing to game otherwise
Multi2D = 23-24NT or Weak Major 2H/2Sp =Lucas 5/5 Major/Minor (poss 5/4 Fav. Vul)
4 suit transfers
Multi landy, UNT, Michaels/Leaping and non leaping
RKCB-14/30 reversed over clubs- break for Q with king(s)
Splinters, unassuming cue bids,
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 club opener
Drury 2Cl & 2D 8-11 3/4 card support

<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2Cl = majors, 2D = 1x 6 card major, 2 H/Sp = 10+ cards major/minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double t/o, cue bid = suit finding, 3 NT = play
Defence to 2D multi. Pass maybe t/o with of H/Sp because <b>2cd seat</b> double 13-15 or 16+ 2H/2Sp = 5+natural 2NT 16-18 3Cl/D/H/sp = 6+ non forcing 4Cl/D = leaping Michaels minor+major 5/5+ <b>4th seat</b> dbl = t/o 2Sp non forcing 5+ 2NT = 15-18 systems on 3Cl/D/H/Sp = 6+ non forcing better than 2Sp. O/call 4Cl/D = leaping Michaels a/a
2D pass 2H dbl 2Sp dbl = pen or 3 Sp = NT enquiry 2D pass 2H pass 2Sp pass pass dbl = t/o of Sp
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Overcalls natural and wide ranging
1Cl(any)1D - 2Cl/2D = Michaels 5/5+ majors 1H/1Sp - 2H/2Sp = 5/5+ Major/Minor then 2NT asks then 3Cl= minimum with Cl, 3D = min with D, 3H = good with Cl, 3Sp = good with D 3Cl over 1or 2 Cl = Clubs
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jump pre emptive, new suit 5+ forcing

1			
NT 2			
3			
Signals (including Trumps): high +ve, trumps reverse when required			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Other suits/other major/big hands/ 15+ 4th seat			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Double of artificial intervention shows suit			
Double of intervention = t/o			
Cooperative doubles			
In principle- Doubles below game takeout, redoubles rescue			
4th seat reopening double = 15+			

[illegible]

		Opponent opens 1double us 2 oppo then 2NT by us not natural, 2 places to play	
			<b>PSYCHICS: not in system</b>

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♣	*	2	4D	Wrong NT, no other bid	1NT can be 11/bad12 2NT Good game raise  3D/3H/3S = splinter  3NT = 12-15 5 card Cl support no major	Checkback 2Cl/2Dforcing over 1NT, 3Cl over 2NT only.  2NT then 3C rebid min, other suit = non min + good cards	1Cl- 3 Cl = simple overcall (2Cl is Michaels)
						1Cl-1D-1NT-2D = natural NF	Unassuming cue bids, new suit natural 5+ if unpassed = forcing
1♦		4		Natural	A/A with 4Cl splinter	A/A	
1♥		5	3 Sp	A/A	2NT = Good game raise 16+ Splinter = 11-15 shortage 3NT = 12-15 balanced 4+ support	3Cl/D/Other major = singleton 3 major = 6 cards better than min. No singleton 3NT = balanced 4Cl/D/Other major = void 4 opened major = minimum	Cue bids
1♠		5	3H		A/A	A/A	

INT	15-17	5422			Stayman(4) non promissory 3Cl= 5 card stayman  4 suit transfers  2D - 2H = min <4H 2D - 3H = min 4+H 2D - 3H = max with 2H 2D -2NT = 4xH or 3xH and no small doubleton 2D - 2Sp/3Cl/3D = 3xH plus small doubleton Sp/Cl/D  2H transfer to Sp as above 2Sp -3Cl 2NT -3D  1NT-3 Cl/D/H/S = 6+ card with slam interest 3NT = 10-15 no 4 major	Break to 2NT if less than 3Cl with 2 top3 honours Break to 3Cl if D as above  Cues	1NT in 4th seat 9-14 any distribution. Systems on
2♣	*	23+ or GF		Any shape	2D = any non positive 2H = less than K 2Sp/3Cl/3D = positive good 5+suit	2NT= 23/24. 3NT = 25/26, 4NT = 27/28etc Systems on	Can pass 2NT opener rebid
2♦		5	5-10	Weak (upper range vul vs not)	Ogust  3Cl = lower range points/suit 3D = lower range points/good suit 3H = upper points/poor suit 3Sp = upper points/good suit  Other suit bids natural and forcing Direct raise NF	Cues	
2♥		5	5-10	Weak a/a	A/A		
2♠		5	5-10	Weak a/a	A/A		
2NT			20-22		3Cl = 5 card stayman	3D= at least 1 4 major 3H/3Sp = 5 major 3Nt = no 4 or 5 major	Responder bids non holding major or 4H with both
					3D/3H = transfer (3h)	Break with cue 3NT= 2H	Retransfer
3♣		6		Weak4+	3Sp= minor suit stayman, slam try, both minors	3NT= no slam interest 4Cl/4D = RKCB in suit bid	14/30

3♦		6		Weak 4+	Natural and forcing		
3♥		6		Weak4+	A/A		
3♠		6		Weak4+	A/A		
3NT		Gamble			4 Clubs pass or correct Other bids to play		
4♣		6H+		Pre empt Nothing outside H to protect Transfer bid			
4♦		6Sp+		Pre empt Nothing outside Sp to protect Transfer bid			
4♥		6H+		Pre empt Something outside H			
4♠		6Sp+		Pre empt Something outside Sp			
4NT	*	Ace asks			Specific Ace ask 5NT = 2		
5♣		Natural				HIGH LEVEL BIDDING	
5♦		A/A				ROPI/DOPi Freely bid game then pass is forcing	
5♥		>6			Asks for 2 top honours, bid 6 with 1, 7 with 2		
5♠		>6			A/A		