

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Natural, wide ranging, direct raises pre emptive		
Weak jumps		
Michaels, leaping/non leaping		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		
Strong in 2cd, 10-14 in 4th - systems on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak		
UNT lowest 2 suits		
2NT in 4th = 19-21, systems on		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
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	
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
NCBO:	
PLAYERS: 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	
3 weak twos, Ogust	
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	

VS. NT (vs. Strong/Weak; Reopening;PH)
2Cl = majors, 2D = 1x 6 card major, 2 H/Sp = 10+ cards major/minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double t/o, cue bid = suit finding, 3 NT = play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
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
OVER OPPONENTS' TAKEOUT DOUBLE
Jump pre emptive, new suit 5+ forcing

1			
NT 2			
3			
Signals (including Trumps): high +ve, trumps reverse when required			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Other suits/other major/big hands/ 15+ 4th seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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+			
Opponent opens 1double us 2 oppo then 2NT by us not natural, 2 places to play			

[illegible]

OP ENI NG	T I C K I F A R T I F I C I A L	M I N . N O. O F C A R D S	N E G. D B L T H R 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-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	3Cl = min with 5H/Sp 3D = not min/no shortage 3H = not min 6+H 3NT = not min 5 maj.332 4Cl/4D/4 other maj = splinter not min 4 rebid major = 6+major and minimum	3D shortage query

1♠		5	3H			A/A	
INT	15-17	5422			Stayman(4) non promissory 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	Break with cue	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	