

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural. Good 4 card suit possible at 1 level
Change of suit natural or values and a fit, both F1
Jump raise pre-emptive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 – system on
11-14 in 4 th seat – system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak @ 2 level if NV
Other vulnerabilities Intermediate (ie Sound opener 6 card suit)
2NT: 2 nd unusual, 4 th 19-21 bal
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue of m (2D over short (<3) 1C) = 5+5+in Ms Weak or strong
Cue of M = 5 other M + 5 undisclosed m Weak or strong
Jump Cue – Looking for stop
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl = pens, 2C=Ms, 2D=M, 2M =M+m
2NT = Weak with C+D or GF 2 suiter, 3 of a suit is intermediate.
By passed hand dbl is take out for m's, 2NT shows 2 places to play
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out double, others natural;
Vs Multi 2D: dbl(2 nd) = 13-15 bal or 17+ dbl(4 th) = t/o of suit bid by RHO, 2NT = 16-18. (2D) dbl (2M) dbl = pen, 4cM
Cues, 3H/3S nat invit.
V 2NT (unusual) X = pens, 3C/3D
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural. X of 2C = M/M
Jump overcalls intermediate
OVER OPPONENTS' TAKEOUT DOUBLE
Redbl 9+, no primary fit. 2NT= HCR, INV+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2 nd	4 th & 2 nd	
NT	4 th & 2 nd	4 th & 2 nd	
Subseq	4 th & 2 nd	4 th & 2 nd	
Other:vs NT K asks for unblock/count, A/Q/J asks for rev att			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Attitude (Rev)	Asks for Attitude (Rev)	
King	Asks for normal count	Asks for normal count	
Queen	Asks for Attitude (Rev)	Asks for Attitude (Rev)	
Jack	Jx, J10, KJ10,	J10, KJ10, AJ10	
10	10x, K109, Q109	10x, A109, K109, Q109	
9	9x, 109x	9x, 109x	
Hi-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
Lo-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att (AQ)	Normal Count	Att (Rev)
Suit 2	Normal Count		
3			
1	Rev Att (AQ)		Att (Rev)
NT 2	Normal Count	Normal Count	
3			
Signals (including Trumps): frequent suit preference			
Hi-Lo in T shows 3.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard: Unbid M(s) expected, if not a NT hand stronger than a 1NT o/call.			
After our 1NT is o/called, X is t/o when suit is nat and shows the suit when not nat.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative, Support, Responsive. Rodrigues' (Showing Axx/Kxx support)			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland
PLAYERS: Laura Middleton & Finlay Marshall
11196 1989
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14-16 NT
5 Card Majors
3 Weak 2s
2 Over 1 GF unless Responder rebids his minor suit
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2C = Game force or 22+ balanced
2D = Weak
2H = Weak
2S = Weak
3NT = solid m, no outside A or K, 1 st or 2 nd .
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣ 1♦		3 3	4H 4H	10-20 Open 1C when 3/3 m/m 1D only 3 cards when 4/4/3/2	1C – 1NT and 1D – 2D are inverted 10+ 2NT = 16+ bal, 3NT = 12-15 bal Jump shift = Good suit except 1D - 3C = D raise better than 3D bid Double jump = splinter		New suit NF Jump Suit = Fit
1♥ 1♠		5 5	4D 4H	10-20	1NT = Forcing 1M - 3C = 10-11 4cs, 1M - 3D = 7-9 4cs 1H – 2S = invite 3cs, 1S – 3H == invite 3cs 2NT = raise to at least game 3NT = flat game raise {4333} Double jump = splinter	Over 2NT: 3 of our suit is no shortage but not min, shortage at 3 level, show useful length at 4 level.	1NT = Nat New suit NF
INT			3S	14-16 balanced, can have a 5 card M or a 6 card m.	Stayman, transfers, 3 any nat/gf 2C - 2D - 3M = 4 of that M and 5 of other M. 2C – 2D - 3m is to play 4C = ace ask	If interference, suit at 2 level to play, at 3 level FG. Unbid Suits via 2NT are to play & nat Bid suits via 2NT are staymanic, without a stop. Direct cue staymanic with a stop	
2♣	Yes	0		Game Force or 22+ balanced	2D = negative or waiting, 2H/S/3C/D = positive with 2 of the top 3 hon	Over 2C-2D, 2H = Kokish (Hearts or 24-29 balanced). Over 2C-2D-2S, 3C = double negative	
2♦		5		Weak Normally a 6 card suit	2NT enquiry, new suit natural F1	Over 2NT show high card feature if non min otherwise rebid suit. 3NT shows exactly AKQxxx	New suit NF
2♥		5		Weak. Normally a 6 card suit.	2NT enquiry, new suit natural F1	As above	New suit NF
2♠		5		Weak. Normally a 6 card suit	2NT enquiry, new suit natural F1	As above	New suit NF
2NT			3S	20-21 balanced	3C 5 card Puppet Stayman, transfers, 3S = a slam try with both minors 4C/D = slam try in other minor	3C - 3D - 4D =M/M After 3S, 3NT denies a 4c minor, 4m agrees suit	
3♣♦♥♠		6		Pre-empt with 2 of top 3 hon in 1 st or 2 nd	New suit forcing by an unpassed hand		
3NT	Yes		4D	Solid minor, no ace or K outside in 1 st or 2 nd position.	4C = Pass or correct, 4D = singleton? 4NT = bid suit at 5 level	Over 4D, bid singleton M at 4 level, suit at 5 level, 4NT without a singleton.	
4♣♦		7		Natural			
5♣♦							
5♥♠		7		Natural	Raise 1 level for each of A or K of trumps	Cue bids after suit agreed are 1 st & 2 nd round controls.	

HIGH LEVEL BIDDING

RKCB(1430) XRKCB, DINO, RINO, Splinters