

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level: Usually 5 card (May be 4 if good suit)
2 Level: Usually 6 card (May be 5 if nv & pre-emptive)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-17 (System on)
4 <sup>th</sup> 11-14 (System on)
2NT in 4 <sup>th</sup> is 18-20 (System on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak: 6 card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels and Unusual NT 5-5 weak or strong. With 12-14 usually bid 1 suit then the other
<b>VS. NT (vs. Weak; Reopening; PH)</b>
Double is penalty against weak NT except PH
Multi-Landy: 2C both Majors - (3D both Majors, stronger)
2D single Major; 2H Hearts and a minor; 2S Spades and a minor
2N single Minor (3C both Minors)
<b>VS. Strong NT and Passed Hand</b>
Multi-Landy as above
Double = 5 minor and 4 Major, responder can bid 2C/2H
Pass/Correct and 2D as a suggestion to play with club shortage
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b> Leaping Michaels applies over weak 2s and Multis after the suit is bid. Rubensohl applies. Also after interference over our 1N
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C</b>
After a 'short' 1C; 2C = Clubs; 2D = Majors
After a 'strong' 1C; Double = Majors; NT bids are the minors;
After a 'nebulous' 1D; 2D = Diamonds; 2C = Majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble is strong ;Generally SYSTEM is on-except inverted minors

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> or Highest affordable Also High from 3 small	Supported-High if no honour else Low. If not supported low from length **	
NT	4 <sup>th</sup> or Highest affordable but note Coded 10s and 9s Also High from 3 small	Supported-High if no honour else Low. If not supported low from length **	
Subseq	Attitude		
Other: Remaining count when necessary			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	For Attitude	Demands unblock/Count	
King	For Count	For attitude	
Queen	For attitude	Unblock Jack/ Attitude	
Jack	KJT(x), JT(x)	Denies higher	
10	109(x)	0 or 2 higher includes J	
9	98(xx)	0 or 2 higher includes T	
Hi-X	Denies interest	Denies interest	
Lo-X	Interest (except **)	Interest (except **)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENCRG	Hi=Even	ODD=ENCRG,E=SP
Suit 2	Hi=even	SP	Remaining Count
3	SP		
1	Hi=ENCRG	Hi=Even	
NT 2	Hi=Even		ODD=ENCRG,E=SP
3			Remaining Count
Signals (including Trumps): SP			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T.O. Double of a Multi in 2 <sup>nd</sup> position is take-out of Spades.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Doubles to 2 level only; then system on eg (3C asking)			
X of own suit suggests another lead			
XX of our suits show A or K or Q			

W B F CONVENTION CARD
<b>CATEGORY: RED</b>
<b>NCBO:</b>
<b>PLAYERS: Robert Clow 6358 / Troy Van De L'isle 11730</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors 2/1 GF except 1M-2m-2M-3m
1C = 2+; Either 12-14 balanced or Clubs (may be 5332with 5D)
1D = 5+ except 4441 with a singleton club
2C = 18-19 Bal no 5CM; 24-25 Bal may have a 5CM
2D = 22-23 Bal 26+ Bal or GF
2H = Weak 2 6-10, Good suit
2S = Weak 2 6-10, Good suit
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfers over 1C
Weak jump shifts – 1D (p) 2H 6+H 5-7; 1D (p) 2S 6+S 5-7
Gazzilli: 1M (p) 1S/NT (p) 2C = natural OR 16+ artificial
2-Way-XYZ: 1X (p) 1Y(p) 1Z(p): 2C=Xfer to D: 2D=GF
Lebensohl after a 2 level reverse is generally weak
Rosencranz Redouble after our 1M overcall is Doubled
Redouble after a penalty Double of our NT is a 5 card suit. A suit bid shows that and a higher ranked, usually equal length
<b>SPECIAL FORCING PASS SEQUENCES</b>
Intervention after any GF sequence.
<b>IMPORTANT NOTES</b>
RKB is 1430; Minorwood in auctions 1m-2m-4m or 1m-3m-4m (or equivalent) or 1M-2m-3m otherwise 4N is RKB
<b>After Interference DOPI/ROPI [30/41, 1<sup>st</sup> 2NQ, 2<sup>nd</sup> 2WQ etc]</b>
Any Balanced opening bid may contain a singleton honour (1N, 2C, 2D, 2N); A rebid of NT may contain a singleton and very rarely a Void.
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1C		2+		11+HCP; 2+C, either balanced or Clubs (may be 5332with 5D)	Xfer responses 1D=4+H; 1H=4+S; 1S=Puppet to 1N; 1N=4+Clubs GF; 2C=5+ Diamonds GF; 2D=5-7, 6+Hearts; 2H=5-7,6+ Spades. Opener may have 5D, if 5332	Responder assumes a weak NT by opener until bidding precludes.	System On
1D		4+		11+HCP 4+D, but usually 5+	1D-2D= 4+m 11+ points forcing to 3D, On after intervening Double but not after overcalls; 2NT= 10-11 with 2 stops, then stops up the line, 3N, 4/5D to play; 3D=5-9, 4+D; 3N= 13-15, Stops but no 4M; 2H=5-7, 6+H; 2S=5-7, 6+S; 1D-1S-1N=5+D & 4H; 1D-3C = 6+C, Invitational;	After a 2D response: 2H/2S= 5+D, 4+M; 2N=6+D, F1; 3D=6+D NF; 3C=3+; 3M=short After 1D-2C; 2D=6+D; 2H/2S= 5+D, 4+M; 2N=4441 min; 3C=6+D&3+C; 3D=6+D; 3M=Splinter & 4+C; 3N=4441 14+ NF	
1H		5		11+ HCP	1N= 5-11; 2ov1=11+ GF except 1M-2m-2M-3m can be passed. Bergen Raises 4 card support 3C= 6-9; 3D=9-11 or 12-13 balanced; 2NT=4 card raise (13+); Jump Shift in other Major=3card limit+ raise; 3S/3N concealed void; 1M-2M-3M not constructive. Splinters 10-14, no source of tricks	After 1H-3S-3N asks; 4C/D Void suit 4H=S After 1S-3N-4C asks; 4D= Void Clubs; 4H=Diamonds; 4S=Hearts  Responses are Low, Middle, High	2-way Drury; No Bergen 2N shows a limit raise with a shortage; 3C enquires
1S		5		11+ HCP	As above		
INT				15-17	(Keri) 2C Puppet to 2D; Xfers; 2S= range enquiry 3suit=shortage in suit above bid; 4C=5H&5S; 4D/H=Texas Xfr	Texas on after intervention;	
2C	√	2(1)		18-19 Bal, No 5CM OR 24-25 may have a 5CM	2D relay or transfer; 2S puppet to 2N; 2H,2N,3C Transfers	Opener breaks the transfer/ relay with 24-25	Same
2D	√	0		22-23 or 26+ bal or GF	2H relay		
2H		6 (7)		6-10 (may have 2 <sup>nd</sup> suit)	Good suit, 2 of the top 3 or QJTxxxx. 2NT enquiry; 2S/3C/3D Invitational+ F1	After 2N Enquiry, 3C/3D/3OM are High Card Features; 3M= Minimum; 3N=AKQxxx	Feature = A or Kx or QJx
2S		6 (7)		6-10 (may have 2 <sup>nd</sup> suit)	As 2H; except 3C/3D/3H Invitational+ F1		
2NT				20-21 Balanced	3C=5card puppet. Xfers. 3S=Puppet to 3N, then 4m SI; 3N=5S&4H; 4C=5H&5S SI; 4D/H Texas Xfers; 4/5 NT bids quantitative. After 2N-3C-3N or 2N-3C-3D; 4C is MSS	After 3C-3D; Responder bids non-Major; 4D= Both Majors Texas on after intervention	
3C		6		Pre-empt	4D RKB (pre-empt keycard replies)		
3D		6			4C=RKB (pre-empt keycard replies)		
3H		6			4C=RKB (pre-empt keycard replies)		
3S		7			4C=RKB (pre-empt keycard replies)		
3NT	√	7		Good Major – 8.5 + tricks	4C=Transfer into your Suit; 4D=Bid Suit		
4C		7		Natural			
4D		7		Natural			
4H		7		Weaker than 3N			
4S		7		Weaker than 3N			
4NT	√			Specific Ace ask	5C=0,5N=2,6C=AC	<b>HIGH LEVEL BIDDING</b>	
5C/5D/ 5H/5S		8		Minor - Pre-emptive; Major - no loser outside of trump suit so missing AK		Cue of a known singleton is either the Ace or shows interest	