

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level
Sound at 2 level
Over Short ♣, 2♣ = 8/11 with 5/4 in Majors (2♦ asks for 5M), and 2♦ is Michaels.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = 15+-18HCP
Protective = 11-14 over 1m, 11-16 over 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre-emptive
Reopen: 11/14 – with 2NT asking for SPL over Major.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels & Unusual
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = MM
2♦ = ♥ or ♠
2♥ = 5♥ & a minor
2♠ = 5♠ & a minor
2N = minors
Dble V 14+ = 5m, 4M.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels: V Multi: 4♣ = ♥+minor, 4♦ = ♠+minor , X=T/O.
Non Leaping Michaels Verses 3L preempts.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: Dble = ♥'s, 1♦ = ♠'s, 1♥/1♠/1NT = CRO. Same after 1♣ Pass
1♦ Dble is either ♥'s or ♠'s. 1NT by partner is UCB in response to these interventions.
OVER OPPONENTS' TAKEOUT DOUBLE
Over our Short ♣, System of Transfers ON with ReDouble showing ♦'s.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th	2 nd & 4 th	
NT	2 nd and 4 th	3 rd and 5 th	
Subseq	Attitude	Attitude	
Other: 3 rd and 5 th in partners suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK(x)	
King	AK/KQ(x)	AK/KQ(x)	
Queen	Qx/QJx	Qx/QJx, KQx(x)	
Jack	Jx/JTx	Jx/JTx	
10	Tx/T9x/HT9x(x)	Tx/T9x/HT9x(x)	
9	9x, H98	9x, H98	
Hi-X	xx /xXx/xXxx	Xx/xXx	
Lo-X	HxxX(xx)	HxxX(xx)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Count	Reverse Att
Suit 2	Reverse Count	SP	Reverse Count
3	SP		
1	Reverse Attitude	Reverse Count	Reverse Att
NT 2	Reverse Count	SP	Reverse Count
3	SP		
Signals (including Trumps):			
King for reverse count			
Smith Peters: LoHi responder = like. Peter by leader switch			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X of UCB = T/O of suit overcalled			
Game try, lightner, responsive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
PLAYERS: Dan McIntosh &Filip Kurbajija
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors
2/1 GF
1N = 14-16 (17 if 4333)
1♣ 2+
1♦- 5+ unbal or 4441
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers over 1♣
Light Openings Possible
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣				a) 11-13 balanced 2+♣ b) 17-19 balanced 2+♣ c) 10+ unbalanced 4+♣	1♦=♥, 1♥=♠, 1♠ = no 4 card major, 1N = ♣ GF 2♣ = GF♦'s, 2♦ = 6M, 9/11, 2♥ = 5♥/4♠ nf , 2♠ = Inv, 9/11 +6minor (2NT asks, 3♣ = P/C).	1♣ 1♦ 1♥/1♣ 1♥ 1♠ = 11-13 bal 1♣ 1♦ 1N/1♣ 1♥ 1N = 17-19 bal	
1♦				a) 5+♦ unbalanced b) 4-4-4-1/4-1-4-4/1-4-4-4	1M = Nat, 2♣ Nat FG, 2♦ forcing to 3♦ 2M = Weak, 2N = Nat invite, 3♣ Nat invite 3♦ = pre-emptive	1♦ 1♥ 1N = ♣'s, 2♣ = 6+♦'s, 2♦ = 5+♦, 3♥'s 1♦ 1♠ 1N = ♣'s, 2♣ = 6+♦'s, 2♦ = 4+♦, 4♥'s	2M = 6M with 9/11. 2NT asks for SPL. Bid SPL or 3M = Min no SPL, 3NT = Max no SPL.
1♥				5+♥ could be light in 3 rd	1♠ = 4+, 1N = 5/11, 2X = Nat GF, 2♥ 7-10, 2♠ = 9/11 - 6♠'s (2NT asks for SPL.). 2N = 4+♥, 3♣ = 5-8 4♥ 3♦ = 9-11 4♥ 3♠ = SPL somewhere, 3NT+ = Voids.		Drury over a 3 rd /4 th in hand 1M opening only. (After x 2♠ is mixed)
1♠				5+♠ could be light in 3 rd	1N = 5/11, 2X = Nat GF, 2♠ 7-10 2N = 4+♠, 3♣ = 5-8 4♠ 3♦ = 9-11 4♠ 3♥ = Inv, nf. 3NT = SPL somewhere, 4♠+ = Voids.	1M 2N 3x = shortage 1M 2N 4x = suit	(After x 3♥ is mixed)
INT				14-16 (17 if 3334)	Stayman, Transfers, 3♣ = 5 card Stayman, 3♦ = GF, 5/5 minors, 3♥ = 31(54), 3♠ = 13(54), 4♣ = 5/5M, 4♦ = ♥, 4♥ = ♠	1NT 2♠, 2NT/3♣ 3New = SPL. 1NT 2NT, 3♣/3♦, 3New/4♣ = SPL. 1NT 2♣, 2Any 3New - GF, Natural.	X = takeout, Lebenshol
2♣		0		GF or 23+ balanced	2♦ = relay.	2♣ 2♦ 2♥ = ♥'s or 23/24.	
2♦		0		4/5♥+ & 4/ = 5♠ 7/11.	2M to play, 2N asks, 3m = Forcing	2N – 3♣ = Max 5/4, 3♦ = Max 4/5 3M = min 5M 4oM, 3NT = Any 5/5.	If 2♦ Dbled. Pass to Play 2♦ and ReDble asks for 5M.
2♥ 2♠		5		7/11	2N asks for SPL.	SPL, 3M = No SPL, minimum, 3NT = No SPL Maximum	After opener shows SPL, below 3M, 3M from Responder is Invitational.
2NT				20-22'	3♣ = 5 card Stayman, 3R = Transfers, 3♠ = STry 5/4+ minors, 4♣ = ♥'s, 4♦ = ♠'s, 4♥ = ♣'s, 4♠ = ♦'s	4L Transfers are Slam Tries. Over 4♣/4♦ next suit suitable. Over 4♥/4♠ next suit suitable and 4NT is to Play.	
3X		6		Pre-emptive			
3NT				Solid 7 card Major, no more than Q outside.	4♣ = Asks Opener to transfer to their suit, 4♦ Knows suit and asks for SPL.		
4X		7		Pre-emptive			
4NT				Ace asking			
						HIGH LEVEL BIDDING	
						RKCB 14/30, 5N grand slam try (bid the one you've got or haven't).	
						Italian Cues Bids	
						4N when a minor is agreed is a good 5m bid not KC	

