

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard. 5 card, Occassionally may be 4 card at 1 level
New suit F1 by un-passed hand, NF by passed hand.
Standard protective re-opening, may be light in suitable hands.
AFTER STRONG CLUB SEE SUPP ***
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-17
<b>4 card Stayman after 1NT overcall</b>
4 suit transfers. Transfer into ‘impossible’ suit =GF 3 suited
4 <sup>th</sup> position Reopen 13-15 NV 15-17 VUL
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV = Weak. VUL = Intermediate
(1m): 2m = Michaels (5+♥ & 4+♠). 2NT = UNT (5♥ & 5+ other m). All either weak or strong.
(1M): 2M = Michaels (5oM & 5+♠/♦). 2NT = UNT (5+♣ & 5+♦). All either weak or strong.
Reopen: Intermediate-strong.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
As above : 1m-2m 2 suited, 1M – 2M 2 suited
UCB shows quality raise
VS. NT (vs. Strong/Weak; Re-opening ;PH)
Wk/Strg Dble promises any 6 card suit relay 2 clubs or 17+ points.
Breaking the relay at two level is to play.
2♣ = majors. 2♦/2♥/2♠ shows 5 plus another 4/5 card suit
2NT=both minors.
Over (1NT) Pass (transfer): X of suit is lead directing
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=takeout
Over 4M : 4NT=2 places to play
Cue bid = 2 suited
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors; NT =minors; Jump Overcalls: Weak NV, INT VUL.
(1♣) 2♣ = black suits (1♠) 2♦ = red suits
After 1C – 1D: X = D, 1NT=16/18 2H/2S = WJO 2NT = 20/22
1H/1S/2C = Natural Overcalls – 2D – Michaels Other Bids are Natural
OVER OPPONENTS’ TAKEOUT DOUBLE
Pre-emptive raises. 2NT = stronger raise. 1NT = 9-10.
Bid of implied suit is natural, but longer

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> and 4 <sup>th</sup> , may be Hxx	2 <sup>nd</sup> and 4 <sup>th</sup> , may be Hxx	
NT	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup> , may be Hxx	
Subseq	Natural		
Other: Xx unusual			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A or AK if Reverse Attitude signal is required.	Same	
King	KQx or AK if Standard Count signal is required.	Same	
Queen	QJx or KQ if Reverse Attitude signal is required.	Same	
Jack	JTx, Jx or J (denies a higher Honour)	Same	
10	AJT, KJT, T9x, Tx or T (0 or 2 higher Honours)	Same	
9	AT9, KT9, QT9, 9x or 9 (0 or 2 higher Honours)	Same	
Hi-X	Xx or xXxx or JXx	Same	
Lo-X	Usually from Hxx or more Middle up down	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A or Q: rev attitude	Count if relevant	Reverse attitude
Suit 2	K : standard count		
3	Count if table wins		
1	A or Q: rev attitude	Count if relevant	Reverse attitude
NT 2	K : standard count		
3	Count if table wins		
Signals (including Trumps):			
SPS on singleton, ruff etc.			
Hi disc low encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1M-X normally has 4 other M. 1m-X normally both M,			
Standard responses			
Protective reopening may be light.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X to 3♠			
Competitive X to 3♠			
3NT X = lead directing if 1NT – 3NT X asks for Spade lead			
4♠ and above = value showing, except over 4 level pre-empt			
Slam X = Lightner Partner may have a void in a long suit in your hand			
Support X by opener promises 3 in responder's suit after overcall			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b> SBU
<b>PLAYERS:</b> Paul Maiolani 6698
John Hamilton 6999
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Short Club >2: Diamonds always 4
INT : 15 17
Non Promissory Stayman >8 HCP
5 card Puppet Stayman over 1NT and 2NT (non-promissory).
Leads: 2 <sup>nd</sup> and 4 <sup>th</sup> .
Coded Tens & Nines. Either 2 Hons above or none
Signals: Reverse Attitude on lead of A or Q, Count on K.
Discards: First reverse attitude
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Bergen Raises over 1M
1M raise to 2M = 6-9, 3 card support.
1M raise to 3M/4M = weak 4/5 card support.
1NT = 6-9 HCP, no 3 card support.
2NT = 4 card support, 16+ HCP, slam int
3♣/3♦ = 4 card support, 10/12 / 7/9 HCP.
LEBENSOHL
a) When opponents overcall our 1NT Opener
b) In reponse to P’s X of a Weak 2
SLOW SHOWS – FAST DENIES
SPECIAL FORCING PASS SEQUENCES
When game force has been established
<b>IMPORTANT NOTES</b>
None
<b>PSYCHICS:</b> Not systemic

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Natural or BAL	1NT = 9-10. 2NT = 5 card support, 16+ HCP. 2♦/2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♣ 2♣ = 5 card suit, 6-8 HCP. Checkback after 1NT and 2NT rebids.	Natural
1♦		4	3♠	Natural	1NT = 8-10. 2NT = 4 card support, 16+HCP 2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♦-2♦ = 5-7 HCP. Checkback after 1NT and 2NT rebids.	Natural
1♥		5	3♠	Natural	1NT = 7-9, 2♣/2♦ = NAT, 10+ HCP, 2♠ = WJS. 2/5 2NT = 16+ with 3/4 card support. Bergen raises. Splinters.  3NT = 13-15 BAL with 3 card support.	NAT, SPL, 4M = min. 3NT = 15-17 BAL. Long Suit Trial Bids below 3M.	Natural, Still Bergen
1♠		5	3♠	Natural		Cue bids below 4M. Slam try in a suit with features above 4M: cue bid accepts. Checkback after 1NT and 2NT rebids	
						Pass, correct or cue bid.	
1NT			Penalty	15-17	2♣ = 5 card Puppet Stayman (non-promissory)>8pt  4 suit transfers	2NT/3NT = no 4 or 5 card major (min / max). Major Suit Transfer is broken on all hands with 4 Card support Retransfers. New suit by responder = GF. Minor suit t/f breaks: in-between bid is HXX or xxxx or better	
2♣	✓	0	Penalty	Strong 2 in any suit (8.5 PTs) or GF	2♦ = Relay, 4+ HCP, GF. 2♥ = NEG (0-3 HCP). 2NT = 5+ ♥ suit. With 2 top honours	New suit = strong with 2 of top 3 Honours. Single raise suggests Q.	
				2NT rebid 24/25		As for opening 2NT	
2♦	✓	0	3♠	Multi. Weak 2M Or 22/23	2♠/poss game in hrts. 2nt enq - 3c wk hrt 3d wk spd 3♥ max spds 3 spds max hrts		
2♥		5	3♠	Weak 5♥ & any other 4/5 card suit (may be ♠).	2♠ = P/C. 2NT = ENQ 3♣, 3♦, 3H weak with C/D/S 3S, 4C, 4D = Max with S/C/D – 3NT = Strong Type		
2♠		5	3♠	Weak 5♠ & 5 card minor.	2NT = ENQ (3♣/♦ min 3H/3S max C/D3T 3♣ = P/C. .		
2NT			Penalty	20/21 Bal or semi bal	3♣ = 5 card Puppet Stayman. 3♦/3♥ = Transfers. 3♠ = Slam Try either minor. 3NT = 5♠ & 4♥. 4♠/4♦ = NAT, Slam Try: Q to agree, 4NT to play.		
3♣/3♦		6/7	3♠	Pre-empt			
3♥/3♠		7	3♠	Pre-empt			
3NT	✓	7	Values	Solid Major not more than a K outside	4♣ = Bid the suit below your major. 4♦ = Void > 4M =suit and NO Void 4NT = Void in other M 5C/5D = Void is that suit. 5H/S this is my suit NO VOID BUT interested in slam (likely 8 card suit or 7/4 with Hxxx		
4♣/4♦		8/9	Weak	Pre-empt		HIGH LEVEL BIDDING	
4♥/4♠		8	Values	Pre-empt		RKCB: 0/3; 1/4; 2 without Q; 2 with Q	
4NT	✓	0		Specific Ace Asking	5♣ none etc 5NT = 2 Aces. 6♣ = ♣A.	Next suit up for Q below trump: cue king.	D0P1/R0P1 (X/XX = 0/3, Pass =
5♣/5♦		8/9	Values	Pre-empt		5NT after 4NT for specific kings (bid lowest)	1/4, 1st/2nd step = 2-Q/2+Q)
5♥/5♠		8/9	Values	Pre-empt	Bid 6 with 1 trump honour (A or K); or 7 with both.	Jump to 5NT Grand Slam try. 6♣ = 1 top Hon.	Jump to 5M. slam try suit quality?
						If game force has been established, all passes forcing	