

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style ACOL
Jump Raise Weak 6 card suit
Unassuming Cue bid
Simple 6/ 15 5 card suit
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-17
4 <sup>TH</sup> POSITION 11-14
RESPONSES ARE NATURAL- SYSTEMS ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Unusual no trump
Weak jumps
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Double jump-splinters
Jump shift-weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> and 4 <sup>th</sup>	Small from honour	
NT	4 <sup>th</sup>	Best	
Subseq			
Other: 2 <sup>nd</sup> from 4 small			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx or KA A-Attitude		
King	KQ K-COUNT		
Queen	QJ10 Q-Attitude		
Jack	J10xx		
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HELD	Natural	Natural
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Negative Playable in two other suits			
4nt over 4 spades playable in two suits at the 5 level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Bill Durning Willie Nelson
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Multi 2 diamond 3 way
4 card suit openings
Weak 1 no trump opener
Responses are 4 suit transfers
2 clubs = stayman
3 clubs= puppet
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 clubs = 24 plus points
2 of a major=acol-8 playing tricks
2 no trump 20-21 points
Response, transfers, puppet
3 no trump opening=gambling
Michael’s cue bid
Lebensohl after 2 level overcall of 1 no trump
Negative double to 3 spades
SPECIAL FORCING PASS SEQUENCES
Double jump in new suit = splinter
First or second round control
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4		11/19	New suit unlimited Jump shift Weak	4 <sup>th</sup> suit forcing	
1♦		4		11 /19	As above		
1♥		4		11 /19	Jacoby and as above	New suit forcing Hearts to play	
1♠		4		11 /19	As above	As above Spades to play	
INT				12 /14	4x transfer Stayman, 3 clubs Puppet	3 Dia 4 card Major 3 nt no 5 or 4 card M	
2♣	!			Artificial strong	3Dia Neg other bids strong and should have AK,KQ or KKK		
2♦	!			3 way Multi	2H neg relay 2 Spades invitational in H and 2NT positive relay		
2♥		6		Strong 8 playing tricks	2NT Weak		
2♠		6		As above	As above		
2NT				20 /21 points Balanced	Puppet and transfers to M	Break transfer with 3 to honour or 2 to top honour	
3♣		7		Pre emptive			
3♦		7					
3♥		7					
3♠		7		All as above			
3NT	!			Gambling	Take out to clubs if weak	Pass or correct	
4♣		8		Pre emptive			
4♦		8					
4♥		8					
4♠		8		All as above			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥						R.K.C 14/ 30 response	
						Cue bids	
						Splinter	

