

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level= normally 5+ (can be 4+); 2-level=5+ cards; Aggressive style NV;
Wide range (can be light)
NEW SUIT=F1; CUE= 3+ SUPPORT FOR MINOR/ 3 CARD FOR MAJOR
JUMP RAISE=PRE; FIT JUMPS; DBL JUMP = SPLINTER
2NT=GOOD 4 CARD RAISE OF MAJOR (NAT WITH MINOR)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd/4th Live: 15-18- HCP; SYSTEM ON
Reopening: 11-14 HCP; SYSTEM ON
By passed hand: 55 in unbid suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suiter: WEAK
2-suiter: Michaels CUE BID Unusual NT shows 5+/5+ in lowest two unbid suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE BIDS (5+/5+, ANY NV, INT+ VUL)
JUMP CUE ASKS FOR STOPPER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = Pen vs Weak NT; shows 5cm + 4cM vs 15-17 NT (responder’s 2C = p/c; 2D = bid your major)
2♣ = majors, normally 5/4 either way; 2♦ asks for better major
2♦ = single-suited M; responder 2N = artificial, strong enquiry (3♣ = non-min with hearts; 3♦ = non-min with spades; 3M = min with suit)
2♥/2♠ = 5M with 4+m; responder’s 3M = preemptive; 2N = asks for minor, or prelude to inviting in the major
2N = 55+m
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = TAKEOUT (then LEBENSOHL – slow shows)
(WK2) – 2N = 15-18 (SYSTEM ON)
WK2X: 4m = LEAPING MICHAELS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
After 1M – (X) – 2M = 3 card raise; 2N = 4+ cards 8+HCP; 3M/4M preemptive
After 1m – (X) – 2N shows good raise or better; preemptive raises
RDBL = 10 + (implying no fit and interest in penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4 <sup>th</sup>	Same except	
NT	2nd/4 <sup>th</sup>	Same	
Subseq	Attitude	Same	
Other: 2 <sup>nd</sup> from three or more small, low from Hxx			
In partner's suit, we lead low from xxx if we have not supported			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Ace asks for rev att	
King	Asks for count	King asks for count/unblock	
Queen	QJx (+) asks for rev attitude	QJx(+) asks for rev attitude	
Jack	J10x (+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109 (+)	10x (K/Q)109(+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
Suit 2	Hi/Lo=EVEN S	S/P	S/P
3	S/P		
1	Low = ENCRG	Hi/Lo = EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps):			
Suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shortage in suit (s) bid; opening values; or STR			
CUE-BID=F to Suit Agreement			
May be light (9+) with classic shape; offshape OK at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg doubles thru 4H			
Support doubles/redoubles			
Maximal doubles when no other convenient game try			
1N- (X = penalty) – XX = rescue, any single suit			
XX by 1N opener shows 5+ suit and suggests rescue			

W B F CONVENTION CARD
<b>CATEGORY:</b> <span>Green</span>
<b>NCBO:</b> SBU
<b>PLAYERS:</b> Liz Elsden and Matthew Robb
<b>EVENT:</b> SOL 5 Division 3
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5CM, 15-17NT
NAT WEAK 2♦/2♥/2♠ (aggressive NV, sound VUL)
2/1 GF
Weak jump overcalls
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi Landy vs 1NT
2♦/2♥/2♠ = weak, single-suited
<b>SPECIAL FORCING PASS SEQUENCES</b>
When forced to a certain level, Pass is stronger than bidding
Pass is forcing when a GF has been established
<b>IMPORTANT NOTES</b>
We do not pass when unclear
<b>PSYCHICS:</b> Rare, but light openings in 3 <sup>rd</sup> seat possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		10+ HCP	1 SUIT NAT, 5+ HCP, 1NT=5-10 HCP; 2♣=5+♣, F1; 2♦/2♥/2♠ weak; 2NT=11-12 BAL; 3♣=5+♣, 5-9; 3♦/3♥/3♠= SPL	1♣ - 1X – 1NT: 2♣ = checkback (forcing to 2N): 3♣ is to play  AFTER 2NT REBID = 3♣ is CB	FIT JUMPS
1♦		3		10 + HCP	1M NAT, 5+ HCP, 1N = 5-10 HCP, denies M, 2♣=4+♣, FG; 2♦=5+♦, F1, 2♥/2♠ = weak; 2N = 11-12 BAL; 3♣ = 6+♣ 9-11 HCP, 3♦ = 5+D, 5-9; 3♥/3♠ = SPL	1♦ - 1M – 1NT: 2♣ is CB  AFTER 2NT REBID = 3♣ is CB	
1♥		5		10 + HCP	1N, 5-11 NF, 2♣ = 4+♣, FG, 2♦ = 4+♦, FG, 2♥ = simple 3 card raise, 2♠ = INV+, 3 card raise, 2N = 8+HCP, 4+♥, 3H = 3-7 HCP, 4♥, 4♥ = preemptive	1♥ - 2N: 3♥ = MIN, 3♣ = NON-MIN, singleton (responder's 3♦ asks for shortage, opener bids up the line), 3♦ = NON-MIN, 3♠ = 16/17 HCP no shortage, 3N = 18/19 HCP no shortage	2C = 3 card DRURY 2D = 4 card DRURY
1♠		5		10 + HCP	1N, 5-11 NF, 2♣ = 4+♣, FG, 2♦ = 4+♦, FG, 2♠ = simple 3 card raise, 3♥ = INV+, 3 card raise, 2N = 8+HCP, 4+♠, 3♣ = 3-7 HCP, 4♣, 4♣ = preemptive	1♠ - 2N: 3♠ = MIN, 3♣ = NON-MIN, singleton (responder's 3♦ asks for shortage, opener bids up the line), 3♦ = NON-MIN, 3♥ = 16/17 HCP no shortage, 3N = 18/19 no shortage	2C = 3 card DRURY 2D = 4 card DRURY
INT				15-17 HCP can include 5M/6m/Singleton A OR K	2♣=NON-PROM STAYMAN, 2♦/2♥=TRF, 2♠=♣ 2NT=♦; 3♣= PUPPET 3♦=55mm, FG; 3♥=1444, FG; 3♠=4144, FG 4♣=GERBER, 4♦=♥, 4♥=♠	INT-2♣-2♦-2M=T/P, 3♣=5 clubs, FG INT-2♣-2♦-3M=4M, 5OM, FG INT - 2♣ - 2♦ - 3♦, 5MM = FG  Transfer breaks 1N – 2D/2H – 3M = 4 card, min; 2N = 4 card, max 1N – 2S – 2N – Hxx in clubs 1N – 2N – 3C – Hxx in diamonds	LEBENSÖHL (slow shows)  1NT – (PEN X) – 2X = that suit + one above XX = any single suit, forces 2C P/C  1NT-(2X/3X)-DBL=T/O Texas Transfers in competition
2♣	YES			23+ Balanced or GF	2D = relay, 2H = 4 or less (not an Ace)		2♣-(Bid)-double weaker than pass
2♦		6		5-9 HCP; WEAK	2M/3C = F1; 3M, NAT, FG; 2N = feature ask	3♦ = MIN (OTHER = FEATURE)	
2♥		6		5-9 HCP; WEAK	2♠, 3m = F1; 2N = feature ask	3♥ = MIN (OTHER = FEATURE)	
2♠		6		5-9 HCP; WEAK	3♥, 3m = F1; 2N = feature ask	3♠ = MIN (OTHER FEATURE)	
2NT				20-22 HCP, 5M/6m possible OFFSHAPE OK	3♣=PUPPET, 3♦/3♥=TRF, 3♠= minors (slam try) 4♣=GERBER, 4♦=♥, 4♥=♠	SUPER ACCEPTS OVER JACOBY TRANSFER	2NT-(3X)-DBL=T/O
3♣		7 (6)		Pre-emptive	3X = F1; 3NT=T/P; 4NT=KEYCARD		DBL = PEN
3♦		7 (6)		Pre-emptive	3M F1; 3NT=T/P; 4NT=KEYCARD		
3♥		7 (6)		Pre-emptive	3♠ F1; 3NT=T/P; 4NT=KEYCARD		
3♠		7 (6)			3NT=T/P; 4NT=KEYCARD		
3NT	YES			Solid minor, no outside A/K	4♣ = pass/correct, 4♦ = asks shortage	3NT – 4♦ - 4M/5m = SPL, 4NT = 22(27)	
4♣		7+		Pre-emptive			
4♦		7+		Pre-emptive			

4♥		7+		Pre-emptive			
4♠		7+		Pre-emptive			
4NT	YES			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♣=ACE, 5NT=2 A's		
5♣		7+				HIGH LEVEL BIDDING	
5♦		7+		Pre-emptive		Gerber after any natural NT bid 1430	
5♥		7+		Pre-emptive		RKCB 1430	
5♠		7+		Pre-emptive		4C/4D – minorwood in GF auction, 1430 responses	
						DOPI/REDOPI	