

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Wide range	
Weak jumps except vul at 3 level	
1NT OVERCALL (2nd/4th Live; Responses: Reopening)	
15-18 in 2 nd , system on	
10-16 in 4 th -2c asks range/shape—2d=10-12	
2h=13/14 and 4H,2s=13/14and 4S,2nt=13/14 no major	
3 any =15/16	
System on—NO stayman	
JUMP OVERCALLS (Style: Responses: Unusual NT)	
Weak normally	
DIRECT & JUMP CUE BIDS (Style: Response: Reopen)	
ghstem	
1C-2C=s+d,2D=Maj,2NT=h+d	
1D—2D=S+C,2nt=H+C,3c=Maj	
1H-2H=s+c,2NT=c+d3c=h+d	
1S-2s=C+H,2NT=C+D,3C=H+D	
In 4 th seat 2NT always20-22-system on	
VS. NT (vs. Strong/Weak; Reopening;PH)	
DBLE IS PEN	
Multi Landi	
2NT=any BIG 2 suiter	
2c=maiors	
2D=single suited major	
2h/2s=bid suit +minor	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X=t/out leaping and non leaping michaels	
Multi—x=t/out S,2H=t/out of H,2S is nat n.f,2nt is 16+	
3 any is nat 6 crd suit n.f.	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
1D=majs, 1nt=minors,2C=C+S,2D=D+H,2H=H+C,2S=S+D	
OVER OPPONENTS' TAKEOUT DOUBLE	
Raise is weak,2nt is good raise to 3 ,xx interest in penalty	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead	Lead	In Partner's Suit	
Suit	4 th ,2nd	Low from 3+	
NT	same	same	
Subseq			
Other:generally strong 10s			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Rev att	Rev att	
King	Rev count	Count/UNBLOCK	
Queen	Rev att	Rev att	
Jack	Will be singleton or from J10(x)(x)	No higher	
10	Int sequence or short		
9	Shortage or 10 9		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 Rev att	Rev count if applicable	Rev att
	Suit 2 Rev count		Rev count
	3 Suit pref if clear		Suit pref if clear
	1 As above	As above	As above
NT 2			
3			
Signals (including Trumps):			
Reverse att reverse count-----UDCA			
Trumps echo if ruff wanted			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light if good shape			
Cue bid-forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles are t/out-unless			
X of nt bids and subsequent dbles are penalty			
After xx by you or prtn-penalty			
After pre-empt by prtn-x is penalty—after 1nt opener by partner x is 8+			

W B F CONVENTION CARD	
CATEGORY: i.e. Green / Blue / Red / HUM/ Brown Sticker: NCBO: PLAYERS: EVENT any Diamond shenkin 11	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
4 card MAJ	
15-17 NT	
Multi 2D	
Lucas 2S	
Inverted minor game forcing other than 1m-2m 2nt 3m	
2 over 1 GF	
2H=5+H,4+S	
ACBL option 1 defence to multi	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Drury—after 3 rd seat opener only 2c=3/4 card support 8+	
Checkback---2c=non force	
2d = GF	
Except-1m-1M-2nt—rebid of minor is natural	
When minor suit agreed,unless opening bid was Hearts then 4H is RKC 14/30	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
4 th suit not GF at 1 level	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3/4	4d	10-22pts Will only be 3 if 4333 12-14	3c is weak 2c is inv GF unless 1c-2c-2nt-3c	After interference inv does not apply	
				Open minor if 4/4 min MAJ	2NT=16+		1c-P-2 Maj is weak 2-5
1♦		4	4d	10-22	As 1c		
					Int—up to 11		
1♥		4	4d	10-22	2nt=4card sup 11+with shortage, 16+without 3 any- solid suit (nothing outside) or one loser suit with A outside -no fit	Over 2nt -3C=16+asks for singleton(3D,S or 4C are shortage)	drury
1♠		4/5	4d	10-22, 4 if 4333 18/19	3nt=min raise to 4 no shortage, splinters=8-11 As 1H	3H=good suit-no shortage 3NT=poor suit-no shortage 3D,3S,4C=shortage, less than 16 after 2nt	Fit jumps if passed hand If not either semi solid k outside or solid nothing outside
INT				15-17	2c=4card s/man, 2 other=trans 3c=5 card stayman 3any other=6cards and slam int	Over 1nt x- xx shows values, 2c is majors 2d/h are transfers	
2♣		0		25+ or any GF	2d=relay, 2h=neg, 2nt positive in H	After 2nt rebid system on	
2♦		0		5-11 6card M or 23/24 bal or 27/28	2H=relay nt, 2S=good H, 2NT asks	After 2nt, 3c=good in H, 3d=good in S 3h/s=poor and 3nt is strong bal	2D-4C=bid suit below 2D-4D=bid suit, partner may go on
2♥		5		6-11=5+H and 4+S In 4 th seat=5H, 4S, 11-16	2nt asks----- -2S, 3h, 3s, 4h, 4s to play 4NT=6 ace b/wood 4C/D=NATURAL minor slam try in suit	3c=5/4 3d=5/5 min----- 3h=5/5 max short C 3S=5/5 max short D 3nt=5/5 void C 4C=5/5 void D 4D=6H/5S 4H=6S/5H	3any, 4h, 4s=to play 4c=mst in H 4D=mst in S After 3h/s 3nt=to play 4c=mst in H 4d=mst in S AFTER 3H 3S=to play
2♠		5		5-10 5s 5minor In 4 th seat 2S=acol 2 non forcing	3c=p/correct weak 2nt asks	3c=bad with c, 3d=bad with d, 3h=good c 3s=d	

