DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

5-17 normally 5+ . Change of suit forcing by a non passed hand

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 10-14 in 4th

System on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls 2NT 2 lowest unbidden suit

2 ♦ both M if 1♣ shows 2+

Reopen: 11-15 6(+)

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1M-2M shows the other M and a minor

1♣/1 ♦ -2 shows both M

Jump cue asks for a stop to bid 3NT

VS. NT (vs. Strong/Weak; Reopening;PH)

2♣ shows both M

2 ♦ shows 1M

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	4th	3rd/5th
Subseq	Attitude	

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	Asks for CT	Asks for CT/UB
Queen	QJ	KQ/QJ/HQJ
Jack	J10/HJ10	J10/HJ10
10	109/H109	109/H109
9	98(x)(x)/9x	H987/9(xxx)
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Att	CT	Att
Suit	2	SP	SP	CT
	3	CT	CT	CT
	1	Same as above		
NT	2			
	3			

Signals (including Trumps):

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NCBO:

PLAYERS: Brenner, Diego - Hackett, Paul

EVENT (Open/Women/Senior/Transnational)
ALL EVENTS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors, 3-card Minors

Strong NT

Weak 2s

Aggressive bidding style

1st/3rd seat PRE openings might be very weak if NVULxVUL

3rd seat openings might be weaker than normal

3rd seat PRE might be odd, not following established HCP range

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NT opening is a good 4M according to VUL

1m (P) 2S = 6om, INV / 1m (P) 2H = 5+S-4+H, 8-10

1C (P) 2D = FG with support

1D/H/S - 2C = Does not promise C

2♥/2♠ shows the M and a minor	UDCA/Lavinthal		
	No Smith		

DOUBLES

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	**TAKEOUT DOUBLES (Style; Responses; Reopening)**
Leaping and non leaping michaels	Light if SHAPE
	Cue promises REBID
	Jumps = INV
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Double Jumps = COMP
X = H/1D = S	**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**
1H/S/NT = 2-suits same color/rank or odd (CRO)	Lightner
	Lead-directing
OVER OPPONENTS' TAKEOUT DOUBLE	
XX = 9+	
Bids = System On	
1M (X) TRSF from 1NT+	

SPECIAL FORCING PASS SEQUENCES

Whenever OPPs bid beyond our forced level

If we open and are in an INV or FG situation

When we bid a VULxNVUL Game (except after PRE opening)

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3			2/♣ inverted 2♦ GF 2♥=5♠+4♥ 8-10	1m-1M-2NT transfers 1m-1♥-2NT-3♥= 4-4 in M	
					2♠= 6♣+inv	1m-2♥-2NT-3♣-m 5/4 or 6/4 3♦ min 5-5	4M 5-5 and void
1♦		3			2♣ GF maybe with ♦ 2♠ 6♣ inv	3♥ max 5-5 3♠ max 6-4 3NT max 5-5	
1♥		5			2NT = inv 4 card(+) Fit or 16+ fit	3NT mild slam try	
					3NT = 12-15 fit no Singleton	2 way checkback	

1♠		5					
INT	14-16	1/2		15-17 3/4	Puppet Stayman 4 suit transfers	Break into Doubleton (not Qx) with fit	
					3 level bids show Singleton		
2♣		O		GF or23-24	2♦ relay Kokish new suit 2 of the top three honours	2♣-2♦-M = 4M and 5+♦ .2♣-2♦-3m=0-3 Nat 2NT both m	
2♦		5		1/3 nv could be 5 3-9	New suit at 2 level inv	2NT asks for features if max	
2♥		5		Could be up to 12 3rd in hand		Ditto 3NT shows 4 of the other M	
2♠		5				Ditto	
2NT	19-21	1/2		20-22 3/4	Puppet then 3♥ shows no 4 or 5 card M	After transfer bidding the suit shows 3(+)	
					3♠ =m suit stayman	4 level bids 2 below the suit	
3♣		6			New suit F if not a game bid		
3♦		6					
3♥		6					
3♠		6					
3NT				Long M			
4♣		6					
4♦		6					
4♥		6					
4♠		6					
4NT							
5♣						**HIGH LEVEL BIDDING**	
5♦						5♣=0 or 3 5♦ =1 or4 5♥=2 5♠ =2+Q	
5♥						Now 5NT asks for specific Kings	

5♠						Exclusion
						We always bid on if we have maximum key cards and partner signs off