

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style: Natural, can be 4 cds at 1-level. Wide ranging and can be weak NV but generally not more than 16 hcp.
Responses: fit jumps; cue bid good raise; NT Natural
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17; systems on
4th: 11-15; systems on
sandwich: 16-18; new suit responses natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 5-9 6cds: 2N enquiry F1; new suit F1
2nd/PH: UNT 5/5 lowest two unbid suits
Over their short C 2♦: Michaels; 2NT 4th seat=19+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5/5, Highest unbid and another suit, 2N enquires other
V 1♣=3+cds; 2♣=5/4 Ms; 2♦=5/5 Ms; 3♣=stopper ask
V 1♠=2+cds; 2♠=Natural; 2♥=5/5 Ms; 3♠=natural weak
Jump cue: stopper ask with long running suit
VS. NT (vs. Strong/Weak; Reopening;PH)
V weak or strong: penalty doubles; 2♣:Ms; 2♦:6cd M; 2M:5cdM & 4+cd m;
2N: GF two suited hand
PH/Reopening: as above except double shows 5m & 4M
After penalty X of opponent's 1NT, 2C=Stayman; 2DH/S/N=Transfer
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=TO then lebensohl style responses if 2-level preempt/Multi2D.
Michaels and leaping Michaels; Cue: stopper ask with running suit
2N bids natural and intermediate unless PH then UNT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=Ms; 1/2NT=ms
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♥♣ XX=10+; 2N Raise to 3; Fit Jumps; Jump NS Splinter
After 1♣ XX=7-11 and 4+clubs

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd /4th	2nd /4th	
NT	2nd /4th; Top Seq.	2nd /4th	
Subseq	2nd /4th	2nd /4th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Rev. Attitude	Asks for Rev. Attitude	
King	Asks for Stand. Count	Asks for Stand. Count	
Queen	Asks for Rev. Attitude	Asks for Rev. Attitude	
Jack	Jx, JT, KJT	JT, KJT, AJT	
10	Tx, T9x	Tx, AT9, KT9, QT9	
9	9x, T9xx,	9x, T9x, T9xx	
Hi-X	Top of Doubleton	Top of Doubleton	
Lo-X	2nd /4th	2nd /4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Standard Count	Standard Count	Rev. Attitude
Suit 2	Suit Preference	Standard Count	Rev. Attitude
3	Rev. Attitude	Standard Count	Rev. Attitude
1	Standard Count	Standard Count	Rev. Attitude
NT 2	Suit Preference	Standard Count	Rev. Attitude
3	Rev. Attitude	Standard Count	Rev. Attitude
Signals (including Trumps):			
Trump: Hi-Lo=ODD; Rev Attitude: Low=encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X; Support X and XX below 2 of responder's suit; responsive X			
Lightner X;			
XX after X of 1NT is transfer to minors			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO:	
PLAYERS: Alex Russell 6589; Anne Coles 12089	
EVENT: Senior	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
15-17 NT	
5 Card Majors	
1♣: 2+cards; transfer responses	
2/1: usually Game Force	
2♥/♠/N: weak 2-suited hands;	
2♦: 2-way Multi	
2♣: Kokish; usually Game Force	
Gazzilli	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♥: 5-9; 4+ ♥ and 4+♠	
2♠: 5-9; 5♠ and 4+ minor	
2N: 5-9; 5+♣ and 5+♦	
2♦: 5-9 and 6+♥/♠; or 20-21 balanced/semi-balanced	
SPECIAL FORCING PASS SEQUENCES	
After our vul game or voluntary non-vul game, if opponents appear to be sacrificing: PASS is forcing	
After our opening 1NT is doubled PASS forces opener to redouble	
IMPORTANT NOTES	
PSYCHICS: Occasional	

Opening	Tick if Artificial	Min. No. Cards	Neg. X Through				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED
1♣	✓	2	4♥	11+, balanced hands or those where ♣ longest suit	1♦-2♣ transfers; 3♦ 14-16 balanced; 2♥/♠ spltr 9-12/17+ 5+/4+ ms; 3♥/♠ spltr 13-16 5+/4+ ms	1N 18+, denies 4cd support for major 2N 6+Clubs, 3cd support for major, 15+	
1♦		4	4♥	10+, 4 cds if:1444 or 4441		3♦ unbal., invitational/strong + 4cd support	Cue: raise to 3; Jump Cue: Splinter GF
1♥		5	4♦	10+	1N F1; 2N bal. 3+cd support GF	Over 1N/1S: 2♣ Gazzilli F1; over 2N: new suit=splinter	Cue bid: raise to 3; Jump Cue: Splinter
1♠		5	4♥	10+	1N F1; 2N bal. 3+cd support GF	Over 1N: 2♣ Gazzilli F1; over 2N: new suit=splinter	Cue bid: raise to 3; Jump Cue: Splinter
INT				15-17 <=4cd Major	2♣: non-promising Stayman; 2♦/♥/♠/N: transfers		lebensohl FAST
2♣	✓			Usually GF, single suited, 2-suited or v. strong bal. Maybe 9pt in minor	2♦ relay	Kokish: forcing relay bids from partner unless partner TFRs with 7cd suit	DOPI/ROPI
2♦	✓		4♥	5-9 +6cd M or 20-21 bal/semi-bal	2♥ relay; 2♠12-14 +3cd♥; 2N enquiry	Ov 2♥/♠ 2N=20-21 Ov 2N 3♣=8-9 +♥, 3♦ =8-9 +♠	
2♥	✓		4♥	5-9 and 4+/4+ Majors	2N enquiry	3♣ 5/4 5-7; 3♦ 4/4 5-7; 3N 4/4 8-9 4♠/♦ splinter, 5/5 8-9; 4♥ 5/5 5-7	
2♠	✓		4♥	5-9 5cd S and 4+cd minor	3♦ game try in spades		
2NT	✓			5-9 5+/5+ minors			
3♣		6					
3♦		6					
3♥		7					
3♠		7					
3NT	✓	7		Solid minor	4♣: pass/correct; 4♦: GF		
4♣		7		sound vul preempt			
4♦		7		sound vul preempt			
4♥		7		sound vul preempt			
4♠		7		sound vul preempt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB steps: 03; 14; 2-Q; 2+Q; 0/2+VOID; 1/3+VOID (jump bid void suit or step 6)	
5♥						Lightner X	
5♠							