

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range
Weak jumps except vul at 3 level
INT 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
Sandwich 1nt=18-20,-2nt=distributional hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak normally
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
ghestem
1C-2C=s+d,2D=Maj,2NT=h+d
1D—2D=S+C,2nt=H+C,3c=Maj
1H-2H=s+c,2NT=c+d, 3C=S and 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)
Multi landi
2NT=any BIG 2 suiter
2c=majors
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 of S—2h=T/OUT of H—2Sis nat nf—2NT=16+
3 any is 6 card suit nf
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□
1D=majors, 1nt=minors,2C=C and S,2D=D and H,2H=H and C,2S=S and D
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th ,2nd	Low from 3+	
NT	same	same	
Subseq			
Other:10 can be int sequence			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	REV ATT	REV ATT	
King	Rev count	Rev count -unblock	
Queen	Rev att	Rev att	
Jack	No higher	No higher	
10	Int sequence or short		
9	Shortage or 10 9		
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att or as requested	count	att
Suit 2	count	count	Suit pref
3	Suit pref		
1	att	count	att
NT 2			Suit pref
3			count
Signals (including Trumps): UDCA			
Trump 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			
After prt pre-empts dble is penalty			
After prt opens 1nt-dble of artificial bid shows that suit,bid opp suit for t/o			
X of nt bids and subsequent dbles are penalty			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
EVENT any
Diamond shenkin 31
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card SP-see exc over
15-17 NT
Multi 2D
Lucas 2S
Inv minor
2 over 1 GF
2H=5+H,4+S—less than opener
ACBL option 1 defence to multi
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Drury in 3 rd /4 th seat 9-11, 2C =3card supp,2D=4card supp
Over 1H—2S=4card and singleton somewhere(if passed hand)
Over 1S—2nt is singleton
Checkback---2c forces 2D=inv or weak with D
2d is GF
1c/d---(1H)---1S denies 4+ Sp
When minor suit agreed ,unless opening bid was 1H,then 4H is rkc 14/30
Except—after inv minor,other minor is k/card
Int response to opening bid can be 11/12 pts
Smollen is GF=1nt-(p) 2c-(p)—2D(p) 3maj= 4card suit +5cards in other maj-GF
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES

Raise is weak
 2nt is good raise to 3 xx is int in penalty

4th suit not GF at 1 level
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL 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 GF 2d is inv with C, 2 h / 2S=6cards 2-5pts	After interference inv does not apply If inv then 4D is k/c	Over 1C\D (1H)x shows 4+Sp and 1S denies 4S Fit jumps (if passed)
				Open minor if 4/4 min MAJ	2NT=16+ no fair major		Over opp jump o/call-2nt good raise
1♦		4	4d	10-22	As 1c with 2H inv with D 2S is weak	As clubs with 4c=k/card	
1♥		4	4d	10-22	2nt=4card sup 11+with shortage,16+without	3C=16+asks for singleton----- 3H=good suit no short,not 16+ 3nt=poor suit no short,not 16+ 3D/S,4C are shortage not 16+	Over jump o/calls 2NT= good raise,4 cards Ucb=3 card raise
					3nt=min raise to 4 no shortage, splinters=8-11 3C/D=10-11 points,1 loser suit and NO FIT	1 maj-2maj 2NT=18-19	Drury
1♠		4/5	4d	10-22, 4 if 4333 18/19	As 1H	3NT=poor suit-no shortage less than 16 3D,3H,4C=shortage,less han 16 after 2nt	
INT				15-17	2c=4card s/man---3c= 5card s/man 2D/H/S are t/fers---3H/S=short with 3 or 4 other major 3D=5/5maj(s/inv), 4D=5/5Ms-no slam int 4H/S are slam int in minor (as 2NT opener)	Over 1nt-3c-3h(3s is t/fer to 3nt) (3nt =5S) Xx is no 5card suit---2any is 5 card uit	1NT-2H(t/fer) 2NT=max+4S 3S=min+4S
2♣		0		GF unless 2H response is F TO 2NT OR 4 minor	2d=relay,2h=neg,2nt pos in H	After 2nt rebid (25-26) system on 3NT rebid is 29-30	After o/call-pass is = 2H bid, X = 2D bid
2♦		0		6card M less than opener or 23-24 or solid minor17+ or27-28	2NT enq,2H p/c,2S good H raise,----- 3 any=nat NF 2d -2h-2nt=25/26---3nt=29/30	After 2nt, 3c=good in H,3d=good in S 3h/s=poor suit 2d-2h/s---3c/d=solid suit 17+	2D-4C=t/fer to suit 2D-4D=bid suit,prtn may go on In 4 th seat NO weak major
2♥		5		5+H,4+S less than opener	2nt asks----- 3C/D nat NF,3H/S PRE-EMPT 4NT=6 ace b/wood(inc both Q) steps 4C/D=NATURAL mst in suit	3c=5/4 3d=5/5 min----- 3h=5/5max short C 3S=5/5 max shortD 3nt=5/5 void C 4C=5/5 voidD 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		5S/5minor less than opener In 4 th seat 2S=acol 2 non forcing	3c=p/correct weak 2nt asks 3D/H nat NF	3c=bad with c,3d=bad withd,3h=good c 3s =d	
2NT		0		20-22	3c=5card s/man, 3D/H=t/fers----- 3S =minor suit s/man(msi)forcing t 4 nt----- 4C,D,H,S=filter bids(6card suit	3D=1/2 4card MAJ----- 3H=no 4/5 card MAJ ----- 3NT =5 H Break to 3nt with doubleton Or to source of tricks with 4 Or to 4MAJ with 4card support AND a control in every suit 4C/D is keycard in bid suit or bid 3nt=no interest 4c(H)-4D=int 4d(S)-4H=int 4H=to play 4S=to play 4nt=k/card H 4nt=k/card S 4H(C) 4S=k/card in C 4S-4nt=p/correct(D) 4nt=p/c in clubs 5C=k/card(D) 5C=better than 4nt 5D=better than4NT	Bid suit you do not have 3S=t/fer to 3nt 3nt=responder has 5S
3♣		6		Pre empt	3nt to play, 3H/S nat F		Better suit and points in 4 th seat
3♦		6		Pre empt	3nt to play, 3xforcing		
3♥		7		Pre empt	3nt to play , 3s forcing,4C/D=IST r CONTROL		
3♠		7		Pre empt	4H not F, 4c/d =cue bid		
3NT				Solid MAJOR ,no k outside	4c asks to t/fer to suit-slam int— 4d says bid suit -slam interest ----- 4 4 nt asks if more than 7—reply step system	After 4M, any suit asks for shortage- Step responses 1 step 7 2 steps 8 etc.	Step responses,1 step no,2 steps yes
4♣							
4♦							
4♥							
4♠							
4NT				Specific ace ask	5c=0,5d,5h,5s,6c=Ace of suit bid, 5nt=2 aces		
5♣						HIGH LEVEL BIDDING	
5♦						K/CARD 14/30	
a						DOPI/ROPI	
5♠						4H is K/Card in minor unless H is opened	
						5NT USUALLY is PICK A SLAM	
						4C is usually msi	