

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound
Jump raise pre-emptive
Cue bid = forcing raise
New suit = forcing
Jump shift = fit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct 16-18, systems on
Balancing 10-14, responses natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Response: New suit forcing
2NT = Two lowest unbid
2D after 1C = 5/5 majors
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Cue Bids (note 1)
After opponents Major Suit Michaels: Cue bid = limit raise
After opponents Major/Minor Michaels: Cue bid = stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout thru 4H
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing at 1-level
Jump shift non-forcing

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
NT	4 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
Subseq			
Other: 2 <sup>nd</sup> from 4 small			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AK; AKx(+)	
King	KQ; AK; KQ109x	KQ; AKJ10(x); KQ109(+)	
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)	
10	109; 109x(+); H109x(+); 10x	109; 109x(+); H109x(+)	
9	9x; 98x(+)	98x(+)	
Hi-X	Sx; xxS	Sx; Sxx; xSxx	
Lo-X	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+); xxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = Encouraging	Same	Same
Suit 2	Hi = Encouraging		
3	Suit Preference		
1	Hi/lo = Encouraging	Same	Same
NT 2	Hi = Encouraging		
3	Suit Preference		
Signals (including Trumps):			
Trump echo shows ability to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Cue bid response forcing until suit bid twice			
New suit forcing 1 round			
Reopening same			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:</b>
<b>PLAYERS: Miriam Pagani/Matilde Zeidembrewer</b>
<b>EVENT (Online Senior Teams Transnational)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors
Longer Minor, 1C if 3-3
Limit Jump Raises over Major
1NT response = Not Forcing
1NT = 15-17
2/1 response forcing one round (note 7)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11-21 HCP	Double raise invitational	4 <sup>th</sup> suit forcing to game; reverses by opener forcing 1 round;	Jump cue = splinter; Cue bid asks for stopper;
					Strong jump shift	reverses by responder game force; third suit forcing 1 round	Jump shift pre-emptive after overcall
1♦		3	3S	11-21 HCP	Double raise invitational	Same	Same
					Strong jump shift	4 <sup>th</sup> suit forcing to game;	Drury (note 5)
1♥		5	3S	11-21 HCP	1NT = non-forcing; jump raise invitational	reverses by opener forcing 1 round;	
					Jacoby 2NT	reverses by responder game force;	
1♠		5	3S	11-21 HCP		third suit forcing 1 round (note 3)	
INT				15-17 balanced	Jacoby transfers (note 4) Stayman; 3D/H/S strong and natural; 4D = 5/5 majors	Smolen	X at 3-level=values; X at 2-level=takeout
2♣	x		3S	Strong near game, artificial, forcing	2D waiting; New suit natural, positive, good suit	Cheaper minor = second negative	
2♦		6	3S	6-10 HCP	New suit forcing; 2NT asks for feature if max	3NT = AKQxxx	
2♥		6	3S	6-10 HCP	New suit forcing; 2NT asks for feature if max	3NT = AKQxxx	
2♠		6	3S	6-10 HCP	New suit forcing; 2NT asks for feature if max	3NT = AKQxxx	
2NT				20-21 balanced	Jacoby transfers (note 4) Stayman		
3♣		6		Pre-emptive	New suit forcing		
3♦		6		Pre-emptive	New suit forcing		
3♥		6		Pre-emptive	3S natural		
3♠		6		Pre-emptive	4H natural		
3NT		7		Gambling: Long running minor	Natural		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4♥		7		Pre-emptive	Natural		
4♠		7		Pre-emptive	Natural		
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKC Blackwood 3014 (note 2)	
5♥							
5♠							

Notes:

Note 1	<b>Michaels Cue Bids</b>
	1C – 2C; 1D – 2D = both majors 5/5
	1H – 2H = Spades + minor
	1S – 2S = Hearts + minor
Note 2	<b>RKC Blackwood</b>
	5C = 3 or 0
	5D = 1 or 4
	5H = 2 w/o Queen
	5S = 2 w/Queen
	5NT = 2 + void
	6C = 1 + void
Note 3	<b>Non-Forcing Sequences</b>
	1S – 2C – 2D/H/S – 3C
	1S – 2C – 2D/H – 2S
	1S – 2C – 2D/H/S – 2NT
	1S – 2C – 2S – 3S
	1H – 1S – 2C – 3H
Note 4	<b>Jacoby Transfers over 1NT and 2NT</b>
	2D = Hearts
	2H = Spades
	2S = Clubs
	2NT = natural, invitational
	3C = Diamonds
Note 5	<b>Drury</b>
	After major suit opening in 3 <sup>rd</sup> or 4 <sup>th</sup> seat:
	2C = 9-11 HCP and 3 or 4-card support
	Subsequent bids:
	2D = a full opener
	2 of the opening major = sign-off
	2H (after 1S opener) = minimal with spades and hearts