DEFENSIVE AND COMPETITIVE BIDDING

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

7-16 HCP 1 Level; 12-16 HCP 2 Level

Responses: New Suit NF Const; Jump Raise Weak

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

2nd Seat: 15-18, systems on

4th Seat: 11-14, systems on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

Unusual 2NT = 2 Lowest Unbid

Reopen:

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

Michaels for Majors and Minors

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

X = Long Suit

2C = Clubs + Higher

2D = Diamonds + Major

2H = 6+ Hearts

2S = 6+ Spades (weaker than X and bid spades)

2NT = Minors

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

X = Takeout thru 4H

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Natural

OVER OPPONENTS' TAKEOUT DOUBLE

New Suit Forcing at 1 Level; Jump Shift Weak

XX = No fit 10+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th best	High from xxx if supported
NT	4th best	
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKQ
King	AK, KQx	AKJx, KQJx, KQTx
Queen	QJx	QJTx, AQJx, KQT9
Jack	JT9, KJTx	AJT9, JT9x
10	T9x, KT9x, QT9x	AT9x, QT9x, T9xx
9		
Hi-X	From xx	From xx, xxx, xxxx
Lo-X	From xxx	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit Preference
Suit 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
1	Attitude	Count	Suit Preference
NT 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude

Signals (including Trumps):

Standard Count and Attitude

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout thru 4H

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative X thru 3S

Responsive/Maximal X thru 4D

Support X/XX thru 2S

W B F CONVENTION CARD

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

NCBO:

PLAYERS: Gilles Aubin/Aurora Lopez

EVENT (Online Senior Teams)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Two over One Game Forcing

Light 3rd Hand, Overcalls and Pre-empts

Fourth Suit Forcing to Game

Weak Jump Shifts

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICI	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S		2C = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak; Frequently bypass 4+D	New Minor Forcing	Inverted minor off in competition; jump raise weak
1♦		3	3S		2D = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak	New Minor Forcing	Inverted minor off in competition; jump raise weak
1♥		5	3S		1 NT = Forcing; Jump Raise Invitational w/4; Jacoby 2NT		Drury on over X off over other competition; Jump Raise Weak
1♠		5	3S		1 NT = Forcing; Jump Raise Invitational w/4; Jacoby 2NT		Drury on over X off over other competition; Jump Raise Weak
INT				15-17 HCP	Stayman; Jacoby Transfers; Texas Transfer	Smolen	Systems on over X/2C
2♣				22+ HCP	2D = At last an A or K; 2H = denies A or K; 2NT = Hearts	Cheapest minor = double negative	
2♦		6		5-10 HCP with 6 diamonds	New Suit Forcing; 2NT asks for hand and suit quality	Ogust	
2♥		6		5-10 HCP with 6 hearts	New Suit Forcing; 2NT asks for hand and suit quality	Ogust	
2♠		6		5-10 HCP with 6 spades	New Suit Forcing; 2NT asks for hand and suit quality	Ogust	
2NT				20-21 HCP	Stayman; Jacoby and Texas Transfers		
3♣		6		Pre-emptive, sound if V or 1st/2nd seat, light NV or 3rd seat			
3♦		7		Pre-emptive, sound if V or 1st/2nd seat, light NV or 3rd seat			
3♥		7		Pre-emptive, sound if V or 1st/2nd seat, light NV or 3rd seat			
3♠		7		Pre-emptive, sound if V or 1st/2nd seat, light NV or 3rd seat			
3NT				25-27 HCP			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
5♣		9		Pre-emptive		**HIGH LEVEL BIDDING**	
5♦		9		Pre-emptive		RKC 1430	
5♥		9		Pre-emptive		Gerber	
5♠		9		Pre-emptive			