

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Aggressive overcalls, 5-20 range, may be a 4 card suit (rarely)	
Sound overcalls at 2-level, 10-16ish with 5+ suit	
New suit = NF, Jump new suit = NAT F	
Jump raise = PRE, 1NT 7-12 stopper, RESP DBL = Values, T/O	
CUE: INV+ 3-Support, Jump CUE = Mixed OR INV 4+ Support	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-18: System as per 1NT opening	
TRF LEBENSOHL applicable	
4 <sup>th</sup> 14-16 over 1M, 11-14 over 1m	
4 <sup>m</sup> LIVE: 15-18	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit: NV is pre-emptive, V is 10-15ish	
2-Suit: 2NT: 2 lowest unbid suits	
Reopen: 2NT = 19-21; Stayman and transfers apply	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
MICHAELS CUE	
(1m)-2m: H+S, (1M)-2M: OM+m; 2NT asks m, 3D = INV+	
(1x) – 3x: Stopper ask, usually strong hand with 7+ solid suit	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
STRONG NT: 2C: 4+H,4+S	After (1NT)-p-(2X)-DBL
2D/H/S: NAT	If X = C/D, DBL NAT
	If X = H, DBL = T/O S
WEAK NT: 2C: 4+H,4+S	After (1NT)-p-(2X)-DBL
2D: Decent 2M bid	shows values
2H/S: NAT, Destructive	
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
2NT = 15-18, DBL=T/O, LEB if possible, 3-level CUE=Stopper ask	
VS Multi: X = 12-14 OR 18+	
Leaping Michaels, (2D) – 4C is specifically C+H	
<b>VS. ARTIFICIALS STRONG OPENINGS- i.e. <math>\square</math> 1C <math>\square</math> 2C</b>	
X = H+S, NT = D + C	
Overcalls = Destructive, we usually pass stronger hands first	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1x-(DBL) TRANSFERS APPLY	

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> , 5 <sup>th</sup>	Same	
NT	4 <sup>th</sup> ; 1 <sup>st</sup> /2 <sup>nd</sup> from weakness	Same	
Subseq	Same V Suits, ATT V NT		
Other: Overlead all sequences, except at 5-level+ can lead either/any			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x+); A(x)	AK, A(x+), Asks ATT	
King	KQ(x+); K(x)	AK/KQ – CT/UNBLOCK	
Queen	QJ(x+); Q(x)	KQ(x+), asks ATT	
Jack	J10(x+), KJ10(x+); J(x)	QJ(x+), AQJ(x+)	
10	109(x+); H109(x+); 10(x)	J10(x+); HJ10(x+);	
9	9(x)	T9, HT9(x+)	
Hi-X	DOUBLETON	xXxx, Xxxx	
Lo-X	3 <sup>rd</sup> , 5 <sup>th</sup>	HxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Low = Even	ATT; LO = ENCRG
Suit 2	Low = Even	S/P	Low = Even
3	S/P		S/P
1	Low encourage	Low = Even	Low encourage
NT 2	Low = Even	Rev Smith	Low = Even
3	S/P	S/P	S/P
Signals (including Trumps): S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive; CUE = FG; ELC applies in most cases.			
INT = 7-11, Stopper			
Support X, XX			
TRF over 1x-(DBL) i.e. 1D-(DBL)-RDBL = H			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG X thru 3S			
1m-(1H)-DBL: 4S; 1m-(1S)-DBL suggests 4+H, 6+HCP			
(1x)-DBL-(1y)-DBL = VALUES			
(2/3x)-DBL-(2/3y)-DBL = PEN			
Some DBLs & RDBLs are transfers, others are INV			
Lightner DBL			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: GREEN</b>
<b>NCBO: NZCBA</b>
<b>PLAYERS: Michael WHIBLEY; Matthew BROWN</b>
<b>EVENT: OPEN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE:</b>
2/1 FG, 5-card Majors, Semi-F INT (0-12 NV, 3-12 V)
Weak 2D/H/S
NV, open ALL 11s; V can pass 11.
Frequent upgrades. Aggressive openings when distributional (~9+), vul/seat dependant
1NT = 15-17 GAZILLI after 1M-1NT
1M response can bypass D suit
Some relay bidding after 2/1 sequences
Frequent Artificial 2NT bids
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT OPENING = SOLID 7M
1 <sup>ST</sup> FAV 3NT = Good 4M in context
1H-2S = 5-9 NAT
TRF OVER 1C AND IN COMPETITION
TRF including some X and XX
1M-2C can be 0+C ART GF RELAY
1C can be 2/3 and have 4D
<b>HYPER AGGRESSIVE 1<sup>ST</sup> FAV OPENINGS</b>
1 <sup>ST</sup> FAV 1NT = (13+) <b>14-16</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
Minimal FP Sequences
1H-(spades bid or implied)-3NT establishes FP with 4+H
FP usually only applies when we are V vs NV
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare, usually low risk.</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	11-21 HCP	TRF RESP 2H = 5S4+H 8-11, 3M = VOID SPL	TRF accept or denial, RELAY over 1C-2m	
				24,34,44m's can all open 1C	2C=INV+ 5+C, 2D=FG NAT, 2NT = 0-6 C, 3C=6-9		
1♦		4	3S	11-21 HCP	2D = INV+, 2NT = 11-12 BAL INV		
				24,34,44m's can all open 1D	Semi F 1NT (0-12 NV, 3/4-12 V), 2x = FG	1M-2C/D RELAY	
1♥		5	3S	11-21 HCP	2NT = INV+ 4+ SUPP, Drury by PH	1M-2NT, 3C MIN	
				4cd possible & open light in 3rd	3C = 6-9 4+ SUPP, 3D = 10-12 3= SUPP	1M-2C DRURY, 2D = ART positive	
1♠		5	4H	11-21 HCP	1M-2C catchall FG, subsequent relay		
INT				14+-17 HCP	JACOBY TRF, (2S = RF or C)	3M= INV if raise or SMOLEN	
				5M, 6m, singletons (rarely) OK	TEXAS (then 4NT = RKCB), 3C = Puppet	TRF followed by game raise = SLAM TRY	
2♣	Y			ART, STR	2D = artificial, waiting or negative	2H = KOKISH, 2NT = 22-23 BAL	
					Others = NAT Positive, good suits.		
2♦		5		Weak, Natural	2X = NAT NF NV, F V	After 2NT, 5566 NV, Shortages V	
					2NT = ENQUIRY		
2♥		5		Weak, Natural	See above		
		5					
2♠				Weak, Natural	See above		
2NT				20-21 HCP,BAL(ish)	all 2 under 4trf, simple stay, 3D/H=TRF, 3S = mss	Smolen after stayman	
3♣		6		All 3X = PRE, NAT	4C = Optional KC (4D over 3C), new suit = F1 nat		
3♦		6					
3♥		6			Common position for PSYCHES		
3♠		6					
3NT	Y	7		SOLID minor, little outside	C bids = P/C, 4M Natural		
				1 <sup>st</sup> FAV = GOOD 3m OPEN			
4♣				Pre, can be very aggressive NV			
4♦				Pre, can be very aggressive NV			
4♥				Pre, can be very aggressive NV			
4♠				Pre, can be very aggressive NV			
4NT				Specific A ask			
5♣				Pre, can be very aggressive NV		HIGH LEVEL BIDDING	
5♦				Pre, can be very aggressive NV		RKCB 1430,	
5♥						Exclusion 01122	
5♠						DOPI & ROPI	
						CUE Bids = 1 <sup>st</sup> or 2 <sup>nd</sup> round control.	