

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 Level sound 7-19 pts
2 Level 5+ card 8 –19pts
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18
System on
11 - 14 in 4th
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak in 2nd – 6 or 7 Cards – New suit forcing 1rd
At 4 level 7+ Cards
Intermediate in 4 th (11-14pts good 6 card suit)
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Leaping and non leaping Michaels
Cue bid of openers suit at 4 level shows a strong pre-empt in a M
VS. NT (vs. Strong/Weak; Reopening;PH)
Hamilton VS Weak nt
Multi Landey vs Strong
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out X
Cue bid 2 suiter; Jumps strong
3 NT 16+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=Ms; 1NT = ms; Also on after 1C pass 1D
2C Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Jumps weak
2NT Limit raise or better
Bromad + support XX (sup. note 2)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & 5th	3 rd & 5th	
NT	2 nd or 4th	2 nd or 4th	
Subseq			
Other: 2 nd highest from a bad suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKxx	
King	KA KQx	KQJ KQxxxx	
Queen	QJ	QJ9 AQJ	
Jack	0 higher	0 higher	
10	0 or 2 higher	0 or 2 higher	
9	0 or 2 higher	0 or 2 higher	
Hi-X	Xx doubleton		
Lo-X	3 or more to honour	4 th highest	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Upside Down
Suit 2	Count	Suit Preference	
3	Suit Preference		
1	Count:	Count	Upside Down
NT 2	Count K unblock	Suit Preference	
3	Attitude		
Signals (including Trumps):			
Upside Down on a need to know basis			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11 +			
Responses: Jump 8 – 11: Cue bid forcing to suit agreement: Scrambling 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X thru to 2 S: Neg X thru to 3 S: Responsive ;			
Game try: Lead directing: Penalty;			
Value at 4 level			
Rosenkranz XX			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS:
TANYA RAWSON+ JANNE MASOJADA FEBRUARY 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 and Bart
5 card majors
5533
1nt 15-17
Multi and weak 2s and strong 2d
Splinters
Upside down count and attitude
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Gambling 3NT
Jacoby 2NT over 1 M
Multi 2d, weak 2s and strong 2d
Lebensohl over our 1 NT; over weak 2s; over Multi 2d
Inverted ms
NTx – system on but xx asks partner to bid C and responder can pass or correct to 2 D
Drury – 2 way
Michaels / Gladiator
Check back stayman New Minor Forcing
Bromad
Cue bid raises by responder + advancer (jumps in competition preemptive)
1NT – 4 suit transfers Simpson
1NT – artificial slam try after stayman
Bergen
Mixed raises
SPECIAL FORCING PASS SEQUENCES
When our side has shown game values forcing pass is on
IMPORTANT NOTES
Serious & non serious slam tries
Can open weak in third
PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	3	3s		Inverted m raise – forcing to 3m Weak jump responses		same
1♦		3	3s		“		same
1♥		5	3s		Jacoby 2NT Bergen Raises		Drury 2 Way : cue bid raises; Mixed raises
1♠		5	3s		3S – 9-12 pts + unspecified singleton 3NT – 9-12 pts + unspec. singleton	3NT = enquiry 4c = enquiry	“
INT				15 – 17(can be 5422 or 6m)	2c=Stayman: Smolen: Bertha	Super accept 4+ trumps	Lebensohl
					Transfers (4 suit transfers)		
2♣	YES	0		23+ (or any 9 trick hand)	2D=positive; 2H=negative	Kokish	
2♦	YES	0		Multi 2 D	2h=POC;2s=pass or more interest in h: 3h or 4h POC; 2NT enquiry		
2♥	YES	6					
2♠	YES	6					
2NT				20-21			
3♣		6		4 – 9 pnts	Pre-empt or game values; change of suit natural forcing for 1 round	3d=stopper asking; 3h/3s – 3nt (0 or 1); 4c – 2 no short; 4h/s – 2 with short; Anyother suit 3 and cue	
3♦		6		“		3h/3s – as above	
3♥		6		“			
3♠		6		“			
3NT	YES	7		Gambling solid minor			
4♣		7		Namyats			
4♦		7		Namyats			
4♥		7					
4♠		7					
4NT							
5♣		8				HIGH LEVEL BIDDING	
5♦		8				Roman Key Car 1430	
5♥						PODI : Pass =1 or 4; x = 0 or 3; one up = 2 and two up = 2 + Q	
5♠						DEPO: x=even; pass=odd: Minorwood: Exclusion	
						Kickback: 4S is keycard after 4H agreed	