

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level: usually 5+ suit (can be 4 good), (7)8-16
2-level: often 6+, (10)11-16
Re-opening may be lighter
Responses to overcalls are F1 4+cd at 1-level and F1 5+cd at 2-level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18), 1N system ON
(10)11-14 in pass-out seat, 1N system on
Passed hand: 54+ unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, wide ranging opposite passed hand
2N = lowest unbid suits
Reopen: jump = 6+cd 13-15, double jump = 6+ 16-18
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump cues = stop asks
(1C=short)-? 2C=nat, 2D=55+ MM
VS. NT (vs. Strong/Weak; Reopening;PH)
X = pen of all ranges
2C = (54+)MM, 2D = 6+cd M, 2M = 5M4+m
2N = 55+mm
3C/D = wide-ranging
Over weak NT (upper limit up to 15), X of Stayman/trf = pen of NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = t/o
(2D)-3D = 55+MM, (2M)-3M = stop ask
Leaping and non-leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=MM, 1N=mm
OVER OPPONENTS' TAKEOUT DOUBLE
2N = good raise
(1x)-1M-(X)-? Trfs.1N=nat, XX=C

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other: Suit preference possible in subsequent leads and trump suit			
AQ for att. K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax	AK(x), Ax	
King	KQ(x), Kx, AK	KQ(x), Kx, AK	
Queen	QJ(x), Qx	QJ(x), Qx, AQJ(x)	
Jack	KJT(x), AJT(x), JT(x), Jx	KJT(x), AJT(x), JT(x), Jx	
10	HT9, T9(x), Tx	HT9, T9(x), Tx	
9	9x	9x	
Hi-X	xXx. xXxx, xXxxx	xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev count	Rev count	Rev att
Suit 2	Rev att	Suit pref	Rev count
3	Suit pref		Suit pref
1	Rev count	Rev Smith	Rev att
NT 2	Rev att	Rev count	Rev count
3	Suit pref	Suit pref	Suit pref
Signals (including Trumps):			
Rev att (Lo-Hi=enc), rev count (Lo-Hi=even)			
Rev Smith (Lo-Hi=enc suit lead from both sides) in NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Infrequently off-shape			
Re-opening doubles may be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X & XX (to 2-level of our suit)			
Lightner X			
Game try X			
Lead-directing X			
1X-(1H)-X = 4S			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Debbie Sandford & Hanna Tuus
EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1
5cd M
15-17 NT
1C = 2+, 1D = 5+ unless 4441
3 weak 2s
Reverse att, reverse count, reverse Smith
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M-2N = GF, 4+ cd support
1M-3C/D = 4+cd support, 9-11/6-8
SPECIAL FORCING PASS SEQUENCES
When we have established GF
IMPORTANT NOTES
Wide-ranging pre-empts and light openings possible in 3 rd seat
1 st seat favourable pre-empts aggressive
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	Nat or (11)12-14/18-19 BAL	1N=7-11, 2C=10+, 3C=5-9, 2N=0-4 raise 2/3x=weak, 4M=to play 1D response with 5+D4M when GF	1m-2m-? 2m+1=(11)12-14 BAL, 2N=18-19 BAL, 2M=feature, 3m=min, unBAL 1x-1M-2M=can be 3cd	Inverted off by PH Jumps weak, by PH fit jump
1♦		5(4)	4H	5+ unless 4441, incl 5332	1N=5-11, 3C=6cd 9-11		
1♥/1♠		5	4H	5+	1N=5-11, 2N=4+cd GF raise, 2M=3cd 7-9 3C/D=4+cd 9-11/6-8, 3M=pre 1S-3H=6cd 9-11 1H-3S=any void, 1H-3N/4C/4D=S/C/D singl 1S-3N=any void, 1S-4C/4D/4H=C/D/H singl	1H-3S-3N ask-? 4C/4D/4H=C/D/S void 1S-3N-4C ask-? 4D/4H/4S=D/H/C void	2C=9-11 3cd, 2D=9-11 4cd Fit jumps Splinters
INT				15-17, can have 6cdm	2C=non-promissory Stayman (reverse Smolen) 2D/H=H/S, 2S/N=C/D (complete with Qxx/Kx) 3C=puppet GF, 3D=55+mm GF 3M=(54)mm 3cd M, singleton oM 4C/D=H/S, 4M=to play	Major transfer breaks: 3M=4cd min 3x=xx in suit, 4cd support, max 2N=4cd support, max, no xx 1N-3C-3D=no 5cd M, may have 4cd M	1N-(P)-2C-(X);? Bid=no stop Pass=stop (XX asks) XX=suggests pens 1N-(P)-2D/H-(X);? Complete with fit. Lebensohl FASS X=t/o from both sides
2♣				23+ BAL or GF	2D=relay, 2M=5cd+ suit with 2/3 top hon 3m=6cd+ suit with 2/3 top hon	Kokish: 25+BAL or H	P=F 6+, bid=F 6+, X/XX=0-5
2♦		6(5)		4-9, can be 5 1 st fav/3 rd NV	2N=feature ask (show A/K), 2X=NF Jumps to game to play.		X=pen
2♥/2♠		6(5)		4-9, can be 5 1 st fav/3 rd NV	2N=feature ask (show A/K), 2X=NF Jumps to game to play.		X=pen
2NT			4H	20-22 BAL	3C=Puppet stayman, 3D/3H=GF trf, 3S=minors 4C/D/H/S=H/S/C/D	2N-3C-3D=no 5cd M, at least 1 4cd M 2N-3D/H-3H/S=shows fit	X=t/o from both sides
3x		7(6)		4-9, can be 6 1 st fav/3 rd NV	New suits forcing Jumps to game to play		X=pen
3NT	X			AKQxxxx in a minor, no outside Q	4C=p/c, 4D=shortage ask 4M=to play		X=pen
4x		(7)8		4-12	4m-4M=to play 4M=new=cue		
4NT	X			Specific A ask	5C=no ace, 5x=that ace, 5N=AC, 6C=2 aces		
5m		8		Pre		HIGH LEVEL BIDDING	
5M		8		Missing 2 of top 3 hon	Raise with missing hon	RKCB=1430 (specific K cont), Cues=1 st /2 nd round control Non-serious 3N when neither hand defined within 3HCP FP when we have bid game constructively DOPI/ROPI (DEPO/REPO over 5M) Last train=only available cue does not promise control, just interest EKCB=3014 (specific K cont)	