

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Can be aggressive. Sometimes (rarely) 4 card suits at the one-level
Two-level overcalls are sound
Responses to overcalls: one-level: forcing, two level: non forcing
Response at the three level = forcing
Jump response to an overcall is natural GF (or if 3M-1, mixed raise)
Jump to 3M – 1 over a major suit overcall is a mixed raise
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (18), system on as after 1NT opening incl. transfer Lebensohl
In the pass out seat: 1NT may be a bit weaker but still ca. 14-17
JUMP OVERCALLS (Style; Responses; Unusual NT)
Generally weak jump overcalls
Over weak 2 openings: a jump is good opening, 6+ card suit
Jump to 2NT = The two lowest suits (5-5)
Re-open: In pass out: jump = good opening, six-card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: Both major. Major + minor over major (at least 5-5)
Direct jump cue ask stopper
Leaping Michaels over 2M. Non-Leaping M over 3M openings
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. 14+NT: X= strong, 2♣: Both majors, 2NT: minors
Vs. max 15 NT: X= Strong, 2♣: both majors, 2♦: One major, good hand, and 2M: Natural but weaker than bidding 2♦
With a passed hand: X= clubs + another, 2♣: Both majors, 2♦: D + a major, 2M: Natural
Jump to 3 of a minor over a weak NT: Good suit, opening hand
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O X, 2NT: 15-18, Lebensohl responses to our X
Jump to 4 level and overcall 4 minor over 3M = 5-5 (Leaping M)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = Both majors, 1NT and 2NT= Both minors
OVER OPPONENTS' TAKEOUT DOUBLE
1♣- (X) - XX = Clubs, 10+. Others, system on
1♦ - (X) - XX = 4+ hearts. Other one level responses: transfers
1M - (X) – XX = 8+. Ttransfers from 1NT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd or att if length is shown	
NT	Attitude		
Subseq	Attitude		
Other: Generally, we over lead. Vs. NT-contract: May underlead for unblock (ex. KQ1098)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax	Same (underlead: unblock)	
King	KQ(x), (Kx), AK doubleton	Same	
Queen	QJ(x) (Qx)	Same	
Jack	J10(x), HJ10 (Jx)	Same	
10	109, H109 (10x)	Same	
9	9x, 9	Attitude style (low lead is usually from a decent suit)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Count or nothing	Low encourage
Suit 2	Count, L-H = even	S/P	Count
3	S/P		S/P
1	Low encourage	Smith (high likes)	
NT 2	Count, L-H = even	Count (rev.)	
3	S/P	S/P	
Signals (including Trumps): Smith (NT), sometimes S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light t/o X may occur. Responses: Jump = invite. 1NT = 7-10, stopper			
Support X, XX			
1♣-(X)-RD = clubs, 10+ . 1♣-(1♦)-X = 4+ hearts and 1♥ = 4+ spades			
1♦-(X)-RD = 4+ hearts and 1♥= 4+ spades			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X (to the 4 level). Support X. Competitive X			
(1x) – X – (1y) – X = 4+ cards in the suit they overcalled			
1m – (1♥) – X = 4+ spades and 1♠ denies a spade suit			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: NEW ZEALAND
PLAYERS: Leon Meier – Geir Olav Tislevoll
EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
“Two-Over-One GF”. 1♣=2+, 1♦=4+, 1♥/1♠ = 5+
Transfer responses to 1♣
15-17NT (maybe 14 good points). May have 5c maj or 6c minor
Upgrades of NT hands occur. Sometimes semi-balanced NT bids.
Weak 2♦/2♥/2♠ openings
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to 1♣ and transfers/switch
in different competitive situations
2-over-1 only RF after interference
1MAJ – 2♣ = Multi meaning, art. GF or limit+ raise (3 trumps)
Gazzilli after 1M-1NT: 2♣ rebid is 16+ or six-card major (min)
SPECIAL FORCING PASS SEQUENCES
After we have established a GF situation
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4 level	2+ clubs, 11-21 HCP	Transf. responses. 1♣= no M or ♦+Maj., 1NT=11-12 (may have four card in majors), 2♣= 10+, clubs 2♦=5S-4+H, 6-10, 2♥/2♠=invite, 2NT=GF, bal.	XY and XYZ relay after openers rebid. 1C-2♦/2♥/2♠, 2NT= asking	Transfers in different situations when opponents intervene
1♦		4	4 level	4+diamonds, 11-21 HCP	2♦= INV+, 2♥/2♠/3♣= INV, 3♥/3♠= void	XY, XYZ. 1♦-2♥/2♠, 2NT= asking	1♦-(X)-RD=♥, 1♥=♠, 1♠=no maj. Transfers/switch may occur
1♥		5	4♦	5+hearts, 11-21	2♣= ♣ or BAL GF, or 3 card support, INV+ 3♣: (6-9) and 3♦: INV with 4+ trumps 1♠-3NT and 1♥-3♠ = unknown shortage. 1♥-3NT = void spades	1M-2♣, 2♦ = Accept if 2♣ was the invite bid Artificial bids after 1M-2NT	1M - (X) – transfers from 1NT 1M - (3X) – 4♣/4♦ good raises, with and without control in X
1♠		5	4♦	5+spades, 11-21	2NT= GF,4+ trumps. 1♥-2♠ and 1♠-3♥=NAT INV		
INT			4 level	15 (14) - 17	Stayman, Transfers, 2♠= range finder or ♣, 2NT=♦ 3♣ = Puppet 3♦= B. minors 3♥/3♠ = slam try, nat.	When opener shows a major, the other major is showing support, slam try	Transfer Lebenshol from 2NT
2♣	x			Art. Strong, GF or 22+ bal.	2♣= waiting. Suit response: Natural, good suit or two suits. 2NT = Both Minors	2♣-2♦,2♥ = Hearts or 25+ bal. Responder bids 2♣ (may break with some hand types)	X by responder = 0-5. Pass and suit bids = Positive
2♦		6 (5)		Weak 2, max about 10 HCP 2♦/♥/♠: May be 5c green vs red	New suit is constructive, NF. 2NT = asking	2♦-2NT: opener shows shortage or min/max	
2♥		6 (5)		Weak 2, max about 10 HCP	New suit is constructive, NF. 2NT = asking	2♥-2NT: opener shows shortage or min/max	2M - (X) – Transfers from 2NT If they X, RD takes over for 2NT
2♠		6 (5)		Weak 2, max about 10 HCP	New suit is constructive, NT. 2NT = asking	2♠-2NT: opener shows shortage or min/max	
2NT				20 (19) – 21 (May have a 5-card major or a 6-card minor)	Puppet 3♣, Transfers, 3♠ = minor ask 4♣/4♦ = ♥/♠ slam try. 4♥/4♠ = ♣/♦ slam try		
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT		7		Solid minor suit, no side A or K	4♣ or 5♠ is pass/correct		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	x			Specific Ace ask	5♣= 0, 5X = A, and 5NT = club Ace		
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		RKCB, 1430. If minor suit is the trump suit: Kick Back (suit above if unbid)	
5♥						4♣ may be KC for hearts (if we haven't made a spade bid)	
5♠						Exclusion KC: 0, 1, 1+Q, 2, 2+Q DOPI/ROPI and DEPO/REPO if they overcall over our KC-ask In cue bid situations for slam, we bid 1st and 2nd round controls. Last train occur 3NT may be non-serious slam try in some situations Mini/maxi Splinters, and when they are available, void bids may occur	

