

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE		
Sound at 2 level, 1-level may be lead directional, min. AKxxx NV		Lead	In Partner's Suit
Responses: NSF1; CUE= FIT, 10+HCP, F1; JUMP RAISE = WK	Suit	4th, HxS, Sx(+)	Same
JUMP in New Suit = FIT	NT	4th, HxS, Sx(+)	4th Sx(+)
REOPENING JUMP = 6-7 Cards, 16-18 HCP, NF	Subsequent	4th HxS, Sx(+)	Same
	Other: A vs. NT asks UB or count from length, otherwise asks attitude		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS		
NAT= 15-18 (2 nd /4 th chair). Responses as over 1NT openings	Lead	Vs. Suit	Vs. NT:
Balancing 1NT: 11-15 HCP RESP as over 1N opening.	Ace	AK (x+) [up to 4-level] Ax (+j 5/6-level	AK (x+); OR AKJT x
Balancing 2NT: 19-20 HCP, RESP: as over 2N opening.	King	KQ (x+); AK [up to 4-level] AKx (+) 5/6 level	KQ (x+)
	Queen	QJ (x+)	QJ (x+), KQ109 (x+)
	Jack	J10 (x+); KJ10 (x+)	J10 (x+); Jx
	10	109 (x+); K109 (x+)	109 (x+); KJ10 (x+), AJ10 (x+)
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x ; 9xx (x+)	9 (x+), A109 , KT9 , Q109 (x+)
Pre-emptive NV, Intermediate VUL	Hi-X	xx ; xxx (x+)	xx ; xxx ; 98/87xx (x+); xxxx (x+)
2NT= 2 lower other suits	Lo-X	4 th best from 10 or higher	4 th best from 10 or higher
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SIGNALS IN ORDER OF PRIORITY		
(1m) 2m: MM,. (1M) 2M: other major + minor; 9+HCP NV		Partner's Lead	Declarer's Lead
RESP: 2N=INV+F1, 3m/2M=P/C, 3M/2m=INV, 3oM/2M: WK			Discarding
(1m) 3m: natural jump overcall. (1M) 3M: stopper ask	1	Lo=ENC	CT, Hi=Odd
VS. NT (vs. Strong/Weak; Reopening; PH)	Suit 2	S/P	Rem. CT, Lo=Odd
Dbl: penalty, 2C: Majors, 2N: strong 2-suited. 2X natural	3	Hi=Odd if Qxx(x+) in dummy	HHx+, HHHx+
PH Double of 1NT: Clubs	1	Lo=ENC	CT, Hi=Odd
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	NT 2	CT, Hi=Odd	**S/P
(Weak 2M) 3M (Q bid) =asks for stopper;	3		Rem. CT, Lo=Odd
Vs.MULTI 2D: Dbl=BAL12-14 OR 18+; O/C, JUMP O/C NAT NF	Signals (including Trumps): UDCA		
	Hi Lo in trumps: odd number of trumps		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣	**S/P on declarer's first lead vs NT (if possible)		
Dbl = MM, NT = mm, 1X NAT, 2X/3X: NAT PRE	DOUBLES		
	Over OPP's opening:T/O, OR 19+HCP		
OVER OPPONENTS' TAKEOUT DOUBLE	LEBENSOHL over (2X) Dbl (P) ?		
New suit F1, Jump = Fit, Double jump = SPL, 2N = limit raise + Jump raise PRE	Jump RESP INV, CUE F1		
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
	NEG. AND RESP. THROUGH 4♦ (HIGHER SHOW BETTER HANDS)		
	1♠-(1♦)-DBL=4+♥, 4+♠. 1m-(1♥)-DBL.=4♠		
	1m-1M (2X) : REO DBL = T/O INV+, SUIT=NF, Jump SUIT=NAT F1		

W B F CONVENTION CARD
CATEGORY: NATURAL - GREEN
NCBO: CANADA
PLAYERS: ROY HUGHES – DAVID TURNER
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-CARD MAJORS, 1NT SF, 2/1 GF
15-17 NT, WEAK 2s *UDCA*
Opening Bids usually 10+HCP, 12+ HCP BAL w/NO M
Strong Jump-shift responses (except 1D-3C)
Fit jumps in Competition
PRE WK, not "crazy"
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
Delayed sacrifice after we bid game P=F
P=F if we are in a game forcing auction and opponents save
IMPORTANT NOTES
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	CANADA: ROY HUGHES – DAVID TURNER			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦	12+ HCP BAL, 11+ HCP UNBAL.	1♦,1♥,1♠= NAT, 6+HCP. 1N= 6-11 HCP 2♣ Inv+, F3♣ (no M); 3♣=5+cards, 6-10 HCP (no M) 2♦,2♥,2♠: STR 5+cards; 3♦,3♥,3♠: WK 7 cards 2NT=12-15 BAL F, 3N=16-17 BAL	1♣-1♦-1♥-1♠:NATF1;1♣-1♦-1♥-2♠:4SGF,L/T 4♣ 1♣-1♥-1N: maybe BAL w/4♣ 1♣-1x-1N-2♦/2♠: ART INV / FG 1♣-1M-2M: 3-4 cards	2♣ 6-10 HCP,, 3♣ LIM 2♦,2♥,2♠ FIT INV NF
1♦		3	4♦	12+ HCP BAL, 11+ HCP UNBAL	1♥,1♠= NAT, 6+HCP. 1N = 6-11 HCP, 3♣: NAT INV 2♦ Inv+, F3♦ (no M); 3♦=5+cards, 6-10 HCP (no M) 2♥,2♠: STR 5+cards; 3♦,3♥,3♠: WK 7 cards 2NT=12-15 BAL F, 3N=16-17 BAL	1♦-1♥-1NT: maybe BAL w/4♣ 1♦-1M-1N-2♠/2♦: ART INV / FG 1♦-1M-2M: 3-4 cards	2♣ NAT NF 2♦ 6-10 HCP, 3♦ LIM 2♥,2♠,3♠: FIT INV NF
1♥		5	4♦	11+HCP BAL, 10+HCP UNBAL	1♠= NAT, 6+HCP; 1NT=6-12 HCP; 2♥ 6-10HCP, 3+♥ 2/1 NAT FG 2NT=ART FG 4+♥; 3♥ LIM; 3♠,4♠,4♦=SPL 2♠,3♠,3♦ STR; 3N 16-17 BAL 4333	1♥2♥2N/3N NF, 2♠,3♠,3♦:NATGT+, 3♠,4♠,4♦: SPL S/T	2♠: NAT NF 2♦: 3+♥,ART INV F1 2♠,3♠,3♦: FIT INV NF
1♠		5	4♦	11+HCP BAL, 10+HCP UNBAL	1NT=6-12 HCP; 2♠ 6-10HCP, 3+♠ 2/1 NAT FG 2NT=ART FG 4+♠; 3♠ LIM; 4♠,4♦,4♥=SPL 3♠,3♦,3♥ STR; 3N 16-17 BAL 4333	1♠-2♠-2NT/3NT=NF, 3♠,3♦,3♥: NATG/T+, 4♠,4♦,4♥: SPL S/T	2♠, 2♥: NAT NF 2♦: 3+♠,ART INV F1 3♠,3♦,3♥: FIT INV NF
INT			3-level ONLY	15-17HCP	2♣ STAY; 2♦,2♥ TRF; 2♠=♣, 2NT=♦ 3♠: mm INV; 3♥/♠=S/S oM, mm 54+, FG 4♠=BW; 4♦: MM; 4♥,4♠: NAT WK	1NT-2♠-2X-2♠: 5+♠INV.1N-2♠;2♦-2♥:5♥,4-5♠ INV 1NT-2♠-2X-2NT: BAL S/T 1NT-2M-REBID 2N/3♠/3♦=TRF	2N rebid NF
2♣	X		NO	STR ART, 20+HCP	2♦=1+CTRL, FG; 2♥=0 CTRL, NOT GF 2♠,2NT(=♥): NAT, 5+cards, 1+CTRL, FG 3♠,3♦: NAT, 6+cards (or 5-suit>KQxxx), 1+CTRL, FG 3♥,3♠,4♠, 4♦: NAT, SOL or SOL w/o A	2NT=22-24HCP;3NT=25-27HCP RESP Raise = >Jxx; 2N=no good suit. 2♠-2♦-2♥-2♠: ♠>Jxxx 2♠ (X) Dbl=PEN, WK	
2♦		6	NO	PRE NAT, 6-10 HCP	2NT: ASK F1 2♥,2♠,3♠: NAT F1	2♦-2NT: 3♦=MIN, 3X=MAX, H in X, 3N=great suit	2NT: INV NF 2♥,2♠,3♠: NAT NF
2♥		6	NO	PRE NAT, 6-10 HCP	2NT: ASK F1 2♠,3♠,3♦: NAT F1	2♥-2NT: 3♥=MIN, 3X=MAX, H in X	2NT:ASK F1;JUMP=FIT 2♠,3♠,3♦: NAT NF
2♠		6	NO	PRE NAT, 6-10 HCP	2NT: ASK F1 3♠,3♦,3♥: NAT F1	2♠-2NT: 3♠=MIN, 3X=MAX, H in X	2NT:ASK F1;JUMP=FIT 2♥,2♠,3♠: NAT NF
2NT			NO	20-21, generally balanced	3♣ STAY;3♦,3♥: TFR; 3♠: m or mm 4♣ BW; 4♦ 5/5+MM; 4♥,4♠ NAT S/T.	2NT-3♠; 3♦-?: 3♥: 4♥,3-suiter; 3♠:54(xx),4♥: 3-suiter, SHORT ♥s	
3♣		6-7	NO	PRE, VUL dependent	3X NAT F1		
3♦		6-7	NO	PRE, VUL dependent	3X, 4♣ NAT F1		
3♥		7	NO	PRE, VUL dependent	3♠, 4♠,4♦: NAT F1		
3♠		7	NO	PRE, VUL dependent	4♠,4♦: NAT F1; 4♥: NF		
3NT	X	7	NO	SOL m, no side cards expected	4♠=P/C; 4♦=SHORT ASK FG;	3NT-4♦?: 4M: SHORT, 4N: BAL, 5m SHORT o/m	“To Play”
4♣		7	NO	PRE NAT	4M= to play; 4NT=to play		
4♦		7	NO	PRE NAT	4M=to play; 4NT=to play	HIGH LEVEL BIDDING	
4♥		6-8	NO	PRE NAT	4♠, 5♠,5♦: CUE, S/T; 4NT=RKC	4NT/M, 4m/m: RKCB (1403). Vs. Interference: Dbl=Odd step, Pass=even step	
4♠		6-8	NO	PRE NAT	5♠,5♦,5♥: CUE, S/T; 4NT=RKC	If FG w/M agreed 3NT=WK S/T	
4NT			NO	ASK Aces?	5♠=0, 5♦, 1,etc.	Jump in trump suit=STR	
5♣		7-9	NO	To play		1M (3x) 4M: 9-12 HCP, CUE=13+ HCP	
5♦		7-9	NO	To play		♣ ♦ ♥ ♠	