

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
May be light (one-level). Usually constructive at the two-level
New suit at the two-level is constructive, non-forcing
2NT response to a major suit overcall is 4+ trumps, invitational+
Mixed raise can be a jump to 3 of our major minus 1, or a jump cue raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (18) (may be 14 in the pass-out seat)
System on as over a 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Generally weak. Jump to 2NT = two lowest ranked unbid suits.
(Over 2+ (or less) 1 minor openings: 2NT = both minors)
Reopen: Jump in the pass-out seat promises about an opening hand
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cuebid, at least 5-5. (1m)-2m = both majors. (1M)-2M = M + ♣ and (1M) - 3♣ = M + ♦
Leaping and non-leaping Michaels
Vs. NT (vs. Strong/Weak; Reopning; PH)
Dbl = Strong. 2♣ = both majors. 2♦ = one major. 2MAI: Nat., better
Passed hand: Dbl = ♣ + another. 2♣ = Both majors. 2♦ = ♦ + major
Over weak NT: Jump to 3 of a minor = opening hand, 6+ cards
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O doubles, and Lebensohl. 2NT overcall = strong NT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = Both majors. NT bids = both minors
If we overcall a major over strong 1♣, our 1NT response is a cueraise
X after their strong 1♣-1♦ or strong 2♣-2♦ = both maj (NT = b. min.)
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers from 1NT after our 1M opening if next hand dbl.
Transfer after our 1M overcall and next hand dbl. 1M- (X) XX =8+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th	Same	
NT	Attitude		
Subsequent	Attitude		
Other: Highest from sequences except K from AK at the 5 level or higher.			
K from AK doubleton (suit contracts), and underlead for unblock (NT)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Highest from sequences or from interior sequences	Same	
King	Highest from K-Q	Same, but K from AKJ10(x)	
Queen	Highest from Q-J	Same, but Q from KQ109(x)	
Jack	J-10 or interior sequence	Same	
10	10-9 or interior sequence	Same	
9	9-x or singleton	Top or 2 nd from a weak suit	
Hi-X	Doubleton	Attitude (short or weak suit)	
Lo-X	3 rd /5 th	Attitude from length	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Rev. Rev. count (or Smith Peter)	Low encourage
Suit 2	Rev. count or Suit pref. (or nothing)	Reversed count	Reversed count (Suit pref. possible)
3			
Signals (including Trumps):			
Smith Peter (NT), low like. Suit pref. (or nothing) in the trump suit.			
Generally: Attitude has priority, low encouraging. Reversed count signals.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Generally sound t/o doubles but may be light with good shape or in reopening situations			
Jumps responses to a t/o X are invitational			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles (when opener can raise to 2M)			
Competitive and responsive doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: New Zealand
PLAYERS: Michael Cornell – GeO Tislevoll
EVENT: Seniors
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Two-over-one
2+♣, 4+♦, 5+MAJ. 15-17 NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2♦= One major, max. 7HCPs
Transfer responses to 1♣ opening. Transfers when they double behind our 1MAJ opening or X behind our 1 MAJ overcall
1 MAJ – 2♣ = Multi meaning (GF clubs, GF bal., or limit raise with three-card support)
SPECIAL FORCING PASS SEQUENCES
If we have made a definite GF
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	4M	11-22, 2+♣	Transfers at the one-level. 2♣ = 10+, clubs	XY and XYZ check back. Transfers over	P, 1m-2m = 6-9
1♦		4	4M		1♣-2♦ = 5+S 4+H, 3-8 HCPs. 2M = inv., 6+ cards	opener's jump rebid to 2NT	
				11-22, 4+♦, may be balanced	2♦ = 10+, diamonds. 2M = invite 6+ cards	Same as above	
1♥		5	4 level	11-22, 5+ hearts	2♣ = limit raise or GF (balanced or clubs)	1M-2♣, 2♦ = accept of invite (if 2♣ was that)	Drury (ca. 8+ HCPs) with a passed hand over 1 of a major P, 1♥-2♠ and P, 1♠-2NT= game invite 4+ trumps and a shortage
					2NT = GF, 4+ card support. Bergen 3♣/3♦	After 2NT response: shortages	
1♠		5	4 level	11-22, 5+ spades	1♥-3♠ and 1♠-3NT = Unknown splinter		
INT			4 level	15-17 (we may upgrade)	Stayman, Transfers. 4♣/♦ = slam try in H/S	Minor transfer, then a new suit is shortage	Transfer Lebensohl
				(Occasionally semi bal.)	3♣ = Mod. Puppet. 3♦ = minors. 3♥/3♠ = shortage.	1NT-3♣ asks only about 5 card major	
2♣	x	0		GF or 22+ balanced	2♦ = waiting. 2NT = Both minors. Others = nat.	Opener's 2♥ is Kokish (Hearts or 24+NT)	
						Openers rebid 3♥/3♠ = 4M + long diamonds	
2♦	x	0		Weak, one major, max 7 HCPs	2NT = Inquiry. Pass/correct bids. 4♣ is asking	Over 2NT: 3♣ = min, H, 3♦ = min, S and	Passed hand 2♦ = Both majors and almost opening values
					the opener to transfer to his suit	3M = max with the other major	
2♥		6		6 hearts 8(7)-11 HCPs	2NT = Inquiry. New suit = 2♠ constructive, N/F	Opener shows shortage over the inquiry 2NT	
					New suit at the three-level is natural and forcing	(then step asks more)	
2♠		6		6 spades, 8(7)-11 HCPs	2NT = Inquiry. New suit = natural and forcing	Opener shows shortage over the inquiry 2NT	
2NT				20-21 (we may upgrade)	3♣ = Puppet. Transfers. 3♠ = minor ask		
				(Occasionally semi bal.)	4♣/4♦ = Slam try in H/S. 4♥/♠ = slam try in C/D		
3♣		6		Pre-emptive	New suit = natural forcing		
3♦		6		Pre-emptive	same		
3♥		6		Pre-emptive	same		
3♠		6		Pre-emptive	same		
3NT	x			Gambling. Solid suit, no side			
				King or Ace (1 st /2 nd seat)			
4♣		7					
4♦		7		Pre-emptive			
4♥		7		Same			
4♠		7		Same			
4NT				Both minors			
5♣				Pre-emptive		HIGH LEVEL BIDDING	
5♦				Same		Cue bids (1 st /2 nd round controls, lowest cue).	
5♥				Same		Roman Key Card (1430).	
5♠				Same		Exclusion	
						5NT may be pick a slam in some auctions	