DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Responses: Jump Raise = LR with 4
Cue-Bid = Forcing raise; Jump Cue = 7-9HCP 4+ raise
New Suit: = NF CONST at 1 or 2 level, F1 at higher;
Passed hand jumps = fit

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd/4th Position Live = 15 – 18, promise stoppers
Responses: Systems on (bid as if 1NT opened)
4th Position Reopening = 11 – 14, promise stoppers
Responses: Systems on, Range STAY (3 ranges)

JUMP OVERCALLS (Style; Responses; Unusual NT)

WJO (5-10 HCP, sound when vul), new suits F and systems on
2NT = 2 lowest suits (20-21 in balancing seat)

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1m) - 2m = 55 MM; (1M) - 2M = 5oM+5m
2♣ after 1♣ opening = NAT
3m after 1m opening = NAT PRE
3M after 1M opening = stopper ask

VS. NT (vs. Strong/Weak; Reopening;PH)

X = 1 suit vs Strong and pen vs WK (contains good 13)
2♣ = C + higher
2♦ = D + higher
2♥ = H + S
2♥ = S
2♠ = S
2NT = mm (usually 55+)

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

X = T/O through 4♥; 4NT = TO over 4♠ 2NT = 16-18
(2♦)-3♦ = MM; (2M)-3M = stopper ask; 4♣/4♦= ♣/♦ + M, F
(2M)-4M mm strong, (2M)-4NT= mm no slam interest

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

vs 1♣: X= MM; 1NT = mm
vs 2♣: X = MM; 2NT = mm

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+
TRF over 1M-(x)
after 1M-(x): 2NT = 4-card LIM+

LEADS AND SIGNALS		

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th/Low	3rd/5th/Low
NT	1st or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	1st or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)
Subseq	Attitude	Attitude

Other: vs NT: (K=Count/Unblock)

vs Suit:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax, AK	AKx(+)
King	KQ, KQ109x(+)	AKJT(+), KQ109(+), KQJ10(+)
Queen	QJ, QJx(+), Qx	QJx, KQx(+), KQJx, Qx
Jack	J10, J10x(+), KJ10x(+), Jx	J10x, QJxx(+), KQJx, Jx, AQJx(+)
10	109,10x, 109x(+), H109x(+)	10x, J10xx(+), 109x(+), AJ10x(+), KJ10x(+)
9	9x	9x, 98x, 109xx(+), H109x(+)
Hi-X	Sx, xxS,	Sx, xSxx, Sxx
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS, HHxS

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
Suit	2	Lo/hi = E*		Lo/hi = E*
	3	S/P		S/P
	1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
NT	2	Lo/hi = E*		Lo/hi = E*
	3	S/P		S/P

Signals (including Trumps): Trump S/P

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Responses: cue of 2m= forcing to 2N or suit agreement; cue of 2M+ = FG
1♦ - (1♥) - X = exactly 4cd ♠

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Responsive Dbl: After T/O DBL thru 4♣; after o/call thru 4♠
SUPP DBL through 2M-1
After (1x) - 1y - (1z): X=5+ in 4th suit, w/ Hx or xxx(+) in partner's suit
Negative DBL through 4H

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NAT 5-card Majors

2/1 GF

2♦/♥/♠ =WEAK

1st/2nd/3rd NV open somet 11-counts; V open most 12-counts

1NT = 15-17

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Unusual vs unusual (lower cue = lower suit)
3NT = Solid 7 card minor, no outside A/K in 1st/2nd

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES MCM-126220860	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	1NT/2NT/3NT: 7-10/11-12/13-15 HCP 1M=4+M; 2♣=5+♣, INV, F1 2♦= NAT INV 2♥ = 6+♥, INV 2♠ = 6+♠, INV 3M = NAT WK	After 1♣-2♣: forcing through 3♣ After 1♣-1M-1N: 2♣=relay 2♦, 2♦=FG; 4SFG; After 1♣-1M-2M: 2N=kokish GT After 1♣-1M-2N: 3♣=relay -> 3♦ to S/O, 3♦= art GF	Over X: XX=10+ HCP, 2N= weak raise Over 1N: 2♣ = natural
1♦		3	4♥	11-21 HCP	Same. 2♣=5+♣, FG. 3♣=NAT INV	Same	Same
1♥		5	4♥	11-21 HCP	1NT=Semi-F; 2♣=3+ ♣FG; 2♦ =5+ GF; 2♥=6-9 HCP, 3+♥; 2♠= 6+♠ less than INV; 2NT=4+♥, FG; 3♣=NAT INV; 3♦=4+♥ INV; 3♥=10-12 HCP, 4+♥; 3♠=9-12HCP ANY SPL; 3N=to play; 4m=SPL	After 1♥-2♥: New suit HSGT After 1♥-2♠: 2N = GF waiting 4SFG, exception: 1♥-1♠-2♦/2♥-2♠ = FG w/ 5♠ After 1♥-1N-2N: 3m/3♥ =TFER, 3♠= ♣ After 1♥-1N-2m: 2♥=9-11, 2♠ = LR for minor 3m=7-9HCP with support	By PH: 2♣=10-11 3♥ 2D = 10-11 4♥ 2N=4+ INV max Over comp: 2N always 4+ INV+
1♠		5	4♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV; 3N= to play 4♥=SPL	same	same
1NT			4♥	15-17 BAL, may have 5M	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♣; 2N = 3D; 3♣ = 55mm GF; 3♦ = 55MM GF; 3♥/♠ = 31(45)/13(45); 4♣ = gerber, 4N = Quant	1N-2♣-2♦: 3♥/3♠ = 45(xx)/54(xx) FG 1N-2♠: 2N = ANY MIN, 3♣ = ANY MAX	Systems on over X, 2♣ (not MM) 1N-(2♦/♥/♠): 2N = LEB 1N-X(PEN):Sys ON;
2♣	*	0		22+ HCP	2♦ = waiting; 2♥ = Bust	After 2♣-2♦: 2N min	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦				PRE; 4-9HCP	2NT= Ogust; new suit = F;	After 2NT: 3♣/♦/♥/♠=bad/bad, bad hand/good suit, good hand/bad suit, good/good	After 2M-(X): XX = values, 2N =relay to 3♣, new suit non-jump lead direct, jump shift forcing
2♥		5/6		Same	Same	Same	Same
2♠		5/6		Same	Same	Same	Same
2NT				20-21 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠-> 3N		
3♣		6/7		4-10 HCP NV, 6-10 VUL	New suits F;		
3♦		6/7		4-10 HCP NV, 6-10 VUL	New suits F;		
3♥		7		4-10 HCP NV, 6-10 VUL	Same		
3♠		7		4-10 HCP NV, 6-10 VUL	Same		
3NT	*			solid 7-card m, no outside A/K			
4♣		7		4-10 HCP NV, 6-11 VUL			
4♦		7		4-10 HCP NV, 6-11 VUL			
4♥		7		To play	4♠=to play		
4♠		7		To play		**HIGH LEVEL BIDDING**	
4NT	*			Specific Ace Ask	5♣ = none, 5x = A in suit, 5N = ♣A, 6♣ = 2A	RKC 1430, specific K ask afterwards;	
5♣		8		3/4/5 losers (V/NV;equal vul;NV/V)		4m+1 is KC for m	
5♦		8		3/4/5 losers (V/NV;equal vul;NV/V)		Over COMP over KC: if lower than our suit, X/XX = 14, P = 30, next steps	
5♥		8				if same or higher: X/XX = O, P = E	