

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive NV and if partner is PH (often 4 cards); 7-17ish HCP
1-1 NF; 2-1 NFC; 3-1 (jump shift) GF; 2-2 F
Cuebid does not guarantee fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Natural strong 14+-17 in 2nd - Sys ON
11-14 in balancing -> 2♣= size; rest is Sys ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak/Intermediate Depending on vuln and PH
2NT = lowest 2
Unusual VS Unusual: 3♣= inv w/Fit; 3♦= 4th suit inv; 4th suit= GF
Reopen: 2NT Balancing 18-19 Balanced NOT Unusual
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (any strength, sound when V)
Cue Bid over 2M = minors; otherwise asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy VS strong (X= penalty in all seats)
Meckwell/Landy VS Weak and as PH (X= ♣ + major and 2♣=Mjs)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out X up to 4♥ (4NT best t/o over 4♠); NT= 15-17
Jumps = Good hand
Leaping over 2X&3m (not 3M)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: X= Majors; 1NT= bigger Majors; 2♣= Nat; 2♦= 1 Major
2♥/♠= Nat + minor; 2NT = minors
Over 2♣: X= ♣; 2NT= Majors
OVER OPPONENTS' TAKEOUT DOUBLE
TRF at 1&2 Level
XX = pts

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Low	Count	
NT	Attitude	Attitude	
Subseq	Top of Sequence	Top of Sequence	
Other: A= attitude; K= Count (Suit), Unblock (NT)			
Q= Attitude vs NT (Q from KQ with bad suit)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK or KQ	AK or KQ	
Queen	QJ	QJ, KQ, AQJ	
Jack	J10, KJ10	J10, KJ10, AJ10	
10	10X, 109	10X, 10, Q109, K109, A109	
9	9X,	H98	
Hi-X	Even		
Lo-X	Odd		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	upside down attitude
Suit 2	Attitude	Suit Preference	
3	Suit Preference		
1	Attitude	Count	
NT 2	Count	Suit Preference	
3	Suit Preference		
Signals (including Trumps):			
Upside down count and attitude; upside down attitude discards			
Trump suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most X are take-out oriented - can be offshape and min			
Jump responses usually not strong			
Lebensohl after (2M) - X			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Only as TRF or Conventions (multi-landy/meckwell)			
Support X thru to 2♥			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USA
PLAYERS: Giorgia Botta & Anam Tebha
EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣= 2+ (only 4432 or 4 bad ♦) {18-19 Bal always open 1♣}
1♦= 4+ (can be balanced)
1NT= 14+-17 (can be off-shape)
Weak 2s
1M rebid by opener= unbalanced
Aggressive style NV and PHs
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Many transfers in competition by responder/advancer after:
1♣ - (X), 1♣ - (1♦), 1♣ - (1♥) and 1♣ - (1♠)
1♦ - (1♥) and 1♦ - (1♠)
1M - (X)
(1m) - 1M - (X)
Gazzilli
Over TRF responses to 1♣ opening: X= t/o; their suit= ♣ + OM; 2♣= ♦ + OM; 2 of their suit= Nat
SPECIAL FORCING PASS SEQUENCES
In clear GF auctions
After penalty X of NT up to 2♥
After XX up to 2♥
IMPORTANT NOTES
Over short ♦-> ♦ always Cuebid
Cheapest step= Lebensohl after Reverse
PSYCHICS: Rare

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	2+ only with 4432 (or bad ♦)	2♣= GF nat (may have 4M if 5+♣); 2♦= ♣ Inv 2♥/♠/3♦ = Weak; 3♣= Mixed	Over 2♣-> 2♦= art waiting; Over 2♦= values Over 1M-> 3♦= 18-19 Bal w/4M	TRF in comp (see notes)
1♦		4	4♥	4+♦ can be balanced	2♣= GF nat (may have 4M if 5+♣); 2♦= Nat NF; 3♣= GF w/♦; 3♦= ♦ Inv; 2♥/♠= Weak	Over 2♣-> 2♦= art waiting; Over 3♣=3♦ R for short; 3M=values	TRF in comp (see notes)
1♥		5	4♠	5+	2♣/♦= GF 2+/5+ (may have 4♠ if 5+m); 2NT= 3+♥; Inv 2♣= Weak; 3♥= Preempt	Over 2♣-> 2♦= art waiting; 2♥= 6; Over 3♣->3♦= Game try; Gazzilli over 1♣&1NT; 2NT= 6/4 Over 1NT 16+	2♣= Drury as PH (over X and 1♣) 2NT always Raise in comp
1♠					3♣= mixed raise; 3♦= 4+♥ GF & Short; 3♠= good 4♥ bid; 3NT/4♠/4♦ = TRF void splinter	Over 2NT->3♣=R->3♦=4+T;3♥/♠/NT=3T + 4+card suit LMH; Over 3♦->3♥=R->LMH	TRF in comp (see notes)
		5	4♥	5+	2♣= GF 2+; 2NT= 3+♠Inv; 3♣= Inv w/6+♥; 2♦/2♥= 5+GF	Over 2♣-> 2♦= art waiting; 2♠= 6; Over 3♦->3♥=Game Try; Over 3♣->3♦=Game Try	2♣= Drury as PH (over X) 2NT always Raise in comp
					3♦= mixed raise 3♥=4+♠ GF & Short; 3♠=Preempt 4♥= good 4♠ bid; 3NT/4♠/4♦ = TRF void splinter	Over 2NT->3♣=R->3♦=4+T;3♥/♠/NT=3T + 4+card suit LMH; Over 3♥->3♠=R->LMH; Gazzilli Over 1NT; 2NT= 6/4 Over 1NT 16+	TRF in comp (see notes)
INT			4♥	14+-17 May have 5M if 14-15; 6m, 5/4, stiff H	2♣= stayman; 2♦/♥= TRF; 2♠= ♣ or size; 3♣= ♦	Over TRF-> 2NT=super w/3T; 3♣=super w/4T;3M=min w/4T;NewS after 2♠/3♣=Short	Sys ON over X & 2♣ (unless both Majs); Texas always ON w/Jump
					2NT= puppet; 3♥/♠= (1)354; 4L= South African TRF	Over 2NT->3♣=no 5;3♦=nat;3♥/♠=5;3NT=♣ BAZE after Stayman	TRF in comp 3 & 4 Level
2♣		0	4♥	(21)22+ Any	2♦= waiting; New Suit= Nat GF	2♥ R Kokish->2♠=R->3♣=6♥;3♦=5♥+4♠;3♥= 5♥+4♠; 3♠=5♥+4♦	X= t/0 Pass= negative or penalty
2♦		5		weak 2, could be 5	2NT= R; 3♣= NF	Over 2NT-> 3♣=max no Short; 3♦= min; 3♥/♠/NT= max + short LMH	New Suit = NF; Penalty X by responder
2♥		5		weak 2, could be 5	2♠= R; 2NT=♠; 3♣/3♦=NF	Over 2♠->2NT=♠/♦ short (3♣=R); 3♠=♠ short; 3♦= max no short; 3♥= min	New Suit = NF; Penalty X by responder
2♠		5		weak 2, could be 5	2NT=R; 3♠=♥; 3♦=NF	Same as above +1	New Suit = NF; Pen X by resp
2NT					3♣= Mod puppet; 3♦/♥=TRF; 3♠=R to 3NT (mins)	Over 3♣->3♦=1/2 4M;3♥=no 4/5M;3♠= 5♠	Texas always ON
			4♥	19+-21	4L= South African TRF Slam Try+	3NT=5♥->Over 3♥->3♠=TRF NT & 3NT= 5♠+4♥;if 3♦ TRF->3♠=3NT&3NT=5♥+4♠	
3♣		6		Natural & Preemptive	4♦=Key Card		Penalty X by responder
3♦		6		Natural & Preemptive	4♠= Key Card		Penalty X by responder
3♥		6		Natural & Preemptive	4♣= Key Card		Penalty X by responder
3♠		6		Natural & Preemptive	4♠= Key Card		Penalty X by responder
3NT		8		Gambling - no Feature	4♠/5♠=Pass/Correct; 4♦= Asks short	Over 4♦-> 4♥/♠/NT= LMH	
4♣		7		Natural & Preemptive			Penalty X by responder
4♦		7		Natural & Preemptive			Penalty X by responder
4♥		7		Natural			Penalty X by responder
4♠		7		Natural			Penalty X by responder
4NT				Big Minors			
5♣		8		Natural		HIGH LEVEL BIDDING	
5♦		8		Natural		DOPI, Josephine, Exclusion (30/14), RKCB 1430	
5♥		8		Natural			
5♠		8		Natural			