

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
New suit=F1 except in comp 2L by advancer is nf 2 level raises can be weak. Inv+ raises: cue raise (3supp), or jump cue (4+ supp) Fit showing jumps
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
INT overcall 15-17 Reopening: 1NT=11-14, X and bid NT=15-18; 2NT=19-21 After INT/2NT overcall sys on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls are intermediate, weak NV, Intermediate V, good suit
Reopen: the same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue bid of opener's bid is Michaels: 1C (2C) =54MM; 1C (2D) = 55MM; (1D) 2D=MM; (1m) 2NT= om/H; (1M) 2M=oM/m; (1M) 2NT=mm; Cue bid of responder's suit is NAT Jump cues of openers, nat if suit short, stopper ask if suit is 4+
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double= +, pen if weak (then next X takeout) 2C=MM; 2D=One M 2H,2S = M and minor 5/4+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Over wk two: LEB, 4m=leaping michaels, cue =stopper ask Over multi 2D: XXX, LEB, leaping Michaels; Over 3 lvl pre: X=takeout
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C: X=MM 1NT=mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Sys on after X. XX= values, next X pen

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> or 2nd	From xxx(x), high if supp	
NT	4 <sup>th</sup> or 2nd	Low otherwise	
Subseq	Switch is primarily attitude	same	
Other: King for count at 5/6 level or when they open/overcall 4M			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+) ATT	Attitude, low likes	
King	KQx(+) ATT	As above	
Queen	QJ(+), Qx ATT	As above	
Jack	JT(+), A/KJT(+), Jx ATT	As above	
10	T9(+), HT9(+) ATT	As above	
9	9x ATT	9xx, 9x	
Hi-X	xSxx(+) ATT	Sxx, xSxx(+) ATT	
Lo-X	HxS, HxxS(+), TxxS(+) ATT	attitude	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (low=enc)	Reverse present CT	ATT (low=enc)
Suit 2	Reverse present CT		Reverse present CT
3			
1	ATT (low=enc)	Reverse present CT	
NT 2	Reverse present CT		
3			
Signals (including Trumps):			
Suit preference if required			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
TO Xs tend to show Majors After takeout X, cue-bid forces to suit agreement			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
After our opening, support X/XX for M up to 2M; Game Try doubles if no INV bid available Redouble of 3NT bid by us is always rescue Pass over XX to play after we open			

W B F CONVENTION CARD
<b>CATEGORY: Green</b> <b>NCBO: Australia</b> <b>PLAYERS: Green Card -</b> <b>EVENT Mixed</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> 15-17 1NT, 5+Major, 4(3)+ D, 3+ C, semi-F 1NT 2/1 GF 2C FG or 23+Bal; 2 D/H/S NAT wk 2 Will open most 11 counts NV, preempts sound especially at adverse vulnerability
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4S	33 in minors, open 1C	After 1 level opening: 1NT 6-10 M first unless INV+ After 1m: 2m FG supp; jump om 9-11 supp; 3m 5-8 supp; 2M 6+M 8-10 hcp; 3L=void, 2NT INV, no 4M; 3NT 12-15 bal, no 4M;	4SFG; 1X INT: 2Y NF, 2NT GF, 3Y 5+/5+ FG 1X 1Y INT: 2C = tfr 2D wk Ds or INV; 2D = ART FG; After 1m 2M or 1H 2S: 2NT=INQ (see 2 openings)	In comp: ignore X, else sys mostly off; 2/1 forc to 3 of responder's suit. In comp: cue raises, INT=9-11; FSJ, 2NT=nat (minors) or 4+supp, inv+	
1♦		3	4S			After 1m 2m: steps show pts then shortage (NLMH) 1m 1M, 2M=3cd supp; then 2NT=FG INQ; 1m 1H 1NT 2S=4/4 INV; 1m 1H 2NT 3S=4/4; 1m 1M 2NT: 3om=INQ; 3m=mild slam interest		Passed hand: 2m=wk raise; 3m=7-10; 2NT=inv raise, 2 lvl jump=FSJ
1♥		5	4S		After 1M: 2M 5-9, 3 supp; 3C 7-9, 4+supp or 3+supp inv; 3D 10-11, 4+supp; 3M <7, 4+supp; 2NT 4+supp FG; After 1S: 3H=6cd, 9-11; 3NT=D spl; 4H=to play; After 1H: 2S=6cd, 9-11; 3NT=H spl, 4S=to play	After 1M 2m or 1S 2H: 2M=default min then 2NT INQ; 3 lower =5/5	In comp: supp X/XX; cue=3cd supp; 2NT=8+, 4 cd supp; 1NT=nat; Passed hand:2C/D 3/4 cd supp, 9-11; 3Y fit showing jumps;	
1♠		5	4S					
INT			4S	15-17,bal	2C=stayman+smolen; 2D/H/S/NT=tfr H/S/C/D; 3C=puppet stayman, 3D=5/5 minors, 3H/S=singleton, 4C/D=tfr H/S 4M=to play, 4NT=quant	2C 2D 2M/2NT = invitational	Sys on after X (non pen) and 2C; LEB; one X takeout, 2 <sup>nd</sup> X penalty 1NT (x=pen): XX=wk C or D	
2♣	√	0	4S	FG or 23+bal	2D=waiting, other natural postive	After 2C- 2D then 2H =Kokish	>2S: pass=wk/waiting; X=values t/o <2S: art	
2♦		6 5-6 at fav	X=pen	< opening bid:except 0-7 at fav 9-12 in 4 <sup>th</sup> seat	At equal or unfav: 2NT = inquiry, new suit = F1, raise = to play; 3NT = to play, 4m=FSJ, 4M=to playt At fav: new suits nf, 2NT= str inquiry	After 2NT: 3 suit=min; 3 new suit=spl; 3NT=max, no spl; 4 new suit=void At fav: After 2N 3m=bad/gd 5cd suit; 3M= bad/gd 6cd suit	2X (2Y) 2NT= INQ	
2♥								
2♠								
2NT			4S	20-22, bal	3C=stayman & smolen; 3D/H=tfr H/S; 3S=mm, 4C/D=tfr H/S, 4H/S=tfr C/D, 4NT=quant	After 3C: 3D=no 4M, 3H=4+H, 3S=4+S not4H 3C 3D: 3M=4M/5oM; 3C 3H 3S or 3C 3S 4H= sets suit; 3C 3X 4m=NAT; 3C 3X 4m 4NT=to play, new suit cue	In comp, pass=weak, X=values t/o	
3♣		6	X=pen	pre-emptive	3L= nat F1; 3NT=to play; 4C/4D(after 3C)=ace ask	After 3X 3Y: 3Z=feature; 4m=spl, supp	After X, pass and X=penalty	
3♦								
3♥								
3♠								
3NT			X=pen	7+minor AKQ, no outside card				
4♣		6	X=pen	pre-emptive.			<b>HIGH LEVEL BIDDING</b> 4NT=KCB, responses 1430, next step=Qask, two steps=specific king ask. After Q ask: trump suit=denies; suit=Q+K Exclusion KCB responses: 0, 1, 1+Q, 2, 2+Q etc D0P1, R0P1, DOPE after interference Cue 1 <sup>st</sup> or 2 <sup>nd</sup> , in competition: pass=slam interest, XX=1 <sup>st</sup> round ctrl, new suit=cue, trump suit=sign off In competition, 4NT is often 2 places to play Pass and pull in GF auctions, stronger than direct action	
4♦								
4♥								
4♠								
5♣								
5♦								