DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

New suit=F1 except in comp 2L by advancer is nf

2 level raises can be weak. Înv+ raises: cue raise (3supp), or jump cue (4+ supp)

Fit showing jumps

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

INT overcall 15-17

Reopening: 1NT=14-16, X and bid NT=17-18; 2NT=19-21

After INT/2NT overcall sys on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcalls are intermediate, 11-13 NV, 12-14 V, good suit

Reopen: the same

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

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+

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

Double=H+m if NT is 14+, pen if weak (then next X takeout) 2C=MM; 2D=S+m

After X or 2C/D: 2NT = game try, lower bids =weakest hand After X of our 2m, XX=bid next step, got own suit

If 1NT opening is weak, X of stayman/transfer = 15+

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

Over wk two: LEB, 4m=leaping michaels, cue =stopper ask Over multi 2D: XXX, LEB, leaping Michaels; Over 3 lvl pre: X=takeout

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

Over 1C: X=H+m; 1NT=C; 2C/D= as above, applies over (1C) P (1D);

Natural over 2C

OVER OPPONENTS' TAKEOUT DOUBLE

Sys on after X.

XX= values, next X pen

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	4 th	From $xxx(x)$, high if supp		
NT	attitude	Low otherwisse		
Subseq	Switch is primarily attitude	same		
Other: King for	r count at 5/6 level or when they	open/overcall 4M		

LEADS

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

SIGNALS IN ORDER OF PRIORITY

	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	p		
	Suit 2 3 1	Partner's Lead 1 ATT (low=enc) Suit 2 Reverse present CT 3 1 ATT (low=enc) NT 2 Reverse present CT 3	1 ATT (low=enc) Reverse present CT Suit 2 Reverse present CT 3 1 ATT (low=enc) Reverse present CT

Signals (including Trumps):

Suit preference if required

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

TO Xs tend to show Majors

After takeout X, cue-bid forces to suit agreement

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

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

CATEGORY: Green NCBO: Australia

PLAYERS: David Beauchamp, Jodi Tutty

EVENT Mixed

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

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

SPECIAL	PIDS	IHAI	MAY	KŁŲ	UIKE	DEFEN	3L

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

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OPENING	TICK IF ARTIFICIA	MIN. NO. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		3	4S 4S	33 in minors, open 1C	After 1 level opening: 1NT semi-F; 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) After 1m 2m: steps show pts then shortage (NLMH)	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	43		511 12 15 but, no 411,	Im 1M, 2M=3cd supp; then 2NT=FG INQ; Im 1H 1NT 2S=4/4 INV; 1m 1H 2NT 3S=4/4; Im 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 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; 2NT=14+, 6+suit; new suit=nat,14+; After 1M 2M: 2N, 3M=inv; new suit=nat inv, 4cd M After 1M 2NT steps show pts then shortage	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;	
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 2H=wk 5M/4oM; 2C 2X 2S=S inv; 2C 2M 3oM=sets M; 2D 2H 2S=tfr to2NT, 5/4 shape; 2H 2S 3H=5/5 slam interest; 2N, 3C 3D=trf;	Sys on after X (non pen) and 2C; LEB; one X takeout, 2 nd X penalty 1NT (x=pen): XX=wk C or D	
2*	1	0	4S	FG or 23+bal	2D=1-2 ctrls,ART, 2H=0 ctrls,any, 2S=3+ ctrls, 2NT/3C/3D/3H=tfr, gd 6+suit, positive	After 2C 2D 2M,3m=nat: lowest m or 3NT=neutral; suit=5+cards; 2NT=23+, FG; jump=sets suit	>2S: pass=wk/waiting; X=values t/o <2S: art	
2 ♦ 2 ♦ 2 ♦		6 5-6 at fav	X=pen	< opening bid:except 0-7 at fav 9-12 in 4 th 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	
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 ♣ 3 ♦ 3 ♥ 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	
3NT			X=pen	7+minor AKQ, no outside card				
4 ♣ 4 ♦ 4 ♥						HIGH LEVEL BIDDING		
4 ♦ 5 ♦ 5 ♦		6	X=pen	pre-emptive.		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 st or 2 nd , in competition: pass=slam interest, XX=1 st 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		