

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Disciplined at unfavourable VUL, occasional 4 card overcall
Que bid is always the better raise, New suits NF by UPH
X and XX used to show 1 <sup>st</sup> rd control in suit in question
XX can be used to show values
Aggressive in favourable VUL situations
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Over call is 14-18, Front of card responses
11-16 in bal, range Stayman is used 2X is min
Reopening 2NT Transfer through suit Cue is Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit -WK, 4C-keycard
2-Suit- 2NT= 2 low unbid varying range, unknown M is F
Cue by bidder is good hand raise of suit is shape, Fit Jumps
Reopen: Constructive values with level bid 9-16
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAEL'S CUE = MM over m, Mm over M
2NT is constructive, 3m pass or correct
Jump Cue of Major asks for stopper
Jump Cue of minor is natural wk
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Strong</b> Mechwell, X is 1m or 2M or good S
2C, 2D = that suit and a major, 2H and 2S natural
2NT is minors, could be a good 2 suiter 2NT seeks m or good H
<b>Weak</b> Modified capp X is values
2C- Majors, 2D 1 Major, 2H 2S are natural plus a minor (5+,4+)
2NT =minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
4m over WK 2 is 5+m, 5+OM
4NT over 4M is T.O.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1c X-MM 2NT mm
Over 2C - NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF over 1M to 2M then Fit jumps
Our System over 1m (2NT pre in other m) XX values, Fit jumps
At 3c and up (3 of our m is Pre)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup> , top of 3	
NT	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup> top of 3	
Subseq	ATT original 4 <sup>th</sup>	ATT original 4 <sup>th</sup>	
Other: Lead 2 <sup>nd</sup> and 4 <sup>th</sup> through declarer			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Unsupported or ATT	ATT AK	
King	Count AKxx KQTx	Count AKx KQJx	
Queen	Att KQx QJX	ATT QJx, AQJX	
Jack	J Jx JTX KJTX	AJTX JTX KJTX	
10	T9X, QT9X,KT9X Tx T	HT9X, T9X	
9	9X, 9, 9XX	9X, 9, 9XX,	
Hi-X	ODD	ODD	
Lo-X	EVEN	EVEN	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	CT	CT	ATT
Suit 2	S/P	S/P	S/P
3	ATT	ATT	CT
1	CT	CT or REV SMITH	ATT
NT 2	S/P	S/P	CT
3	ATT	ATT	S/P
Signals (including Trumps):			
S/P when available Hi -Lo dislike or odd or High S/P			
REV SMITH at trick 2 vs NT, UCDA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Negative and Responsive thru 4S, Transferrable values			
Suggest support for all suits or ability to manage the auction (i.e. STR)			
Can be light, Cue bid promises rebid by UPH			
TRF above 1NT to 2M and to 2X can be NF after neg or direct doubles			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
After WK 2s- LEB 4m shows 5+m and 5+oM			
Support Doubles, Maximal Doubles, Game try Doubles,			
Doubles of certain art bids showing the suit in some range of pts and length			
Aggressive Balancing Doubles, Défense to interference of our NT			
After Stayman and Transfers may require a systemic double or redouble			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Canada
<b>PLAYERS:</b> Ranald Davidson & Brenda Bryant
EVENT (Mixed Teams)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF, Var NT 11-14 14-17 Vul vs Not, 1NT F over a M,
1C-2D, 1D-3C, 1H-2S and 1S-3H Nat and Inv,
Can be light in 3 <sup>rd</sup> , 2C strong F, 2D is 11-14 3 suited hand can
Have a 5 card minor, FSJ by passed hands and in comp,
Meckwell over strong NT and Modified Capp over wk NT
Walsh style- Bypass D over M with non GF hand,
Gambling 3NT in 1 <sup>st</sup> and 2 <sup>nd</sup> , 4SF, 2WAY NMF
1m-2m GF BUPH, 1m-2nt GF BUPH
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D-showing a 3 suited hand
Gambling 3NT in 1 <sup>st</sup> and 2 <sup>nd</sup> , to play in 3 <sup>rd</sup> and 4 <sup>th</sup> ,
2NT over 1M in const showing 4+ and LR values
Jump raises PRE over minors in Comp
TRF staring at 1N-2M after 1M-X,
1m-1NT (overcall)-2Om shows MM
Ignore Art X and 2c(if not the majors)
After our 1NT X( cards or penalty) We play DON'T run outs
TRE LEB after our 1NT and interference
LEB after WK 2a, 2NTisWk over reverses (INBERGMAN)
1NT is mini LEB after X and XX
<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	3+	WALSH, 2C=GF,2D=NAT INV,2H INV 2S=CON RAISE,2NT IS GF, 3C IS WEAK	2C -SHOW STOPERS 2H-2S UNRAVELS 2NT- SHOW SHORTNESS	2C IS LIMIT + BEST H FIT SHOWING JUMPS
1♦		3	4S	3+	SEE ABOVE	SEE ABOVE	SEE ABOVE
1♥				11+ CAN BE 14-17 IN 1 <sup>ST</sup> 2 <sup>ND</sup> CAN BE 4 IN 3 <sup>RD</sup> SEAT CAN BE 10+ IF SHAPLY	1NT F BY BUPH, 2X IS GF, 3X FJ BPH 3NT-GOOD RAISE TO 4, 1M-3M CON 4+ 3D CON WITH SHORTNESS 3OM ASKS 3C LIMIT, LIMIT SPLINTERS, 2NT GF,	TRF AFTER 2NT REBID NATURAL GAME TRIES JSOM IS NAT AND INV	MAX AND COM X SUPPORT X
		5(4)	4S				
1♠		5(4)	4S				
INT		N/A	4S	11-14 FAV OR EQUAL Can have singleton Hon	2D GF, 2H, 2S, 3C, 3D TO PLAY, 3H 3S - PICK GAME 4H 4S TO PLAY 4w Bph	NEW SUITS INV AFTER 2C, BARON DON'T RUNOUTS,	NEG D TRANS LEB
				14-17 UN FAV Can have singleton Hon	4WAY WITH 2S SIZE OR C, 3C PUP, 3D IS mm GF, 3H 3S SPLI, TEXAS, AND DEL	SMOLEN, NEG X, SPL	ABOVE
2♣		N/A	N/A	STRONG 21+ IF BAL Some defence even if 1 suit	Controls 0-1,2,3+, 3K, 3level is suit missing The A or K, KOKISH, DOP1 ROP1	KOKISH IS H OR 25+	X=NEG, P=POS
2♦		N/A	4H	3 suited hand, can have 5m 11-14	2H 2S 3C- P or correct 3D is invitational 2NT ask for suit below shortness	Bid the shortness -1 <sup>st</sup> is 44(50) NBA 2 <sup>nd</sup> 3 Controls, 3 <sup>rd</sup> 4 Controls, etc.(4441)	
2♥		6(5)	PEN	5-9 Can be undisciplined Non v	2NT asks for feature RONF 4c Key card, splinters, 3c asks for shortness		Fit Jumps
2♠		6(5)	PEN	See above	See above		
2NT		N/A	4S	20-21, can have 5M, 6m Could have singleton Hon	Puppet, Trans, Relay with 3S for minors Jacolby, Texas	Over Relay optional Key Card	
3♣		6	PEN	With Vul	4D keycard		
3♦		6	PEN		4C keycard		
3♥		6(7)	PEN	With Vul,	4C keycard		
3♠		6(7)	PEN		4C keycard		
3NT	X	7	N/A	7+ solid m no A K in 1 <sup>st</sup> 2 <sup>nd</sup>	4c pass or correct, 4d asks for shortness (4nt) Is none, 4nt asks for length		
4♣		7(8)	N/A		4N keycard, 4M to play		
4♦		7(8)	N/A		4N keycard 4M to play		
4♥		7+	N/A		4N keycard 4S to play		
4♠		7+			4N keycard		
4NT	X						
5♣		7+				<b>HIGH LEVEL BIDDING</b>	
5♦		7+				Key card over preempt and exclusion 0, 1, 1 with 2, etc	
5♥		7+		Raise a level for each high H		DOP1/ROP1	
5♠		7+		Raise a level for each high S		RKCB 1430, specific k, void showing	
						5NT can be pick a slam or GSF if suit bid and raised	
						Suit control asking	