

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
6+ HCP 5card+ suit at the 1 level,
10+ HCP 5card+ suit at the 2 level
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 - 18 HCP 2 <sup>nd</sup> seat
10 - 14 HCP re opening
15-18 4 <sup>th</sup> seat system
Stoppers promised except if reopening
System on for all INT overcalls
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Intermediate 10–15, 6 card suit, except NV v VUL 6-10, 6 card suit.
Unusual 2NT = 5/5 in 2 lowest unbid suits 10 – 15 HCP
Weak jumps after strong 1C opening
Reopen: 14-17 6 card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue bid of a minor = 5/5 Spades and the other minor
Direct Cue bids of a Major = 5/5 in other Major and a minor.
Jump Cue bid of a minor = 5/5 Majors
All 10-15 HCP
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = 15+ HCP. Penalty oriented
2H/S = 5M/ 4+ minor 10-14 HCP
2D = Single suited major, usually 6+ ,10 - 14 HCP
2C = 4+/4+ Majors 10 – 14 HCP
2NT=5+/5+ 2 suits, M or m, initially treated as minors. 10 – 14 HCP
3 level bids, natural, 6+ card suit 8-14 HCP
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout up to 4S, Overcalls natural 5+ card suit 10+ HCP
NT overcalls natural up to and including 3NT
4NT = 2 suited 5+/5+ suits usually minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 1C : 1D = D and M at least 4/4, weak jumps 6-10 pts
1H & 1S Natural. X = at least 4/4 majors. 1NT = at least 4/4 minors.
Can pass with 14+ pts
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+ HCP otherwise system on.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5 or attitude	
NT	Attitude	Attitude	
Subseq	Attitude	Attitude	
Other: Overlead all honours except AK doubleton.			
Honour leads can be top of an internal sequence.			
<b>LEAD</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Overlead except AK dblton	Overlead	
King	Overlead	Overlead	
Queen	Top &/or internal sequence	Top &/or internal sequence	
Jack	Top &/or internal sequence	Top &/or internal sequence	
10	Top &/or internal sequence	Top &/or internal sequence	
9	Top &/or internal sequence	Top &/or internal sequence	
Hi-X	1sts 3rds & 5ths	Attitude	
Lo-X	3rds & 5ths	Attitude	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Reverse count	Reverse attitude
Suit 2	Reverse count		
3	Suit preference		
1	Attitude	Reverse count	Reverse attitude
NT 2	Reverse count		
3	Suit preference		
Signals (including Trumps): Hi Lo in trumps asks for ruff.			
Count not always given, only if we think partner needs to know			
May given reverse count on partners opening lead if we can't beat dummy			
<b>DOUBLES</b>			
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TAKEOUT DOUBLES (Style; Responses; Reopening)			
X of Opening bids up to 4S Takeout.			
Responsive X up to 4H			
1♣ (1♦) X shows both majors 4/4			
1m (1M) X shows OM			
After X converting a club response to D does not show extra values			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Game try doubles			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: New Zealand</b>
<b>PLAYERS: Jenny Millington, Barry Jones</b>
EVENT Mixed Teams
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1 Game Force
Transfer Responses over 1C
Rule of 20 1 <sup>st</sup> & 2 <sup>nd</sup> seat
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi 2 Diamond
Transfer Responses over 1C
2M = 5M + 4/5 clubs
<b>SPECIAL FORCING PASS SEQUENCES</b>
At non fav forcing pass may apply at game level
<b>IMPORTANT NOTES</b>
After 1C openings a rebid of OM by responder is 3 <sup>rd</sup> suit forcing in some sequences 1RF may or not be natural
<b>PSYCHICS: Almost never</b>

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG-DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	2+ clubs Always open 1 club if 3C & 3D or 4C & 4D	1D = 4+ H. 1H = 4+ S. 1S = 6+HCP, no 4 card major 1NT = 5+ D & 10+ HCP. 2C = 4+ C & GF, no 4 card major 2D = 6+ Major and 3-7 HCP. 2H/S = 6+ card suit and 8-10HCP. 2NT = Natural. 3C = 5+C 6-9 HCP. 3D/H/S Splinters 5+ C. 3NT Natural 13- 15 HCP	Accept major transfer shows 3 card support or jump to 2 level shows 4 and minimum. Long suit game tries (at least Qxx) Cue 1 <sup>st</sup> or 2 <sup>nd</sup> round controls RKC 0314	
1♦		4	4H	4+ diamonds	2C Natural and game forcing. 2D 10+ HCP 4+D does not deny 4card Major. 2H/S 3-7 HCP 6 card Major. 2NT Natural. 3C = 6 card suit 9 -12 HCP. 3D= 4+D 6-9 HCP. 3H/S/4C Splinters. 3NT Natural 13-15 HCP	Can rebid 3 card major after 2D response Cue 1 <sup>st</sup> or 2 <sup>nd</sup> round controls RKC 0314	
1♥		5	4D	5+ hearts (may be 4+ in 3 <sup>rd</sup> /4 <sup>th</sup> seat)	1NT Forcing 6-12 HCP <4S. 2C/D Natural GF. 2S 3-7HCP 6+S. 2NT/3C/3D Bergen raises 4+H. 3S/4C/4D Splinters. 3NT =Natural 13-15 HCP 4S/5C/5D Exclusion RKCB	Cue 1 <sup>st</sup> or 2 <sup>nd</sup> round controls RKC 0314 After 2NT new suit at 3 level 0 or 1 New suit at 4 level good 5+ natural	2C = Reverse Drury
1♠		5	4H	5+ spades (may be 4+ in 3 <sup>rd</sup> /4 <sup>th</sup> seat)	1NT Forcing 6-12 HCP. 2C/D/H Natural GF. 2NT/3C/3D Bergen raises 4+S. 3H/4C/4D Splinters. 3NT =Natural 13-15 HCP 4H/5C/5D Exclusion RKCB	Cue 1 <sup>st</sup> or 2 <sup>nd</sup> round controls RKC 0314 After 2NT new suit at 3 level 0 or 1 New suit at 4 level good 5+ natural	2C = Reverse Drury
INT			4H	15-17HCP May contain any 5 card suit Rarely a 6 card minor	2C = Stayman but may not contain major if rebid = 2NT 2D/H/S/NT= Transfers H/S/C/D. 3C = enquiry for 5card Major, 3D = Minor Suit Stayman 3H/S = Singleton H/S GF 1345 or 1354 shape	After 3C, 3D denies 5 card major, may have 4 Smolen GF After transfer new suit at 3 level GF	
2♣	✓	0	4H	23+HCP or GF	2D = 9+ HCP. 2H = 0-4 HCP. Other bds 5-8HCP		
2♦	✓	0		Multi 2D, 6+Card Major 6-9 HCP or 20-21 balanced or 27+ balanced	2NT 15+ pts forcing. 2H = p/c, 2S shows 3+ hearts 3D = 5-14, 3/3 majors, 3NT =4/4 majors 5-11 HCP 3H= 3H/4+S 5-14, 3S = 4+H & 3S 5-14. 4H= p/c	After 2NT 3C = 20-21, 3D = min weak hearts 3H = min 6 spades, 3S max with H, 3NT max with S	
2♥		5		5H & 4/5 C. 7-11 HCP	2NT shows, values, forcing enquiry 3C to play	After 2NT: 3C = any minimum 3D//3S = 3 card suit max. 3H =max w 5C. 3NT max, 2524	
2♠		5		5S & 4/5 C. 7-11 HCP	2NT shows, values, forcing enquiry 3C to play	After 2NT: 3C = any minimum 3D//3H 3 card suit, max. 3S =max w.5C. 3NT max, 5224	
2NT				21-22 HCP May contain any 5 card suit	3C = Puppet Stayman. 3D /H Transfers. 3S = Minor Suit Stayman		
3♣/♦/♥/♠		6+		6-9 points	Change of suit natural and forcing except after interference		
3NT				Gambling. Solid 7 card minor suit	4C P/C		
4♣/♦/♥/♠		7+		Preemptive			
4NT				Specific Ace ask			
5♣/♦/♥/♠		7+		Preemptive			
					<b>HIGH LEVEL BIDDING</b>		
					4C = Gerber over 1NT or 2NT 0-4,1,2,3		
					4NT = RKCB, 0-3, 1-4. Exclusion RKCB (Voidwood)		
					Cue bids – 1 <sup>st</sup> or 2 <sup>nd</sup> round controls up the line		
					DOPI / ROPI		