

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
7-16 HCP 1 Level; 12-16 HCP 2 Level
Responses: New Suit NF Const; Jump Raise Weak
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Seat: 15-18, systems on
4 th Seat: 11-14, systems off
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; Intermediate if Partner Passed
Unusual 2NT = 2 Lowest Unbid
Leaping Michaels
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels for Majors and Minors
VS. NT (vs. Strong/Weak; Reopening;PH)
X = Long Minor or Both Majors
2C = Clubs + Major
2D = Diamonds + Major
2H = 6+ Hearts
2S = 6+ Spades
2NT = Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout thru 4H
Lebensohl after X of Weak 2
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
New Suit Forcing at 1 Level; Jump Shift Weak
XX = No fit 10+
2NT = Limit Raise or Better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	High from xxx if supported	
NT	4 th best		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKQ	
King	AK, KQx	AKJx, KQJx, KQTx	
Queen	QJx	QJT _x , AQJ _x , KQT ₉	
Jack	JT ₉ , KJT _x	AJT ₉ , JT _{9x}	
10	T _{9x} , KT _{9x} , QT _{9x}	AT _{9x} , QT _{9x} , T _{9xx}	
9			
Hi-X	From xx	From xx, xxx, xxxx	
Lo-X	From xxx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit Preference
Suit 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
1	Attitude	Count	Suit Preference
NT 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
Signals (including Trumps):			
Upside Down Count and Attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout thru 4H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X thru 3S			
Responsive/Maximal X thru 4D			
Support X/XX thru 2S			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: Mary Ann White/Nicci Beninger EVENT (16 th World Bridge Games)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Two over One Game Forcing
Light 3 rd Hand and Pre-empts
Fourth Suit Forcing to Game
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Unusual vs. Unusual: Lower Suit = Limit Raise
Sandwich NT = 5/5
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICI	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3			2C = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak; Splinters; Frequently bypass 4+D	New Minor Forcing Lebensohl Over Reverse	Inverted minor off in competition; jump raise weak
er1♦		3			2D = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak; Splinters	New Minor Forcing Lebensohl Over Reverse	Inverted minor off in competition; jump raise weak
1♥		5			1 NT = Forcing; 3C = 4 piece 7-9 HCP; 3D = 4 piece 10-12 HCP; Jump Raise Weak; Splinter; Jacoby 2NT; 3NT = 13-15 HCP 4-3-3-3	Kokish Game Tries Lebensohl Over Reverse Spiral raises	2-Way Drury on over X off over other competition; Jump Raise Weak; Reverse Bergen 3C/3D on over X, off over other competition
1♠		5			1 NT = Forcing; 3C = 4 piece 7-9 HCP; 3D = 4 piece 10-12 HCP; Jump Raise Weak; Splinter; Jacoby 2NT; 3NT = 13-15 HCP 4-3-3-3	Kokish Game Tries Spiral raises	2-Way Drury on over X off over other competition; Jump Raise Weak; Reverse Bergen 3C/3D on over X, off over other competition
INT				15-17 HCP	Stayman; 4-Suit Transfers; Texas Transfer; 3C = Puppet Stayman; 3D = 5/5 minors; 3H = 5/5 majors inv; 3S = 5/5 majors GF	Smolen; Super accept major w/max; Super accept minor in suit	Systems on over X/2C; Lebensohl (fast denies)
2♣				22+ HCP or 8.5 Tricks	2D = At last an A or K; 2H = denies A or K; 2NT = Hearts		
2♦		6		5-10 HCP with 6 diamonds	New Suit Forcing; 2NT asks for suit/hand quality (Ogust)		
2♥		6		5-10 HCP with 6 hearts	New Suit Forcing; 2NT asks for hand/suit quality (Ogust)		
2♠		6		5-10 HCP with 6 spades	New Suit Forcing; 2NT asks for hand/suit quality (Ogust)		
2NT				20-21 HCP	Puppet Stayman; Jacoby and Texas Transfers; 3S = relay to 3NT; 3NT = 5S/4H		
3♣		6		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat			
3♦		7		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat			
3♥		7		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat			
3♠		7		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat			
3NT				Running minor 7+ cards; no outside A or K	4C/5C = Pass or correct;		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
5♣		9		Pre-emptive			
5♦		9		Pre-emptive			
5♥		9		Pre-emptive			
5♠		9		Pre-emptive			
						HIGH LEVEL BIDDING	
						RKC 1430	
						Kickback for Minors	
						Exclusion Blackwood	
						Gerber over 1 st or Last NT	