

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
sound when V, aggressive and can be lead directing when NV
Responses: New suit constructive, cue bid 10+ (raise implied)
Jump Cue = Limit raise
Jump raise weak
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 with stopper, systems on
Balancing NT 11-14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak, Unusual 2NT
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels, 1C 2C, 1D 2D= 5+/5+ majors
Unusual 2NT (Lower unbid suits)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = equal or stronger than 1NT opening range,
2C = long suit, 2D = both M, 2H = H+m, 2S = S + m, 2NT = both m
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = takeout, new suits = F1, NT bids natural
jump new suit = long and strong suit, 18+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣: X = majors, 1NT = minors, all else nat
2♣: X = majors, 2NT = minors, all else nat
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Majors-2NT= Limit + Minors 2NT= Limit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	2nd/4th	Same	
<b>NT</b>	2nd/4th	Same	
<b>Subseq</b>			
<b>Other:</b> 2nd/4th through declarer			
<b>LEADS</b>			
	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AK; Ax+	AK; Ax+	
<b>King</b>	AKx+; KQx+; Kx	AKx+; KQx+; Kx	
<b>Queen</b>	QJx+; Qx	QJ10x+, QJx, AQJx+, KQ109+	
<b>Jack</b>	J10x+; KJ10x+	J10x+; AJ10x+; KJ10x+	
<b>10</b>	109x+; H109x	109x+; H109x+	
<b>9</b>	9x; 98x	98x, 9x	
<b>High-x</b>	[x]x; x[x]x+	[x]x; x[x]x+	
<b>Low-x</b>	Hx[x]; 3rd/4th	H(10)x, H(9)x Hxx(x)4th	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	ATT hi=discourage	CNT hi-lo=odd	ATT hi=discourage
<b>Suit 2</b>	CNT hi-low=odd	Suit preference	CNT hi-low=odd
<b>3</b>	Suit preference		Suit preference
<b>1</b>	ATT hi=discourage	CNT hi-low=odd	ATT hi=discourage
<b>NT 2</b>	CNT hi=odd	Suit preference	CNT hi=odd
<b>3</b>	Suit preference		Suit preference
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Classic approach			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE)DOUBLES</b>			
Negative doubles through 4♦			
Support doubles through 2H, support redoubles			
Responsive doubles through 3S			
Lightner doubles in slam			

WBF CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Philippine Tournament Bridge Association (PTBA)
<b>PLAYERS:</b> George Francisco - Stephen Williamson
<b>EVENT:</b> Any
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 Game Forcing, 5533, 1NT forcing UPH; 1NT opening = 15-17
2♣ = strong
2♦ =Weak { 6+ (7-11 HCP)
2♥/2♠ = Opening = Weak { 6+ (7-11 HCP)
Inverted minor raise,
RKCB 1430
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Defense to two suited overcalls
Cue bid of the lower ranking opponents suit shows a good hand with the lower ranking of our two suits. Cue bid of the higher ranking opponents suit shows a good hand with the higher ranking of our 2 suits
Natural bidding in our 2 suits is constructive
If the opponents 2nd suit is unknown, there is only 1 cue bid available.
<b>SPECIAL FORCING PASS SEQUENCES</b>
When in clear game force
<b>PSYCHICS:</b> rare

	!	#	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	11-21	2C = 10+ with clubs, single raise stronger than double raise After 1C P 1H or 1S P 1NT ____ 2D asks for major suit fit	4th suit forcing: game forcing; Reverses by opener forcing:by responder = GF Third suit = 1 Round Force 1C-P-1M-P- 4C =4M + 6/7C 17+
1♦		3	11-21 usually 4 cards	2D = 10+ with diamonds, single raise stronger than double raise After 1D P 1H or 1S P 1NT ____ 2C asks for major suit fit	4th suit forcing: game forcing; Reverses by opener forcing:by responder = GF Third suit = 1 Round Force 1D-P-1M-P-4D= 4M + 6/7D 17+
1♥		5	11-21	1NT =forcing UPH semi-forcing Passed Hand, 2NT = 4+card GF raise, 2C,2D,2H Game force 3S,4C, 4D splinter(shortness) 3NT =15-17  Passed hand Reverse Drury (P P 1H P 2C=limit raise	After Reverse Drury 2D=opening hand 12+ HCP 2H=sub minimum hand All other bids Natural, with normal opening values (12+ points)
1♠		5		Same as 1H	After Reverse Drury 2D=opening hand 12+ HCP 2H=sub minimum hand with hearts 2S= sub minimum hand All other bids Natural, with normal opening values (12+ points)
1NT		NA	15-17 may hold 5 card major	Stayman, 2D,2H,2NT,3C Transfers 2S= minor stayman 3D=5/5 minors GF 3H minors, short hearts 3S= minors, short spades. 3NT=to play. 4C=aces 04.1,2,3 4D,4H transfers	After 2C P 2D P/ 3H= 4H & 5S GF, 3S=4S & 5H GF 2NT in comp=transfer 3C. System on in competitive auctions
2♣	!	NA	22+ if bal, can be less if distributional. "Almost GF"	2D = waiting. 2H,2S 5+ 2 of top 3 honors 2C-2D-2M-2NT= good raise 2C-2D-2M-3M = No hand	
2♦	!	NA	weak 7-11	2NT = asks for feature Raise Only Non Force	
2♥		NA	weak 7-11	2NT = asks for feature Raise Only Non Force	
2♠		NA	weak 7-11	2NT = asks for feature Raise Only Non Force	
2NT		NA	20-21 balanced	3C=Puppet Stayman, 3D/3H=transfers, 3S=minors at least 5/5 3NT to play 4C=Gerber 4D transfer to 4H, 4H transfer to 4S	
3♣		6	nat preempt	new suit forcing 1 rd., 3NT = to play	
3♦		6	Usually 7 cards		
3♥		6			
3♠		6			
3NT	!	7	solid minor, No outside A or K		
4♣		7	nat preempt		<b>HIGH LEVEL BIDDING</b>
4♦		7			RKCB 1430, 4 of agreed minor 1430 DOP1
4♥		7			
4♠		7			
4NT	!	NA			17
5m		8			
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