

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive depending on seat and vul
1/1 not forcing
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
Immediate = 15-18 sys on
Re-opening = 14-16 vs minor system on
14-16 vs major (sys on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jump overcalls
Unusual NT = Lowest unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cuebid = Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties. 2C = both major, 2D = long major
2M = Major and minor, 2NT = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors
1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+ interest in penalising

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	3rd/low if unsupported	
NT	2nd/4th	3rd/low if unsupported	
Subseq	Att Switches Midgame	Att Switches Midgame	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AKxx	
King	KQxx	KQxx	
Queen	QJxx	QJxx	
Jack	JTxx or KJT <sub>x</sub>	JTxx or KJT <sub>x</sub>	
10	T9xx or T9 <sub>x</sub>	T9xx or T9 <sub>x</sub>	
9	9xx	9xx	
Hi-X	odd	odd	
Lo-X	Even	Even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude
Suit 2	Reverse count	Suit Pref	Reverse count
3			
1	Reverse att	Suit Pref	Reverse Att
NT 2	Reverse count	Reverse Count	Reverse Count
3	Suit pref		
Signals (including Trumps):			
A =Att K=Count at 5-level or above OR if declarer has preempted.			
Original count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
normal			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Australia
PLAYERS: Gilbert Morgan & George Barley
EVENT (u26 Youth)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive when green. HCP only a guide. Light action at first seat favourable (10+ openings in this seat)
Short club: 2+♣, 4+♦ (only 4 if unbal)
15-17 NT
Weak 2s
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
Game forcing auctions
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	Minimum of 2 clubs	1X=Nat 6+, 1NT= 6-11, 2C=10+ 5+ Clubs, 2D= 6+D Weak, 2NT = 11/12 bal	Two-way checkback after 1NT rebid	1C(1D)X=4/4 majors
1♦		4	4S	Minimum of 4 diamonds	Same as above except 2C=4+C GF, 1NT=Semi forcing	Two-way checkback after 1NT rebid	
1♥		5	4S	Minimum of 5 hearts	1S=4+S, 1NT=Semi forcing, 2C= 10-12 3H or Club GF or GF bal 2D=5+D GF, 2H=3H 6-9, 2S= Weak Jump Shift, 2NT=4+H GF, 3C=4+H 6-9, 3D=4+H 10-12, 3H=4+H weak 4H = To Play 3S/4C/4D = splinter		Drury
1♠		5	4H	Minimum of 5 spades	Same as above except 3H = INV 6+ card suit		Drury
INT		15-17		Semi bal	Stayman, 4 way transfers	Smolen after stayman, new suit after minor	
				Rarely off shape	3C=Puppet Stayman, 4C = Texas to Hearts, 4D = Texas to Spades		
2♣				Game Forcing	2D=waiting, Any other 2 level bid is 8+points and natural.		
2♦		6(5)		5+D 0-9 favoiurable 6+H 6-9 unfavourable	2NT = Shortage enquiry, New suit is nat forcing except for favourable		
2♥		6(5)		5+H 0-9 favoiurable 6+H 6-9 unfavourable	2NT = Shortage enquiry, New suit is nat forcing except for favourable		
2♠		6(5)		5+S 0-9 favoiurable 6+H 6-9 unfavourable	2NT = Shortage enquiry, New suit is nat forcing except for favourable		
2NT				20-21 can upgrade 19	Stayman, Transfers		
3♣		7(6)		Can be 6 at fav	New suit is natural and forcing		
3♦		7(6)		Can be 6 at fav	New suit is natural and forcing		
3♥		7(6)		Can be 6 at fav	New suit is natural and forcing		
3♠		7(6)		Can be 6 at fav	New suit is natural and forcing		
3NT				Gambling			
4♣		8		Can be 7 at fav			
4♦		8		Can be 7 at fav			
4♥		8		Can be 7 at fav			
4♠		8		Can be 7 at fav			
4NT				Specific ace ask	5C=0 5D/H/S=A 5NT=CA		
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 1430	
5♥						1 <sup>st</sup> /2 <sup>nd</sup> round controls	
5♠							