

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 level: 8+HCP, suit quality not necessary	
2 level: 10+HCP, suit will be better	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
Direct: (14)15-18, Reopening: (12)13-16	
Responses: 2C = stayman, 2D,2H = TRFs, 2S = Range probe or C	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
generally weak and natural, 2NT/4NT=LUBS	
Reopen: N/A	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
direct cue=support for partner's suit (only 3 card support if 2NT available and partner bid major suit)	
VS. NT (vs. Strong/Weak; Reopening;PH)	
X of 1NT=16+ (or 10+ if partner has opened), bids are natural non forcing if partner has opened, over 1NT opening 2C=majors (at least 54 either way), otherwise natural	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X=T/O (unless 4S then penalty), 2NT=16-18 with stopper, 4NT=2 places to play	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X=majors, 1NT/2NT=minors, otherwise natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
at 1 level: XX=10+ no fit, preempt-(X)-XX=values (probably no fit)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nds/4ths	att. if supp. count if unsupp.	
NT	2nds/4ths	att. if supp. count if unsupp	
Subseq	attitude	attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(x), AK(+)	A(x), AKQ(+)	
King	K(x), AK(+), KQ(+)	K(x), AKQ(+), KQJ(+), KQT(+), AKJ(+)	
Queen	Q(x), QJ(+)	Q(x), QJT(+), QJ9(+)	
Jack	KJT(+), JT(+), J(x)	AJT(+), KJT(+), J(x), JT9(+)	
10	AT9(+), KT9(+), QT9(+), T9(+), T(x)	KT9(+), QT9(+), T98(+), T(x)	
9	9(x), KJ9	AJ9, AQ9, KJ9, 9(x)	
Hi-X	xXxx, xXx, Xx, X	xXxx, xXx, Xx, X	
Lo-X	xXxx, xXx, Xx, X	xXxx, xXx, Xx, X	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (low enc)	Count (reverse)	Attitude (low enc)
Suit 2	Count (reverse)		
3	Suit pref		
1	Att (low enc)	Count (reverse)	Attitude (low enc)
NT 2	Count		
3	Suit pref		
Signals (including Trumps): suit pref in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
must have at least 3 cards in majors (almost always 4 in other major when taking out of major), can be 11+HCP but generally 12+HCP and less points means more shape			
reopening Xs can be very light, especially in colours with more likelihood of penalty pass			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT-(X)-XX = run			
1y-(X)-XX=10+ no fit			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Australia	
PLAYERS: Kate Macdonald and Zac Ross	
EVENT (u26 Youth)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 game forcing, 1NT response is non forcing.	
Generally light overcalls and openings, will take shape into account when bidding (so bids can be several points weaker than stated if we have much better shape than expected)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
In game forcing (not necessarily all auctions where game has been bid) auctions, pass forces a bid or X when opps bid over our game	
IMPORTANT NOTES	
PSYCHICS: somewhat frequent in third seat. Will be more likely to have less points than less of the suit - think of a 3 count with 5 hearts opening 1H in third seat rather than a 9 count with 2 spades opening 1S	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	Can be short 11+HCP	1X=Nat, 2C=10+, 5+♣; 2D=6-9 6+C, 3C =0-5 6C Jumps = Weak 0-4(5)	1C-2C-2D=any minimum	Cue raises = 10+ with support
1♦		4	4H	Natural, 11+ HCP	Same as above with 3C = 6-9 (4)5+D.	same	
1♥		5	4D	Natural, 11+HCP	1N=5-11 (NF). 2C = GF Bal/Clubs. 2X = Nat G/F 2M=6-9 Jump in oM = 3M 10-11 2NT = 4+M 12+, Bergen raises. 3N = 4333 without 4M. 4X= Min GF splinter, 4S=To Play.	1M-2N-3C = any min (then 3D Asks) 3D+= NLMH shortage	2N = 4M 10+ Cue=3M 10+
1♠		5	4H				Same
INT				15-17 HCP, 5M/6m possible.	Stayman, Xfers, 2S Range probe or clubs. 2N =D	Superaccepts possible with Max	XX = rescue over double.
					3C=Puppet, 3D=5/5 m GF, 3M= SPL in ~3145		2N = Lebensohl over interference
					4X = 2 under Xfers.		
2♣	X				2D = waiting, Other suits Natural, 8+.	2NT=23-24 balanced, 3NT=25+bal	
2♦		5		(0)3-8 NV,(3)6-10 Vul	other suits forcing except over X, 2NT enquiry	2D-2NT-3C=any minimum	
				Only 5c 1 st Fav			
2♥		5		(0)3-8 NV,(3)6-10 Vul	other suits forcing except over X, 2NT enquiry	2H-2NT-3C=any minimum	
				Only 5c 1 st Fav			
2♠		5		(0)3-8 NV,(3)6-10 Vul	other suits forcing except over X, 2NT enquiry	2S-2NT-3C=any minimum	
				Only 5c 1 st Fav			
2NT				(19)20-22 bal, can have 5M/6m	3C=simple stayman, 3D/3H=TRFs, 3S=minor stayman, 4X = 2-under Xfers		
3♣		5		Weak (potentially weaker)	new suits forcing except over X		
3♦		6		Weak	new suits forcing except over X		
3♥		6		Weak	new suits forcing except over X		
3♠		6		Weak	new suits forcing except over X		
3NT				Gambling – solid 7 card minor. AKQ+	Minor bids are pass/correct.		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT		N/A		Blackwood	5C=0/4, 5D=1, 5H=2, 5S=3, 5NT=4		
5♣		7				HIGH LEVEL BIDDING 4NT generally quant if no agreed suit, RKCB (1430) if suit agreed. key card then step (unless trumps) asks for Q of trumps, 5NT = specific K ask	
5♦		7					
5♥		8					
5♠		8					