

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
Standard 6/7+ HCP at one-level, 10+ at 2-level		
In 4 <sup>th</sup> seat a bid of their RESPONDING suit is natural		
eg. (1D) P (1H) 2H = natural		
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		
2 <sup>nd</sup> = 15-18 then system on		
4 <sup>th</sup> = 11-14 then system on (except doubles which are penalty)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak, but intermediate if at 3-level vul		
2NT = 5/5 one major and other minor over minor, constructive.		
2NT = 5/5 in minors over major opening, constructive.		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Minor over minor = 5/5 majors, constructive		
Major over major = 5/5in other major and a minor, constructive		
(1z) 3z = solid suit looking for a stop in opener's suit.		
Cue raises in competition		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Landy: 2C = M/M. 2/3/4D responses are equal length in Majors. If landy (x) pass = clubs, xx = equal M length, 2D = nat		
Weak NT X = 15+(penalty) in 2 <sup>nd</sup> seat or vul in 4 <sup>th</sup> seat. Next x is T/O. Subsequent x are penalty		
X = 10+ in 4 <sup>th</sup> seat at fav, 12+ nil. Subsequent x = penalty		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
X = T/O up to/incl 4H		
2NT o/call of 2-level openings = 15-18 HCP		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
x = M/M; 1NT = m/m. All other bids are nat.		
OVER OPPONENTS' TAKEOUT DOUBLE		
Bids are nat and 6+ HCP, xx = 10+ with interest in penalising		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> from 3+ small, 4th	2 <sup>nd</sup> from 3+ small, 4th	
NT	2 <sup>nd</sup> from 3+ small, 4th	2 <sup>nd</sup> from 3+ small, 4th	
Subseq	As above		
Other: Smallest from 3 to an honour; top of doubleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Asks for rev attitude	
King	Asks for rev count	Asks for rev count or unblock	
Queen	Asks for rev attitude	Asks for rev attitude	
Jack	Top or interior	Top or interior	
10	Top or interior	Top or interior	
9	Top	Top	
Hi-X	<u>xx</u> <u>x</u> xxx <u>xx</u> x	<u>xx</u> <u>x</u> xxx <u>xx</u> x	
Lo-X	<u>Hxx</u> <u>Hxxx</u>	<u>Hxx</u> <u>Hxxx</u>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse count/att	Reverse count (if helpful for our side)	Reverse attitude
Suit 2	Suit preference	Suit preference	
3			
1	As above		Reverse attitude
NT 2			
3			
Signals (including Trumps):			
Usually reverse count if useful to defence. Can be suit preference also. Suit preference if singleton in dummy (or K in dummy on lead of Ace, or if suspected shortage by opening leader).			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to and including 4H (but see below).			
Standard opening values with emphasis on unbid majors, less in 4 <sup>th</sup> seat.			
(1y) x (2y) x = pen			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
x of 2-level/above x/fer or artificial bid shows that suit if it has not been bid. If it is partner's overcalled suit then x shows one of top three honours.			
x after our balancing bid or x = penalty.			
xx after suit has been bid to play = to play			
1NT (x) xx = single suited hand. Then opener bids 2C as P/C			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: New Zealand	
PLAYERS: Andi BOUGHEY and Carol RICHARDSON	
EVENT: Women	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game Forcing	
1C: can be as short as 2	
5-card major openings. Openings can be light (9+), depending on shape and vulnerability	
1NT: (14) 15-17 may have 5-card major, 6-card minor or be off-shape	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2D: 2-way multi	
2H/S: 5/4+ H/S + minor 6-10 HCP. Will be 5/5+ if Vul	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
Over 1NT or 2NT rebid, clubs is always checkback.	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	(9)11+, 2+C	1D nat or GF with clubs F1, 1H/S nat 6+ pts F1; 2D/H/S = nat 6-card suits, 0-5 HCP; 2C = 5+ clubs 6-9, 3C = 5+ clubs invitational. 2NT = 11/12 bal; 3NT = 13-15	1C – 1M – 2NT = 18/19; 1C – 1M – 3NT = gambling style. X after 1NT overcall = pen. Subseq x = pen. 1C (1NT) 2D = both majors. 1C – 1M – jump in oM = 3-card support, 6 clubs inv	
1♦		4	4H	(9)11+, 4+D	1-level bids are nat and F1; 2C nat GF or D support GF; 2H/S/3C = nat 6-card suits, 0-5 HCP. 2NT = 11/12 bal; 3NT = 13-15. 2D 6-9, 3D inv	1D– M – 2NT = 18/19; 1D–1M–3NT = gambling style. X after 1NT overcall = pen. Subseq x = pen. 1D – 1M – jump in oM = 3-card support, 6 diamonds inv. 1D (1NT) 2C = both majors.	
1♥		5	3S	(9)11+, 5+H	2H = 6-9, 3-card H (or 4, bal); 2S = 3-card H, 10/11 HCP; 2C nat or bal GF; 2NT = Jacoby; Bergen raises: 3C = 6-(9) 4-card support, 3D = (9) – 11 4-card support.	After 2NT (Jacoby) 3-level bids by opener show shortage, 4-level bids are nat. Long suit trials after 1H-2H	2NT = 10-12 HCP, 4+ support and shapely, GF
1♠		5	4H	(9)11+, 5+S	2S = 6-9, 3-card S (or 4, bal); 3H = 3-card S, 10/11 HCP; 2NT = Jacoby; 2C nat or bal GF; Bergen raises: 3C = 6-(9) 4-card support, 3D = (9) – 11 4-card support; 4H = nat, NF	After 2NT (Jacoby) 3-level bids by opener show shortage, 4-level bids are nat. Long suit trials after 1S-2S	2NT = 10-12 HCP, 4+ support and shapely, GF
INT				(14) 15-17, may be off-shape	2C=stayman, 2D/H = xfer to H/S, 2S = rangefinder 2NT= at least one minor weak or strong; 3C = asking for 5-card major; 3H/S = singleton H/S + 3 of other major. 3D = 4414 shape; 4C/D = minorwood	1NT–2S–2NT= min, 3 any = max (bid 4-card suits up); Smolen; After 1NT (x): xx = single-suited hand, bid = suit and any higher. After xfer: new suit = F1, 2NT = super accept max, jump in xfered suit = super accept min	1NT (nat bid) x = t/o 1NT (art bid) x = suit bid 1NT (bid) 2NT lebensohl forcing 3C
2♣	✓	0	penalty	GF any, or bal 24+	2D = waiting bid, other bids nat good suits	Kokish; 2C – 3D = 4414; 2C -3H/3S = singleton 3oM	
2♦	✓	0	penalty	6-10, 6-card M; or 20/21 (may be off-shape)	2H/3H = P/C; 2S = longer hearts than spades; 2NT = game-try enq – may have own long suit; 3NT = 4/4 H/S 5-8 HCP; 4H = nat, to play	In response to 2NT:3C = strong in either M then 3D = puppet; 3D/H = xfer to weak major;	x = penalty
2♥		5	penalty	6-10, 5H/ 4+ m (5/5+ vul)	New suit = NF; 2NT = F enq – may have own long suit; 3C = p/c 3S = splinter	After 2NT enq, bid of Major shows tied minor, 8-10 HCP	In pass out seat 3C = nat
2♠		5	penalty	6-10, 5S/ 4+ m (5/5+ vul)	New suit = NF; 2NT = F enq – may have own long suit; 3C = p/c 4H = nat, to play	After 2NT enq, bid of Major shows tied minor, 8-10 HCP	In pass out seat 3C = nat
2NT			penalty	22/23, may be off-shape	Puppet stayman, xfers, 3S = minors, 4NT = quant, 4C/D minorwood	2NT-3D-3H-4NT = RKCB 2NT-3D-3H-4C*-4H-4NT also RKCB * = cue	
3♣		6	penalty		3D/H/S = nat NF; 4C NF; 4D keycard in C		
3♦		6	penalty		3H/S = nat NF; 4D NF; 4C keycard in D;		
3♥		6	penalty		3S = nat NF		
3♠		6	penalty				
3NT			penalty	Gambling: 1 <sup>st</sup> /2 <sup>nd</sup> no more than Q outside. 3 <sup>rd</sup> /4 <sup>th</sup> can be stronger	4C = P/C; 4D = relay for singleton or void		
4♣		7	penalty				
4♦		7	penalty				
4♥/♠		6	penalty				
4NT				Specific Ace ask	5C = 0, 5NT = 2, 6C = club ace		
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB with suit agreement (4m if agreed minor) 03/14 responses; Next step that is not agreed suit asks for Q and outside Kings.	
5♥						5NT King ask: response shows that K or other two, 6 of trump suit shows no lower outside Ks	
5♠						PODI, PORI; Over 6 level PEDO pass = even, x= odd	
						After cue sequence or xfer to M, 4NT = RKCB	