

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
NAT 5(4)+ 8+HCP →(one way Drury)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> INT 15-18 (system ON)
4 <sup>th</sup> 11-15 BAL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Leaping Michaels
Reopen: constructive
Ghestem (specified 2-suiters)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣ - Ms 54 / (1♦)-2♦ - 5+5+♥♠
(1♥)-2♥ - 5+♠ 5+♣ / (1♠)-2♠ - 5+♥ 5+♣
(2♥)-3♥ - minors
(3♣/♦) - 4♣ =♦+M, 4♦ = Ms
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS strong: x=open, 2♣=Ms 5+4+, 2♦= one M, 2♥/♠=5+/4+m
2NT=minors
reopen: x=t/o 9+ M+m, other system on
VS weak: x=13+t/o, other like after 15-17
reopen/after pass: X=10+ t/o M+m, other like after 15-17
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Jumps are constructive, Leaping Michaels, NT=NAT, X=t/o
Non-Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣16+: X=take out, 1NT=minors, else as over nat 1♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♥/♠ - X – 1NT = good raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE 2<sup>nd</sup>/4<sup>th</sup></b>			
	Lead	In Partner's Suit	
Suit	3/5	5/5	
NT	2/4	2/4	
Subseq	att	att	
Vs. NT King for unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Same	
King	AK, KQ(+)	Same but AKJ10, KQ109	
Queen	QJ(+); KQ109(+)	Same but KQx(+)	
Jack	J10(+), AJ10(+), KJ10(+)	Same	
10	10x, 109x, H109(+)	Same	
9	9x	Same	
Hi-X	Xx	Same	
Lo-X		Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW=DISC	LOW=ODD	LOW=DISC
Suit 2	LOW=ODD		
3			
1	LOW=DISC	LOW=ODD	
NT 2	LOW=ODD		
3			
Signals (including Trumps): S/P in trumps			
Smith's Echo: LOW=ENC			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+HCP (after P pass, may be weaker with good shape)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPP DBL			
SOS RDBL			

W B F CONVENTION CARD
<b>CATEGORY:</b>
NCBO: USA
<b>PLAYERS:</b> Claire Alpert / any partner
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>2/1</b>
1♣ = 2+
2♦ = Flannery 11-15 5+♥ 4♠
(1♥ - 1♠ → promises 5♠, 1♥ - 1NT → 4♠ possible)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
As above
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we bid game in attack
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4S	11-21 2+♣	1♦ = 4+ (4M poss if GF), 1M = 4+, may have longer ♦, 2♣=inverted (forcing to 3♣) 2♥ = 5-9 5♠ 4♥, 2♠ = mixed raise in ♣	XYZ	
1♦		4	4S	11-21 4+♦	2♦=inverted (forcing to 3♦) 2♥ = 5-9 5♠ 4♥, 2♠ = mixed raise in ♦	XYZ	
1♥		5	4S	11-21 5+♥	1♠ = 5+♠, 1NT = F1 (4♠ poss), 2♣= GF 2+ semi nat, 2♦=nat GF, 2NT= Jacoby 4+♥ FG, 3♣ = 6-9 4+♥, 3♦= 10-11 4+♥, 3NT= good raise to 4M, 3♠/4♣/♦= splinters	XYZ	One way Drury
1♠		5	4H	11-21 5+♠	1NT = F1, 2♣= GF 2+ semi nat, 2♦/♥=nat GF, 2NT= Jacoby 4+♠ FG, 3♣ = 6-9 4+♠, 3♦= 10-11 4+♠, 3NT= good raise to 4M, 4♣/♦/♥= splinters	XYZ	One way Drury
1NT			4H	15-17BAL (possible 5M, 6m, 54, singleton)	2♣=stayman, 2♠ = trf to ♣ or bal inv, 2NT = trf to ♦, 3♣ = Puppet (3♥=no Ms), 3♦=55 min FG, 3♥/♠=GF shortness min 54♣♦, 4♣=5+5+♥♠, 4♦/♥= trf to ♥/♠		Same
2♣		5	4H	Strong 22+ if bal, around 9+ tricks if unbal	2♦=relay	If overcall → X = no values (less than A or 5pc), pass = values Kokish style	
2♦	X	0		Flannery 11-15 5+♥ 4♠	2♥/♠ = to play, 2NT=relay, 3♣/3♦=nat GF, 3♥/3♠=to play (tactical, pree), 4♣= bid 4♥, 4♦= bid 4♠, 4♥/♠=to play	2♦ - 2NT: 3♣ = 54 min 3♦ = max with singl 3♥ = 64 min 3♠ = 65 max 3NT = 5422 max Over any response 4♣/4♦= is KC for ♥/♠	
2♥		6	3D	4-10 (5)6 cards	2NT = relay for features, new suit F1		
2♠		6	3D	4-10 (5)6 cards	2NT = relay for features, new suit F1		
2NT				20-21(22) BAL	3♣=Puppet (3♥=no Ms), 3♦/♥=trf, 3♠=trf to 3NT, 3NT = 4♥ 5♠, 4♣=5+5+♥♠, 4♦/♥= trf to ♥/♠	2NT-3♣-3♦=1/2M, 3♥=no4M, 3♠/NT=5♠/♥	
3♣		6		7(6)+♣			
3♦		6		7(6)+♦			
3♥/♠		6		7(6)+♥/♠			
3NT	X			Solid 4M opening	4♣ = slam try, 4♦=bid your suit, 4M = to play		
4♣/♦		6		PREE, destructive			
4♥/♠		6		PREE but may be tactical			
4NT						Blackwood 102+Q+K	
						Excl Blackwood	