


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Responses Jump Raise = preemptive
Cue bid = forcing raise
New suit = forcing – jump shift = fit
Take out double
General style – can be light – shaped
Responses Natural cue bid fording
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position = 15-18
Responses: bid as 1NT opening
4 th position = 10-14
Responses – system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit – 6 card natural
Responses – new suit = forcing
Unusual NT – 5/5 at least – lower suit and a major
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid – Michaels
VS. NT (vs. Strong/Weak; Reopening; PH)
Double after strong 1NT = 5 minor and 4 major
Double after weak 1NT – penalty – equal values
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles thru to 4 level except 4sp = penalty
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Non forcing bid at 1 level

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	K=count A-attitude	highest	
NT	4 th highest		
Subseq			
Other: Journalist leads 10 may promise J and higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	attitude	
King	count	count	
Queen	In NT asks partner to drop J	In NT asks partner to drop J	
Jack	Top of sequence or Jx	Top of sequence	
10	May have J and higher		
9	Top of sequence or 9x		
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Reverse count	Low encourage
Suit 2	Low encourage		
3	S/P		
1	Low encourage		
NT 2	Low encourage		
3	S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shortage in bid suit –			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double lead directing double 4Sp x = penalty			
1 any (overcall 1NT) double = penalty			
5 level double = penalty			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NBO:
PLAYERS:
EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers over 1club opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	3	1c=opening hand – can be 1only	Transfers over 1 club opening	Dec accepts transfer showing 3card or 4 card – if no 3 card will bid something else 1Sp = no 4 maj	
1♦		5	3	Opening hand 5 D	Natural up the line	Natural bidding	
1♥		5	3	Opening hand 5H	New suit at 2 level 10+ forcing natural bidding 3clubs = 6-9 3H 3D 10-11 4H 3H= 4 H weak 3sp = 3 trumps 10+ pts	Natural or jump shows splinter in new suit	Drury in 3 rd and 4 th opening by partner 2C = 3 trumps 10+pts 3D = 4 trumps 10+pts
1♠		5	3	Opening hand 5Sp	New suit at 2 level 10_ forcing natural bidding 3clubs=6-9 3Sp 3D=10-11 4Sp 3Sp=4S weak 3Sp = 3 trumps 10+ pts	Natural or jump shows splinter in new suit	
INT				15-17 may contain 5 maj	Transfers – puppet – super accept	Opener accepts trans – partner places contract	
2♣	yes			Game Force	2D=<5 2H 9+pts 2Sp 5-8pts	Opener bid naturally	
2♦	yes			Weak 6 maj < opening hand	2H/Sp pass or correct 2NT enquiry weak or strong	Opener passes or corrects	
2♥	yes			Hearts and another 5/5 5/4	2NT enquiry – describe your hand 3 clubs =2 nd suit 3D=2 nd suit 3H=2 nd suit is Sp	Opener describes hand after enquiry	
2♠	yes			Spades and minor 5/5 5/4	2NT enquiry 3clubs 2 nd suit 3D = 2 nd suit	Opener describes hand after enquiry	
2NT				20-22	Transfers – puppet 2NT-3NT =5Sp and 4H	Openers responds accordingly	
3♣				preemptive	New suit forcing	3NT 0/1 4C=2 bid 4 of new suit =3 cards	
3♦				preemptive	New suit forcing	3NT 0/1 4D = 2 bid 4 of new suit = 3 cards	
3♥				preemptive	New suit forcing – if 3sp is bid then	3NT 0/1 4H = 2 4sp = 3 cards in spades	
3♠				preemptive	New suit forcing	Natural bidding	
3NT				Gambling – long minor	Bid out to minor or pass	pass	
4♣				Namyats – trans to H contains outside Ace	Accept transfer or look for slam 4NT	14/30	
4♦				Trans to Sp – contains outside Ace	Accept transfer or look for slam 4Nt	14/30	
4♥				Natural long weak	pass	pass	
4♠				Natural long weak	Pass	pass	
4NT				Both minors	Chooses minor – may look for slam		
5♣				preemptive	pass	HIGH LEVEL BIDDING	
5♦				preemptive	pass	4NT 14/30	
5♥						Queen ask	
5♠						5NT specific King ask	
						Jump to 6C/D/H asks for 2nd round control in C/D/H to bid 7	