

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level - 8 plus HCP rarely 4 card suit , 2 level - 10 plus HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
direct = 15-18
reopening = 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump o'calls are intermediate except over a strong 1C or 1D
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Spades based Michaels, unusual 2NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Landy vs weak NT, X = 15+ penalty oriented
vs strong nt Landy , x = S and minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
non-leaping Michaels over 3M preempt
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
weak jumps
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	3/4/5	1/3/5	
Subseq	low encouraging in the mid game	1/3/5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	asks for attitude - usually promises K	asks for attitude usually promises K	
King	Asks for count - can be from AK or KQ	Asks for count/unblock - can be from AK or KQ	
Queen	asks for count- usually promises J	sks for count- usually promises J	
Jack	Overlead	Can be from internal seq	
10	top	top	
9	top	top	
Hi-X	doubleton	doubleton	
Lo-X	3/5	3/5	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	rev count	rev count	rev count
Suit 2			
3			
1	rev count	rev count	rev count
NT 2			
3			
Signals (including Trumps): McKenny			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Negative x, support x,			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m 1H x denies 4 spades			

W B F CONVENTION CARD
CATEGORY: . Green
NCBO: New Zealand
PLAYERS: Jan Alabaster and Jane Lennon
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural - Modified ACOL
1NT = 12-14 - denies 5 card Major
1C = 3+
1S = 5+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2D - either a weak 6 card Major or 20-21 balanced
2M - M +m weak
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		3+ 11-20 HCP	2C = 5+♣ 6-9, 2D = 4+ ♣ 10/11, 2H = 6+H, 0-5, 2S = 6+S, 0-5 HCP, 2NT = 4+♣ GF, 3C = 5+C, 0-5 3D / 3H / 3S = Splinter, 3NT = 13-15 HCP, bal	1NT rebid = 15-17 see supplementary note 1	
1♦		4		4+♦ 11-20 HCP	1NT = 6-9, 2C = 4+ C, 10+, 2D = 4+D, 6-9 2M = 6+M, 0-5, 2NT = 4+D GF, 3C = 4+D invit, 3D = 4+D, 0-5, 3H/3S/4C = Spl, 3NT = 13-15 bal,	1NT rebid = 15-17 see supplementary note 2	
1♥		4		4+♥ 11-20 HCP	1NT = 6-9 HCP, 2m = 10+, 2H = 3 H, 6-9, 2S = 3 H, 10-11, 2NT = 4+H GF (no shortage), 3C = 4H, 6-9, 3D = 4H, 10-11, 3H = 4H, 0-5, 3S = spl	1NT rebid = 15-17 see supplementary note 3	
1♠		5		5+♠ 11-20 HCP	1NT = 6-9, 2m = 4+m, 10+, 2H = 5+H 10+ 2S = 3S 6-9, 2NT = 4+S GF (bal ish), 3C = 4S, 6-9, 3D = 4S, 10-11, 3H = 3S, 10-11, 3S = 4+S, 0-5	1NT rebid = 15-17 see supplementary note 4	
INT				12-14 Bal	2C = Stayman, 2M = Tfr, 2S = rangefinder or tfer to m, 2NT = Both m, 4C = Gerber, 4NT = quant	see supplementary note 5	Over 1NT is x, xx t= single suiter, 2* = suit & higher suit
2♣	√	0		Strong, GF	2D = Negative or waiting 2H/S = Good suit 5+ cards and at least 3 controls 2NT = 8-10 HCP balanced with at least 3 controls 3C/3D = Good suit 5+ cards and at least 3 controls	After 2C-2D: 2NT = 24+ HCP balanced 3H/3S = strong single-suited major suit set	
2♦	√	0		Weak 2 M or 20-21 Bal	2H/S = pass or correct, 2NT - Forcing enquiry 3H - at least 3-3 in M NF (5-9 HCP) 3S = 4/3 M, NF 5-9 HCP, 3NT = 4/4M, 5-9 HCP	see supplementary note 6	
2♥		5		5+♥ 4+m	2S = NF 2NT = forcing, 14+, 3C = pass or correct 3D = p or c 3H = pre-emptive, 3NT = To play	After 2H-2NT 3C = min C, 3D = min D 3H = max C, 3S = max D - After this, we are in GF	
2♠		5		5+♠ 4+ m	2NT = forcing, 14+, 3C = pass or correct 3D = p or c 3S = pre-emptive, 3NT = To play	After 2S-2NT 3C = min C, 3D = min D 3H = max C, 3S = max D	
2NT				22-23 Bal ish	3C = Puppet, 3D/H = transfer, 3S = 5/4M	see supplementary note 7	
3♣		6		6-9 (6) 7 ♣	3M = 1 round force		
3♦		6		6-9 (6) 7 ♦	3M = 1 round force		
3♥		6		6-9 (6) 7 ♥			
3♠		6		6-9 (6) 7 ♠			
3NT				Gambling – long suit			
4♣	√			4H opening 8-11 HCP			
4♦	√			4S opening 8-11 HCP			
4♥				Long suit < 8 HCP		HIGH LEVEL BIDDING	
4♠				Long suit < 8 HCP		DOPI ROPI	
4NT				Specific Ace Ask		1430	

Supplementary Notes

Note 1: After a 1C Opening

After 1C - 1H

1S is non forcing (max 17 HCP)

2S - natural GF

After 1C - 1H or 1S

2C - Nat and non forcing (max 17 points)

Natural support raises and reverses

3C = 14 - 16

3NT is strong hand, long clubs but balanced (too strong to rebid 3C)

After 1C 2D

2M asks for stop

3M = shortage

After 1C 2NT

3C = 15+ - no shortage under 3NT

3other = shortage

3NT = 11 -14 - no shortage under 3NT

After a reverse by opener 2NT is Blackout (minimum) and opener can set final contract

Note 2: After a 1D Opening

After 1D - 1H

1S is non forcing (max 17 HCP)

2S - natural GF

After 1D - 1H or 1S

2D = Nat and non forcing (max 17 points)

Natural support raises and reverses

3D = 14 - 16

3NT is strong hand, long D balanced (too strong to rebid 3D)

After a reverse by opener 2NT is Blackout (minimum) and opener can set final contract

Note 3: after 1H-2NT

new suit = singleton (doesn't promise extra strength)

jump new suit is void

3H = 16-19 HCP

3NT = 14-15 HCP

4H = 11-13

Non Serious 3NT - once Major suit is agreed, 3NT is not an offer to play

After a reverse by opener 2NT is Blackout (minimum) and opener can set final contract

Note 4: After 1S-2NT

new suit = singleton (doesn't promise extra strength)

jump new suit is void

3S = 16-19 HCP

3NT = 14-15 HCP

4S = 11-13

Non Serious 3NT - once Major suit is agreed, 3NT is not an offer to play

After a reverse by opener 2NT is Blackout (minimum) and opener can set final contract

Note 5: After 1NT opening**After 1NT 2S**

opener rebids 2NT with a min and 3C with a max

After a transfer to a Major

opener super accepts when Max(new suit =doubleton)

after transfer is accepted, new suit is 1 rf

After 1NT 2NT 3m

3M is shortage

After 1NT 2C 2D

3M is shortage

3C is to play

After 1NT 2C 2H/S

3 minor to play

Bid of other Major = strong raise

Jumps = shortage

Note 6: After 2D-2NT

3H/3S=6H or 6S and 6-7 HCP

3C/3D=6H or 6S respectively and 8-9 HCP

3NT = 20-21 balanced

After 2D- 2H/2S

2NT = 20-21

THEN

3C=Puppet Stayman

3D/3H=transfers to H or S respectively, 3S=5S and 4H

Note 7: After 2NT - 3D/3H

After M suit transfer, opener only accepts with 3+ cards

After transfer is accepted

suit bids by responder are shortage

4NT = RKCB in M

5M is invite

After 2NT 3C 3M 3 (or 4) of other M = Good raise