

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
4+ card, 8-16 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
16-18 responses as opening 1NT
Protective 11-15 responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak at favourable vul, Intermediate at equal, Strong at adverse
2NT lowest two suits 5/5 or better (also in protective seat)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels : 1m-2m =both majors 5/5 or better
1M-2M=other major +unspecified minor 5/5 or better
VS. NT (vs. Strong/Weak; Reopening;PH)
Over weak NT 2C=majors 5/4 or better otherwise natural
Over strong NT 2C=natural, Dble=majors, 2N=minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X TO up to 4S
Over weak 2's 2NT= 16-18, after X TO of 2M 2NT transfer to 3C with immediate suits showing values. See 2
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1C STRONG X = both majors 1NT= both minors
OVER OPPONENTS' TAKEOUT DOUBLE
Raises to 2,3 4 pre-emptive, raise to 2NT = good raise to at least 3
Rdble =9+
Jump in new suit shows good suit plus fit for partner, forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from H or 3 rd from Hxx Top of doubleton 2 nd highest from xxx(x)	Same	
NT	Same	Same	
Subseq			
Other: Ace lead asks for attitude and King lead asks for count			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	<u>A</u> Kx..	<u>A</u> KQx.. <u>A</u> KJx.. rare	<u>A</u> Kxx..
King	<u>A</u> Kx.. <u>K</u> Qx....	<u>K</u> QJ...	
Queen	<u>Q</u> J....	<u>Q</u> JT... <u>A</u> QJx..	
Jack	<u>K</u> JT.. <u>J</u> T...	<u>A</u> JT.. <u>K</u> JT.. <u>J</u> T9..	
10	<u>H</u> T9x.. <u>T</u> 9....	<u>H</u> T9x.. <u>T</u> 98....	
9	9x	9x	
Hi-X	<u>x</u> x <u>x</u> xxx	<u>x</u> x <u>x</u> xxx	
Lo-X	H <u>x</u> <u>x</u> H <u>x</u> <u>x</u> (x)	H <u>x</u> <u>x</u> H <u>x</u> <u>x</u> (x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HELD	HELO	Odds and evens
Suit 2	HELO		O=Like
3	Suit preference		E=S/P if possible
1	HELD	HELO	Odds and evens
NT 2	HELO		
3			
Signals (including Trumps): Echo in trump suit shows interest in ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T.O -ve to 3S.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: GREEN
PLAYERS: Jo Copping and Fu Cheung
EVENT (Open/ Women /Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SAYC
Short club, 5 card M, 1NT=15-17 NT
1M – 2N/3X show Major suit raises
2D/2H/2S= 5-9 HCP, PRE
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C - 1D = 0-5 or less than 10 HCP and natural
1C – 2D = 10+ HCP with Diamonds
New minor forcing
Negative free bid
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: No

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	Natural or 12-14 NT or 18-19 NT	1D = 0-5 or less than 10 HCP and natural 2D = 10+ with Diamonds Other responses natural	1C – 1M – 2NT shows good raise in M then continuations as 1M – 2NT 1C – 1M – 3NT = 18-19	
1♦		4	3S				
1♥		5	3S		1NT= 6-10, NF, 2NT= 4+M, GF 3C=3 card raise 10-12 3D=4 card raise 5-9 3M=4 card raise 10-12	1M - 2NT – 3new suit shows shortage 1M - 2NT – 3NT 15+ HCP, no shortage 1M - 2NT – 4 new suit shows 5/5	1M-(X)-3M = PRE
1♠		5	3S		Same as 1H	Same as 1H	
INT			2S	15-17 HCP	2C=promissory Stayman, 2D=transfer to H, 2H=transfer to S 2S= transfer to C 2NT=transfer to D 3X= GF+, 5+X		If opponents double 1NT then system is still on. Also see 1.
2♣	Y			23+HCP balanced or any GF hand	2D=waiting		
2♦,2♥ & 2♠		5		5-9 HCP	2NT = enquiry, change of suit = F1	After 2NT show a feature if maximum	
2NT				20 - 22 HCP BAL	3C is 4 card Stayman, 3D/H = H/S 3S=mms		
3♣ & 3♦		6			New suit F1		
3♥ & 3♠		7			New suit F1		
3NT	Y	7		gambling	4C P/C		
4♣		6		To play			
4♦		6		To play			
4♥		7		To play			
4♠		7		To play			
4NT	Y			Asking for Aces	5C = 0A, 5D/H/S=A, 6C=AC 5NT=2A		
5♣				To play		HIGH LEVEL BIDDING	
5♦				To play		4NT = RKCB	
5♥				To play		5C = 1 or 4, 5D=0 or 3,5H= 2 w/o key Q and 5S=2 w/key Q	
5♠				To play		5NT=2 with a void 6suit=1 or 3 with a void 5NT then asks for specific kings	

- When 1NT is overcalled 2NT is transfer to 3C either competitive take out to a suit or GF no stop. Cue bid shows other Major and a stop. 3NT to play with a stop. New suit at three level is forcing.
- After 2M – Dble – P 2NT is transfer to 3C either take out to a suit or GF no stop. Cue bid shows other Major and a stop. 3NT to play with a stop. New suit at three level is encouraging showing some values.