

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Less space taken up the better the suit in general. Often use 2NT to show good 4 card raise
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 / 11-14 System as over 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak  Reopen: 14-17
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem or ask for stop  1c 3c is weak,
<b>VS. NT (vs. Strong/Weak;</b>
2♣ = Majors 2♦ = single suites, usually a major.  Dbl = Penalty
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O Leaping and Non-Leaping Michaels

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> & 4th	same	
NT	2 <sup>nd</sup> & 4th	same	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK	
King	AK(x)(x)	Good suit AK or KQ	
Queen	KQ	KQ Or QJ	
Jack	J10	HJ10, J10(x)	
10	1098, 10x, H109	H109, 1098	
9	J9x, 109x(x), 9x	H98, 9x	
Hi-X	2 or 4	2 or 4	
Lo-X	Often 3	Often 3	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Std Count	Std Count	Std Count
Suit 2	Rev Att on A, Q		
3			
1			
NT 2	Std Count	Std Count	Std Count
3	Rev Att A/Q		
Signals (including Trumps): Smith Peters (Hi Disc form opener, Lo Disc responders)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
9+ in 4th Support Dbls & Rdbl,			

W B F CONVENTION CARD
<b>CATEGORY: / G R E E N</b>
<b>NCBO: / CBAI</b>
<b>PLAYERS: Aoife / Anto Sept 2024</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1 Game forcing
5 Card Majors / Semi Forcing 1NT
1NT = 15(14+) to 17, may have singleton honour. 1♣ = 2+ Cards nod on all weak NTs 1 <sup>st</sup> /2 <sup>nd</sup> seat.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ Weak Pre-Empt in Clubs (in 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> )
3♣ Weak Pre-Empt 5-5 in minors
.Transfers over 1c
Modified Bergen Responses to 1 of Major

OPENING	TICKET ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	All weak NT without 5♦	Transfer Replies, 2NT = 5♣/4♦ and 9-11, Inverted Minors		
1♦		4	Usually 5 in 1 <sup>st</sup> /2 <sup>nd</sup> seat.	2NT = 5♣/4♦ and 9-11, Inverted Minors		
1♥		5	Usually solid 1 <sup>st</sup> /2 <sup>nd</sup> unless Fav	2NT = Jacoby, Mod Bergen *1	Splinters, Fit Bids by Passed	
1♠		5	Usually solid 1 <sup>st</sup> /2 <sup>nd</sup> unless Fav	2NT = Jacoby, Mod Bergen *2	Splinters, Fit Bids by Passed	
INT			14-17 can have 5M,6m and Singleton Honors	3 level shortage, 4 level transfer 4♣ Both Majors 4♦/♥ = Transfers	Modified Stayman will disclose some 5 card	
2♣	yes		Big Hand or 9 playing tricks	2♦=neg or relay, .	Majors suits in 1NT hand	
2♦	yes		Pre-Empt in ♣ (construct vuln)			
			Simply 8-9 playing tricks 4th	2♥/♠ non force. 3D artificial ask		
2♥		5	5-11 (good at Red)	2N Enquiry		
2♠		5	5-11 (good at Red)	2N Enquiry		
2NT			20-22	3♣ Puppet, 3♠ relay - minor suited hand		
3♣	yes	5	Weak Both Minors			
3♦		6	Weak			
3♥		6	Weak	Jump bids are Asking in suit bid		
3♠		6	Weak	Jump bids are Asking in suit bid		
3NT	yes			4♣ Pass or Correct, 4♦ Asks		
4♣	yes		Solid ♥ or Semi solid with Ace	4♣ Asks		
4♦	yes		Solid ♠ or Semi solid with Ace	4♥ Asks		
4♥/4♠			To Play Usually 7 or 8			