

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard 6/7+ HCP at one-level, 10+ at 2-level
In 4 th seat a bid of their RESPONDING suit is natural eg. (1D) P (1H) 2H = natural
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-18 then system on 4 th = 11-14 then system on (except doubles which are penalty)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, but intermediate if at 3-level vul
2NT = 5/5 one major and other minor over minor, constructive.
2NT = 5/5 in minors over major opening, constructive. Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Minor over minor = 5/5 majors, constructive
Major over major = 5/5 in other major and a minor, constructive (1z) 3z = solid suit looking for a stop in opener's suit. Cue raises in competition
VS. NT (vs. Strong/Weak; Reopening; PH)
Landy: 2C = M/M. 2/3/4D responses are equal length in Majors. If landy (x) pass = clubs, xx = equal M length, 2D = nat
Weak NT X = 15+(penalty) in 2 nd seat or vul in 4 th seat. Next x is T/O. Subsequent x are penalty
X = 10+ in 4 th seat at fav, 12+ nil. Subsequent x = penalty
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O up to/incl 4H 2NT o/call of 2-level openings = 15-18 HCP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x = M/M; 1NT = m/m. All other bids are nat.
OVER OPPONENTS' TAKEOUT DOUBLE
Bids are nat and 6+ HCP, xx = 10+ with interest in penalising

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1, 2, 4	1, 2, 4	
NT	2, 4	1, 2, 4	
Subseq	As above		
Other: Smallest from 3 to an honour; top of doubleton			
LEADS			
	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Asks for rev attitude	
King	Asks for rev count	Asks for rev count or unblock	
Queen	Asks for rev attitude	Asks for rev attitude	
Jack	Top or interior	Top or interior	
10	Top or interior	Top or interior	
9	Top	Top	
Hi-X	<u>xx</u> <u>xxxx</u> <u>xxx</u>	<u>xx</u> <u>xxxx</u> <u>xxx</u>	
Lo-X	<u>Hxx</u> <u>Hxxx</u>	<u>Hxx</u> <u>Hxxx</u>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse count/att	Reverse count (if helpful for our side)	Reverse attitude
Suit 2	Suit preference	Suit preference	
3			
1	As above		Reverse attitude
NT 2			
3			
Signals (including Trumps):			
Usually reverse count if useful to defence. Can be suit preference also. Suit preference if singleton in dummy (or K in dummy on lead of Ace, or if suspected shortage by opening leader).			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to and including 4H (but see below). Standard opening values with emphasis on unbid majors, less in 4 th seat.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
x of 2-level/above x/fer or artificial bid shows that suit if it has not been bid. If it is partner's overcalled suit then x shows one of top three honours.			
x after balancing bid or x = penalty.			
xx after suit has been bid to play = to play			
1NT (x) xx = single suited hand. Then opener bids 2C as P/C			

W B F CONVENTION CARD
CATEGORY: Green NCBO: New Zealand PLAYERS: Andi BOUGHEY and Carol RICHARDSON EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing
1C: can be as short as 2
5-card major openings. Openings can be light (9+), depending on shape and vulnerability
1NT: (14) 15-17 may have 5-card major, 6-card minor or be off-shape
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D: 2-way multi
2H/S: 5/4+ H/S + minor 6-10 HCP. Will be 5/5+ if Vul
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Over 1NT or 2NT rebid, clubs is always checkback.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	(9)11+, 2+C	1D nat or GF with clubs F1, 1H/S nat 6+ pts F1; 2D/H/S = nat 6-card suits, 0-5 HCP; 2C = 5+ clubs 6-9, 3C = 5+ clubs invitational. 2NT = 11/12 bal; 3NT = 13-15	1C – 1M – 2NT = 18/19; 1C – 1M – 3NT = gambling style. X after 1NT overcall = pen. Subseq x = pen. 1C (1NT) 2D = both majors. 1C – 1M – jump in oM = 3-card support, 6 clubs inv	
1♦		4	4H	(9)11+, 4+D	1-level bids are nat and F1; 2C nat GF or D support GF; 2H/S/3C = nat 6-card suits, 0-5 HCP. 2NT = 11/12 bal; 3NT = 13-15. 2D 6-9, 3D inv	1D– M – 2NT = 18/19; 1D–1M–3NT = gambling style. X after 1NT overcall = pen. Subseq x = pen. 1D – 1M – jump in oM = 3-card support, 6 diamonds inv. 1D (1NT) 2C = both majors.	
1♥		5	3S	(9)11+, 5+H	2H = 6-9, 3-card H (or 4, bal); 2S = 3-card H, 10/11 HCP; 2C nat or bal GF; 2NT = Jacoby; Bergen raises: 3C = 6-(9) 4-card support, 3D = (9) – 11 4-card support.	After 2NT (Jacoby) 3-level bids by opener show shortage, 4-level bids are nat. Long suit trials after 1H-2H	2NT = 10-12 HCP, 4+ support and shapely, GF
1♠		5	4H	(9)11+, 5+S	2S = 6-9, 3-card S (or 4, bal); 3H = 3-card S, 10/11 HCP; 2NT = Jacoby; 2C nat or bal GF; Bergen raises: 3C = 6-(9) 4-card support, 3D = (9) – 11 4-card support.	After 2NT (Jacoby) 3-level bids by opener show shortage, 4-level bids are nat. Long suit trials after 1S-2S	2NT = 10-12 HCP, 4+ support and shapely, GF
INT				(14) 15-17, may be off-shape	2C=stayman, 2D/H = xfer to H/S, 2S = rangefinder 2NT= at least one minor weak or strong; 3C = asking for 5-card major; 3H/S = singleton H/S + 3 of other major. 3D = 4414 shape; 4C/D = minorwood	1NT–2S–2NT= min, 3 any = max (bid 4-card suits up); Smolen; After 1NT (x): xx = single-suited hand, bid = suit and any higher. After xfer: new suit = F1, 2NT = super accept max, jump in xfered suit = super accept min	1NT (nat bid) x = t/o 1NT (art bid) x = suit bid 1NT (bid) 2NT lebensohl forcing 3C
2♣	✓	0	penalty	GF any, or bal 24+	2D = waiting bid, other bids nat good suits	Kokish; 2C – 3D = 4414; 2C -3H/3S = singleton 3oM	
2♦	✓	0	penalty	6-10, 6-card M; or 20/21 (may be off-shape)	2H/3H/4H = P/C; 2S = longer hearts than spades; 2NT = game-try enq – may have own long suit; 3NT = 4/4 H/S 5-8 HCP	In response to 2NT:3C = strong in either M then 3D = puppet; 3D/H = xfer to weak major;	x = penalty
2♥		5	penalty	6-10, 5H/ 4+ m (5/5+ vul)	New suit = NF; 2NT = F enq – may have own long suit; 3C = p/c 3S = splinter	After 2NT enq, bid of Major shows tied minor, 8-10 HCP	
2♠		5	penalty	6-10, 5S/ 4+ m (5/5+ vul)	New suit = NF; 2NT = F enq – may have own long suit; 3C = p/c 4H = splinter	After 2NT enq, bid of Major shows tied minor, 8-10 HCP	
2NT			penalty	22/23, may be off-shape	Puppet stayman, xfers, 3S = minors, 4NT = quant, 4C/D minorwood	2NT-3D-3H-4NT = RKCB 2NT-3D-3H-4C*-4H-4NT also RKCB * = cue	
3♣		6	penalty		3D/H/S = nat NF; 4C NF; 4D keycard in C		
3♦		6	penalty		3H/S = nat NF; 4D NF; 4C keycard in D;		
3♥		6	penalty		3S = nat NF		
3♠		6	penalty				
3NT			penalty	Gambling: 1 st /2 nd no more than Q outside. 3 rd /4 th can be stronger	4C = P/C; 4D = relay for singleton or void		
4♣		7	penalty				
4♦		7	penalty				
4♥/♠		6	penalty				
4NT				Specific Ace ask	5C = 0, 5NT = 2, 6C = club ace		
5♣						HIGH LEVEL BIDDING	
5♦						RKCB with suit agreement (4m if agreed minor) 03/14 responses; Next step that is not agreed suit asks for Q and outside Kings.	
5♥						5NT King ask: response shows that K or other two, 6 of trump suit shows no lower outside Ks	
5♠						PODI, PORI; Over 6 level PEDO pass = even, x= odd	
						After cue sequence or xfer to M, 4NT = RKCB	