

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Cue raises, new suit 1rf, Bergen after our M overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /3 rd 15-18
4 th and reopen 10-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = good 3 card raise raise
Jump cue = splinter
VS. NT (vs. Strong/Weak; Reopening;PH)
Weak X = 15+
2c both majors (4+/4+) 2d/M nat
2NT both minors
Strong (includes 16) X=single suit, suit = suit + higher 4+4+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, nt 4s + 5+m over 1♣
X = lead directing over 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/3/5	1/3/5	
Subseq	Rev Att	Rev Att	
Other:			
LEADS – overlead all			
Lead	Vs. Suit	Vs. NT	
Ace	Ask for att		
King	Ask for rev count		
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
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):			
Suit preference on trumps			
Suit preference when singleton in dummy			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Generally dbl are takeout			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl and rdbl			

W B F CONVENTION CARD
CATEGORY: Open/Women
NCBO: New Zealand
PLAYERS: Deb Smith & Pam Livingston
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2M May be a five card suit
Bergen raises
3nt AKQxxxx any suit
4nt minors
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Double of cue bid of our suit is negative
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		10-20hcp	2♦ =5+♣ invite, 3other splinter 2M 6+M 0-6 hcp		
1♦		4		10-20hcp	3♣=4+♦invite 3M/4♣splinter		
1♥		4		10-20hcp	2♠ invite with 3, 2N 4+♥ bal 16+ 3♠/4m splinter Bergen raises, 3N 13-15 bal with support		
1♠		5		10-20hcp	2N 4+♠ bal 16+ 4 other splinter		
INT				12-14 bal	2♦♥ xfer, 2♠rf or m, 2nt both m, 3 suit invite		
2♣	✓	0		Weak both M	2♦ invite or equal pref, 2nt str ask, 3m nf, 3/4M nf		
2♦	✓	0		GF or 23+bal	2♥ relay, 2N 8-10, 3N11-12		
2♥		5		Weak 2 can be 5	2♠f, 2nt strong enq, 3m nf, 3♥ to play		
2♠		5		Weak 2 can be 5	2nt strong enq, 3m nf, 3♥f, 3♠ to play		
2NT				20-22	3♣ puppet stayman 3d/h xfers, 3s puppet to 3N 4♣ gerber, 4♦ both majors	3s 3nt then 4m nat, 4M short with both m	
3♣		6		Preempt	3M forcing		
3♦		6		Preempt	3M forcing		
3♥		6		Preempt			
3♠		6		Preempt			
3NT	✓			Gambling any suit	Pass or correct		
4♣	✓			Hearts better than 4h			
4♦	✓			Spades better than 4s			
4♥		7		Preempt			
4♠		7		Preempt			
4NT	✓			minors			
5♣		7		Preempt		HIGH LEVEL BIDDING	
5♦		7		Preempt		RKCB 1430	
5♥		7		Preempt		DOPI/ROPI	
5♠		7		Preempt		5nt pick a slam	
						Non serious 3nt when M agreed	
						Cues 1 st or 2 nd	
						After 3 level preempt 4c is RKCB (4d if 3c opened) but 1 st step = poor	