

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Constructive
Resp – UACB = constructive raise
Raises – Pre-emptive
Re-Opening – may be lighter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 - 17
Resp – Stayman & 4 suit transfers
10 - 14 in protective
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak – 5 – 9 HCP, 11 – 15 in 4th
Resp – UACB – constructive, Raises – Pre-emptive
Unusual 2NT – usually m's but may be om & M
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels (1m, 2m = ♠ + ♥) 5/5
1M, 2M = oM + m
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy- X = penalties
2♣ = at least 44 MM
2♦ - single suited M 6+
2♥ - 5+♥ & 4+m, 2♠ - 5+♠ & 4+m
2NT = mm at least 5/5
3♣ / ♦ = 6+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
V weak 2's – X - 15+ TO, Next suit - <15 TO NF, 2NT – 15 – 18 bal
V weak 3's/4's – Opt X
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1♥ or ♠ xx = 9+ no ft, 2♣ = 6 – 9, 2♦ = 10+,
2♥ / ♠ = 0-6 all with 3 card supp, 2NT – 6+ m, 3 level - Bergin
Over 1♣ / ♦ - raises Pre-emptive, 2NT good raise to at least 3, New Suit - NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from 4 bad, MUD	Small from H, TON	
NT	4 th , TON	As above	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx asks rev att	same	
King	AK, KQx(+) asks for count	KQx(+) asks for count	
Queen	AQJ(+), QJx(+)	same	
Jack	AJT(+), KJT(+), JTx(+)	same	
10	HT9x, T9x, Tx	same	
9	H98x(+), 98x(+), 9x	same	
Hi-X	E	E	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Odd - ENC
Suit 2	SP if A of P's Suit	SP	Even - SP
3			
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	As above
NT 2	Rev Att if Ace led		
3			
Signals (including Trumps):			
Roman Odd – ENC, Even - DISC			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Constructive = 15+ or shape			
Resp – 1 level NF, 1NT 5 – 8, Jump 9+, 2NT 9 – 12,			
Double Jump – Pre-emptive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles – shows 3 card support for partners response when opps interfere			
Sputnick X's to 3♠			
Responsive X's to 3♠			

W B F CONVENTION CARD
CATEGORY:
NCBO: MAAKI
PLAYERS: Sandie Millership & Anne Hassan
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors, ♦ - 4+, ♣ can be 2
1NT = 15 – 17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = forcing
2♦/2♥/2♠ = 6; weak: 6-10 HCP
2NT – 19-20
3NT – Gambling, no more than 1K outside
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES – 4SF – F to game at 3 level
Systems on over 1NTX. Lebensohl - SANS
PSYCHICS:

OPENING	TI CK IF AR TI FI CI AL	MIN NO CAR DS	NEG DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2+	3♠	11+ or shape	1 level 6+, 1NT 6 – 11 4♣, 2♣ - 5+♣, jump shift -0 – 7 6+card suit		
1♦		4+	3♠	As above	As above but 1NT 6 – 9 and all 2 level – 9+		
1♥		5+	3♠	As above	As above but 2♥ = 6-9 3 card support, 2NT = 13+ 3♣ = 6 - 9, 3♦ = 10 -12, 3♥ 0 – 6 all with 4+♥'s, 2♠ = weak	Over 2NT – 3♥ = 13-14 pts, 3NT = 16+ pts, 4♥ - min, NS at 3 level – non-min singleton or void, 4 level 2 nd 5c suit non-min over 3♣ - 3♦ asks if 9 pts bid 4♥	
1♠		5+	3♠	As above	As above with suit alteration	As above with suit alteration	
INT				15-17 balanced, can have 5cM	Np Puppet Stayman, 4 suit Transfers 3x = slam try, 4♣ = Roman Gerber	Break Major TRF = super accept Break minor transfer with Hxx or better	
2♣	✓			GF or 5 QT or 21+NT	2♦ = waiting, 2♥ <4pts, 2♠ - 5+cards 8+ pts, 2NT – 5+♥ 8+pts, 3♣/♦ 6+ cards 8+ pts	2NT = 21/23. 3NT =24/25 Followed by puppet stayman & transfers	
2♦		6		6 - 10	2NT enquiry. New suit forcing	3♣ - bad pts/bad pts, 3♦ - bad pts/good suit 3♥ - good pts/bad suit 3♠ - good pts/good suit, 3NT - AKQ	
2♥		6		6 - 10	2NT enquiry. New suit forcing	As above	
2♠		6		6 - 10	2NT enquiry, New suit forcing	As above	
2NT				19 -20 balanced	3♣ = puppet stayman, 3♦/3♥ = transfers, 3♠ = 4♥ + 5♠		
3♣		6+(7+)		Pre-emptive	Change of suit F1		
3♦		7+		Pre-emptive	Change of suit F1		
3♥		7+		Pre-emptive	Change of suit F1		
3♠		7+		Pre-emptive			
3NT	✓	7+		Long solid minor no more than 1K outside	4♣ pass or correct. 4♦ ask for singleton.		
4♣/4♦ 4♥/4♠		7+(8+)		7+ suit, weak			
						HIGH LEVEL BIDDING	
						Splinters, Cue Bids, RKCB 1430	
						Roman Gerber over NT, DOPI. ROPI	

