

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Standard style overcalls. At the 1-level may be a 4-card suit. Cue raises, pre-emptive raises
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup>; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18, with system on 4 <sup>th</sup> : 15-18, with system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Suit: 6-card suit, 7-10 pts (+2 for each of vul /3-level/passed partner) 2NT: 2-lowest unbid suits, ANY STRENGTH
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue of a minor: Both majors, ANY STRENGTH Direct cue of a major: Another M + a minor, ANY STRENGTH Jump cue : Stopper ask (except over 1♣)
<b>VS. NT (vs. Strong/Weak)</b>
X = Upper range of their NT opening (after that 123 X's apply) Other bids: 2♣ = ♥ + another, 2♦ = ♠ + a minor, 2♥/♠ = natural, 2NT = both minors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Standard doubles, Over 2-level bids: 2NT is 15-18, full system on Direct cue is Michaels ANY RANGE
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = ♥ + another, ♦ = ♠ + a minor, NT = both minors Other bids are natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+ seeking penalties, otherwise full system on Over NT X: XX = bid your best minor, other bids are natural

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	Overlead, 4 <sup>th</sup> best, MUD	Overlead, 4 <sup>th</sup> best, MUD	
<b>NT</b>	Overlead, 4 <sup>th</sup> best, MUD	Overlead, 4 <sup>th</sup> best, MUD	
<b>Subseq</b>	Low from strength	Low from strength	
<b>LEADS</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AKx+	AKx+	
<b>King</b>	AK, KQ, KQx+, KQ(J/T)x+	KQ, KQx+, KQ(J/T)x+	
<b>Queen</b>	QJ, QJx+	QJ, QJx+	
<b>Jack</b>	JT, JTx+, KJTx+	JT, JTx+, KJTx+	
<b>T</b>	T9, T9x+, HT9x+	T9, T9x+, HT9x+	
<b>9</b>	9x	9x	
<b>Hi-X</b>	2 <sup>nd</sup> from length	2 <sup>nd</sup> from length	
<b>Lo-X</b>	4 <sup>th</sup> highest from an honour	4 <sup>th</sup> highest from an honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>Suit 1</b>	Nat count	Nat count	Nat count
<b>Suit 2</b>	Nat count	Nat count	Nat count
<b>Suit 3</b>	Nat count	Nat count	Nat count
<b>NT 1</b>	Nat count	Nat count	Nat count
<b>NT 2</b>	Nat count	Nat count	Nat count
<b>NT 3</b>	Nat count	Nat count	Nat count
<b>Signals (including Trumps):</b>	McKenney when obvious suit shift Hi-Lo in trump suit shows 3		
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
STANDARD. Takeout, negative and responsive doubles to 4♥			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner doubles Over Opps 3NT: partners suit, or dummy's first suit, or ♠ if no suits bid			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	BLUE
<b>NCBO:</b>	AUSTRALIA
<b>PLAYERS :</b>	Stephen BURGESS Gabi LORENTZ
<b>SYSTEM SUMMARY</b> (GENERAL APPROACH AND STYLE)	
<b>STRONG CLUB:</b> 1♣ = 16+ pts 1♦ = 2+ 11-15 1♥ = 5+ (4) 11-15 1♠ = 5+ 11-15 1NT = 13-15, no 5-card major, simple Stayman and TFR	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1♣ – 1♦ = ANY game force 1♣ – 1♥ = 0-8 WITH 5♠+ 1♣ – 1♠ = 0-8 balanced 1♣ - 1NT = 0-8 WITH 5♥+	
<b>TWO-LEVEL OPENING BIDS:</b> 2♣: 5+♣ and 4M or 6+♣, 11-15 pts 2♦: WEAK 6-card major, 6-10 pts 2♥/♠: 5♥/♠, 8-11 pts, 2NT: 5+/5+ minors 8-11 pts	
<b>HIGHER LEVEL OPENING BIDS:</b> 3NT: 5♠ and 6♥, 8-11 pts 4NT: 5♦ and 6♣, 8-11 pts Other: normal pre-empts Two Level responses to 1♣ Opening show two suiters	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
In GF Pass=F	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b>	Rare – no recent history



OPENING	ARTIFICIAL	MIN CARDS	NEG X TO				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♥	Any shape, 16+ HCP	1♦ is any GF, 9+. 1♥/NT = 5♠/♥, 0-8. 1♠ = no 5M, 0-8 semibalanced. 2♣=5+♣/4♥, 0-8. 2♦ = 5+♦/4♥, 0-8. 2♥=5+♣/4♠, 0-8. 2♠= 5+♦/4♠, 0-8. 2NT=5-5minors,5-8. 3-level bids are 5-8, 6-card m and 7-card M.	Over 1-level negative, 2♣ = 19+ art. Over 2-level, 2NT = 19+ art. All other bids are natural.	Same
1♦	✓	2	4♥	2+♦, 11-15 HCP (if bal 11-12)	2♥/♠ is weak with 4♥/♠ and a longer minor. Other bids are natural and forcing, jumps are natural and non forcing.	Standard	
1♥		4	4♥	4+♥, 11-15	2♥ = 3♥, 7-10. 3♥ = 4♥, 6-9. 2NT = 13-15 bal, 3NT = 13-15 bal with 4♥. 3♣ = 4-card limit raise, 3♦ = Jacoby, 3♠/4♣/4♦ = limited Splinter.	New suit by opener below 3NT shows length. Above 3NT = cues	
1♠		4	4♥	4+♠, 11-15	As for 1♥ Opening but in ♠s 4♠ is to play.	New suit by opener below 3NT shows length. Above 3NT = cues	
INT			4♥	13-15 balanced, no 5-card major	2♣ is Stayman, Transfers (2♠=♣, 2NT=inv, 3♣=♦). 3♦/♥/♠ = slamish. , 4♣ = Gerber, 4NT is quantitative	Super accept in a major with 4 trumps, 2NT is max (after that, other bids natural and forcing). In ♣ super acc Hxx and max	
2♣		5	4♥	5+♣ and 4M or 6+♣, 11-15	2♦=enquiry, 2♥/♠= like 2♦/2♥/♠ opener, 2NT=natural forcing invite, no M. 3♦/♥/♠ is natural, forcing.	Standard, except: 2♣-2NT - 3♦/♥/♠ = shortage, max.	
2♦	✓	0		Weak major, 6-10 pts	2♥/♠ is PorC, 2NT is enquiry, 3♣/♦ is to play. 3♥/♠ is POC. 3NT and higher bids are to play.	After 2NT: 3♣=♥, 3♦=♠. Other suit by resp = nat, forcing. 4♣=RKB, 4♦=min/max.	
2♥/♠		5		5♥/♠, 8-11 HCP	2NT = forcing, 3♣/♦ are limited Splinters, 3♠ is natural invite, other bids are natural to play.	2NT resp: 3 new suit=nat, rebid=bal min, 3NT=bal max. 4♣/NT by resp=RKB in 2nd/1 <sup>st</sup> . 4♦=min/max.	
2NT	✓			Both minors, 8-11	3♣/♦ is to play. 3M is stopper ask in another M, 3NT is to play.		
3-lev bids		6		Standard pre-empts	Change of suit forcing.		
3NT	✓			5♠/6♥, 8-11	4♣ = RKB for ♥, = 4♦ RKB for ♠		
4♣/♦		7		Standard 4-level pre-empt			
4♥/♠		7		Standard 4-level pre-empt			
4NT				5♦/6♣, 8-11			
5♣/♦		8		5-level pre-empt, 7+♣/♦			
						<b>HIGH LEVEL BIDDING</b> RKB is 0314 includes Queen Ask Cue bids: first then second round control	

If the Opponents open 1C ( 11 plus points and 2 plus C ) then

X == 16 plus points and full system on as if we had opened 1C

1D= 2 plus D and 11- 15 points, if balanced 13-15 points

1H or 1S 7 to 15 points normally 5 +, can be 4 when 4414 or 4 card major and 5 card C

1NT = 5+H and 5+ S

2C/D/H/S 6 card suit 7 - 10 points plus 2 points if vulnerable, plus 2 points when 3 level and plus 2 points with passed partner

2NT = Minors

3C/D/H/S preempts

If opponents open 1C 16+ points then

X is H plus another

1D is S plus a minor

1H/S natural

1NT majors 5+ each

2C/D/H/S 6 card suit 7- 10 points plus 2 points if vulnerable, plus 2 points on the 3 level and plus 2 points with passed partner

2NT minors

3C/D/H/S preempts