

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: 5+ 8-17 HCP
2-level: 5+ opening hand
Responses: New suit forcing by unpassed hand
Jump raise = pre-emptive
Jump in new suit = fit-showing
Jump cue = mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 systems on
11-16 balancing systems on
Sandwich NT for 2 unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak with 6+; Balancing is 6+ with good hand
2NT is 2 lowest unbid suits except in balancing seat (strong)
Responses: New suit forcing by unpassed hand
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels; 2NT response asks for minor
Jump cue = asking for stopper
Same in balancing seat
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=m or Mm forces 2D; 2D=MM; 2H/S=H/S; 2NT=mm
X=penalty unpassed or 4M/5+m if passed (responses p/c)
Modified capp if opps overcall 1NT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout to 4H; Lebensohl if 2-level open
Leaping Michaels through 3S
(2X)-3X = stopper ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Mathe over strong 1C (X=MM, NT=mm)
Pass/X over strong 2C=would have bid 2D/2H w/o interference
(1D)-2D= natural; (1D)-2H = MM
OVER OPPONENTS' TAKEOUT DOUBLE
2C=constructive raise (3or4); 2NT=4-card raise (limit+)
XX = good hand may or may not have 3-card fit
Responses: Flip-flop minors; New suit forcing 1-level only

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /low	
NT	4 th best or coded 9/T	4 th best or count	
Subsequent	Low if want return		
Other: Against NT, A or Q asks for count, K asks for attitude			
Reverse H leads at 5-level or higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AKQ(+)	
King	KQ(+); AK	AK; KQJ(+); KQT(+)	
Queen	QJ; QJ(+)	QJT/9(+); HQT(+)	
Jack	JT(+); KJT(+)	JT(+)	
10	Tx; T9(+); HT9(+)	T9(+); QTx; HJT(+)	
9	9x; 98(+); H98(+)	98(+); HT9(+)	
Hi-X	Sx	Sx; xSxx	
Lo-X	HxS; HxSx; xxS; xxxxS	HxxS(+); xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit Pref	
3	Suit Pref		
1	Attitude	Reverse Smith	Attitude
NT 2	Count	Count	
3	Suit Pref		
Signals (including Trumps):			
Standard Attitude/Count/Suit Pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4H; may be light if shapely			
Responses: next level weak; jump invitational			
Reopening: New suit strong; cue=force until suit bid twice; NT has stop			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X for majors through 2H (on if show 5)			
Responsive X through 4H			
Snapdragon			
Over Michaels or UoverU, X is penalty-oriented			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: Barb Shnier and Lesley Thomson
EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 5-card majors, forcing 1NT over 1M
2C = strong opening, any suit/shape
15-17 NT
Inverted minors (1m-2m=GF)
Fast arrival always (even NT)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D opening = 4S,5H,11-15HCP (Flannery)
3NT opening = gambling
Lebensohl after overcall of 1NT or X of opps' weak-2
3-way Drury (on over X)
Bergen (off over X)
Puppet Stayman over 2NT
Kokish over 2C opening
Wolff over 2NT rebid
Fit-showing jumps (by passed hand or in competition)
Ingberman over reverses (can pass 2M rebid) incl 1m-1H-2S
Unusual over Unusual (whenever 2 suits known)
2-way new minor forcing
Transfer McCabe (t/f into M shows H)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
If they X our 2C stayman, pass with a stopper
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 HCP	Single raise GF; Dbl raise wk (except over X)	Over 1m-2m, 2M=stopper, 2NT=MM stop	Single raise weak
					Criss-cross limit raise	New suit forcing 1 round	Jump new suit = weak
1♦		3	4H	same	same	same	same
					Single raise 5+; Double raise weak 4+	Reverses forcing 1 round; 4SFG	Fit-showing jumps
1♥		5	4D	11-21 HCP	1NT=forcing; 2NT Jacoby	Over 2NT: 3C=min (3D asks); 4H=weak;	Drury on, Bergen off
					3-way Drury, Bergen	3D/S/NT=short; 3H=strong; 4x=good suit;	See system over X
1♠		5	4H		same	same	same
INT			3S	15-17 balanced	Stayman (crawling); 4-way transfers	Super-accept with 4M (2Nmax) or Hxx(m)	Sys on to 2C (unless MM)
					3C=puppet; 3D= good mm; 3M=singleton	Over 3D, 3H/S=C/D; Smolen	Lebensohl; DONT runout
2♣	x			Near GF, any suit/shape	2D=GF; 2H=<3Q and no AK; 2NT=H	Kokish relay (opener)	Pass = would have bid 2D
					2S/3C/3D = good suit GF	Cheapest minor neutral (responder)	X = would have bid 2H
2♦	x			5H,4S,11-15 HCP	2NT=inv asking; 3M=GF	Over 2NT: 3m=3; 3H/S = min/max with 22m	Natural
					3C/D=to play	4m=4 (only with max)	
2♥		6		5-10 HCP; Good suit 1 st /2 nd	New suit forcing; 2NT asking	Over 2NT: Show A or K (entry for NT)	Natural
				Min opening hand in 4 th	4C=KC ask	Over 4C: 0, 1wo, 1w, 2wo, 2w	
2♠		6		same	same	same	same
				20-21 balanced	3C=puppet stayman;3D/H= transfers	Over 3C: 3D=4M; 3M=5; 3NT=no M	Natural
2NT					3S=relay to 3NT; 3NT=5S4H	Over 3D: 4C=C; 4D=MM	
3♣		6		Pre-emptive	New suit forcing		Natural
3♦		6		Pre-emptive	New suit forcing		Natural
3♥		7		Pre-emptive	New suit forcing		Natural
3♠		7		Pre-emptive	New suit forcing		Natural
3NT		7		Gambling minor	4C=pass or correct; 4M=to play		
4♣		8					
4♦		8					
4♥		8					
4♠		8					
4NT				Blackwood	0 or 4, 1, 2, 3		
5♣						HIGH LEVEL BIDDING	
5♦						1430; specific Kings	
5♥						DIPS/RIPS over interference	
5♠						Gerber (jump to 4C over NT)	
						Exclusion Blackwood (0, 1, 2wo, 2w)	
						Minorwood (if GF and have both shown m; 4NT o/w)	
						Responses: 1430, then Q/K ask next level (depends whether Q known)	