

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Level 1: Nat 8+ HCP, Opponents suit = 5/5 with 2 highest suits
2NT = 5/5 with 2 lowest suits
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Nat. – System ON
Reopen: Nat. – System ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre-emptive vs NV, Variable vs VUL
Reopen: constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, Stopper Asks,
(1♣ (+2)) – 3♣ = Natural
VS. NT (vs. Strong/Weak; Re-opening; PH)
Multi - Landy
Reopen: 8+HCP with 2 spots to play or 14+HCP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Jumps are constructive, NT = nat., DBL = t/o, Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
Vs 1C: level 1 = natural, X = clubs, level 2 = Multi - Landy
INT = 4M + 5♣
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+ HCP no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/2/4	1/2/4	
NT	1/2/4	1/2/4	
Subsequent	1/2/4	1/2/4	
Other: MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	Asks for attitude	
King	AK, KQ+	Asks for count – good suit	
Queen	QJ+	Asks for attitude	
Jack	JT+, AJT+, KJT+	Asks for attitude	
10	T9+, HT9+, HTx	Asks for attitude	
9	H9+, T9x, H98+	Asks for attitude	
Hi-X	Xx , xxx		
Lo-X	Hxxx	Good suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att.	Count	Att.
Suit 2	Count	Lav. (S/P)	Count
3	Lav. (S/P)		
1	Att.	Count	Lav. (S/P)
NT 2	Count	S/P	count
3			
Signals (including Trumps): lo = enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, may be weak with passed partner			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ - (1♥) – x = 4♠, 1♣ – (1♥) – 1♠ = 5♠			
Support double and redouble			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: New Zealand
PLAYERS: All Players NZ Women Team
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Two Over One, Natural 5533
INT = (14+)15-17Bal, may contain 5 card major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=6+♥/♠ 6-10
2♥=5+♥ & 4+ minor 6-9(10)
2♠=5+♠ & 4+ minor 6-9(10)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		3	4♥	11-21, 3+	1x=nat., 2♣ = nat. 10+HCP, 2♦ nat. no major, 2♥ = 5S/4♥ 6-9, 2♠ = weak, 3♣ = weak NF	1♣ - 1♥ -1♠ promise 44. (INT with 4333), 2-way checkback after 1NT		
1♦		3	4♥	11-21, 3 only with 4432	2♦ = 10+, 2♥=5♠/4♥ 6-9, 2♠ weak, 3♦=weak	2-way checkback, 1♦-2♣-2NT = 4441 weak		
1♥		5	4♦	11-21 5+♥	1NT = 1 semi forcing (6-12 HCP), 2♣ = GF 4+, 2♦ = GF nat., 2S = 10+ with 3♥, 2NT = 10+ with 4♥, 3♣/3♦= 9-11 HCP 6card, 3♥ = weak	2-way checkback	Drury	
1♠		5	4♥	11-21 5+♠	1NT = 1 semi forcing (6-12 HCP), 2♣/2♦/2♥ = GF, 2NT = 10+ with 4♠, 3♥ = 10-12 with 3♠, 3♣/3♦= 9-11 HCP 6card	2-way checkback	Drury	
INT			4♥	15(14+) -17 (semi)balanced	2♣ = stayman, 2♦/2♥ transfer, 2♠ = trsf to a minor or invite, 2NT = both minors, 3♣ = puppet, 3♦/♥/♠= slam try	xfers supper-accept 3♣: minimum with 4 cards, 3M max with 4cards, 2NT max with 3card (with at least one of top 3 honours)		
2♣	√	0	4♥	22+ bal. or GF	2♦ = 0-7 hcp,	2♣ - 2♦ - 2♥ = 25+ pts, either ♥ or artificial		
2♦	√	0	2♠	6+♥/S 6-10 HCP	2♥/S=p/c, 2NT = forcing enquiry			
2♥		5		5+♥ & 4+ minor 6-9(10) HCP	2NT= relay, 3♣ = p/c, 3♦ inv. with ♥, 3♠ = inv. ♠			
2♠		5		5+♠ & 4+ minor 6-9(10) HCP	2NT= relay, 3♣ = p/c, 3♦ inv. with ♠, 3♥ = inv. ♥			
2NT			4♥	20-22 (semi) balanced	Puppet, xfers, 3♠= 5♠/4♥, 3NT = minor stayman			
3♣		6		Might be very light in green, sound in red				
3♦		6		As above				
3♥		6		As above				
3♠		6		As above				
3NT		7		Full 7card minor w/o side stop	4♦ = ask for shortness			
4♣		7		Pre-empt				
4♦		7		Pre-empt				
4♥		7		Pre-empt				
4♠		7		Pre-empt				
4NT				Huge minor two suiter				
							HIGH LEVEL BIDDING	
							Blackwood 14 03, 2/5 without Q, 2/5 with Q	
							Exclusion Blackwood	
							Minorwood	