

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
7-17 HCP – can be 4 card
Jump bids over M overcall same as over opening M bid (except if responder to opener has bid)
Law raises
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP (transfers etc.)
14-17 HCP in 4 th seat
Lebensohl over intervention
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single jump: weak NV, intermediate V, M over NT PRE
Over 2 level opening weak bids, 4♣/♦ = m/M
Double jump: preemptive
2NT: 2 lowest suits
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue over 1 level minor bid = Ms, 5/5, constructive
Direct cue over 1 level major bid = Mm, 5/5, constructive
Direct cue over natural 2 level bid = directional ask
Jump cue = directional ask
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+ HCP (or ♣ & any other suit if passed hand);
2♣ = Ms: 2♦ = 6 cd M or (♦/M if passed hand);
2♥/♠ = 5 card M & 4+ minor; 2NT = touching suits;
3m = 8-14HCP, 3M = PRE, 4m = m/M
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout, except (4♠) X = PEN, (4♣) 4NT = takeout
Cue bid over m = Ms, over 3 level M then 4♣/♦ = m/M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2♣
Over 1♣ & 1♦ response: X = majors, 1NT = minors, weak jumps
X of 2♣ or 2♦ response shows that suit
OVER OPPONENTS' TAKEOUT DOUBLE
1♣ (X) = System On, except XX 5 card ♣ 6-9HCP; 1♦ (X) 3♦ = PRE
1M (X) = System on
New suit = F1 at 1 level
XX = 9+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low from honour (no count)	Low from xxx if unsupported	
NT	Low from honour (no count)	Low from xxx if unsupported	
Subseq	Low card ENC	Low card ENC	
Other: King requests count, ace/queen ATT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AKx, Ax(+), asks ATT	AKx, AKJ(+), Ax(+), asks ATT	
King	AK, KQ(+), asks count	KQJ(+), KQ10(+), asks count	
Queen	KQ(+) QJx(+), asks ATT	AQJ(+), KQ(+), QJ(+), asks ATT	
Jack	J10(+), KJ10(+), Jx	J10(+), Jx	
10	109(+), K109(+), Q109(+), 10x	109(+), A/K(J)109(+), Q109(+)	
9	H98(+), 9x	H98(+), 9x	
Hi-X	Sx, xSx(+)	Sx, xSx (+)	
Lo-X	Hx(+S)	Hx(+S)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI = DISC	HI = ODD	HI = DISC
Suit 2	HI = ODD		HI = ODD
3	SP		
1	HI = DISC	HI = ODD	HI = DISC
NT 2	HI = ODD		HI = ODD
3	SP		
Signals (including Trumps): High/Low in trumps = SP			
1 st discard = attitude (HI = DISC), subsequent discards = count (HI = ODD)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout to 4♥			
Over our opening 2♥, 2♠, and preempts X = PEN			
Support Xs			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing: Lightner – standard use			

W B F CONVENTION CARD
CATEGORY: Natural – Green
NCBO: New Zealand
PLAYERS: Linda Cartner Glenis Palmer
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 2+♣ (10)11+, w TFR responses
1♦ = 4+♦, (10)11+, (semi-F NT)
5M, (10)11+, can be light opening in 3 rd seat, (semi-F NT)
1NT Opening: (14)15-17, may have singleton
2-over-1 Responses: FG
Multi 2 level bids
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to 1♣ opening
2♦, 2♥, 2♠ – multi bids
3NT - gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Help suit game tries
2-way checkback –see note
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-20 HCP	1♦/♥ = TRFs to 1♥/1♠; 1♠ = 6-9HCP w/o M, or any 4+♦ (5)6+HCP, or 6+♣ INV; 1NT = 10-11HCP, 2♣ = 4+ card GF, 2♦ = M 3-7HCP, 3♣ = 6 card 5-8 HCP	Accept transfer with 3 card support, 1NT rebid = (11)12-14 HCP, 2NT = 18-19 HCP (may have 3 cd support)	Same
1♦		4	4♥	11-20 HCP	1NT = 6-10 HCP; 2♦ = 4+ card GF; 2♥/2♠ = 3-7 HCP; 3♣ = 4+ cd ♦ INV, 3♦ = 5 cd (5)6-9 HCP	1NT rebid = 12-14 HCP	Same
1♥		5	4♦	11-20 HCP	1NT = 5-11 HCP; 2♣/♦ = GF; 2♠ = 3 card ♥, 10-14 HCP; 2NT = 4 cd ♥ GF; 3♣ = 4 cd ♥ (6)7-9 HCP; 3♦ = 4 cd ♥ 10-11 HCP; 3♥ = 4 cd ♥ 0-5(6) HCP	Over 2NT, 3 level bid = singleton (11-14 HCP), 4 level bid = Exclusion KCB, 3♥/3NT stronger than 4♥. 3♦ over 3♣ = INV. Cue bids over 3♦	1NT = 5-10 HCP, 2♣ = Drury responding to 3 rd /4 th hand opener.
1♠		5	4♥	11-20 HCP	Same principles apply as responses to 1♥	Same as over opening 1♥	Same
1NT			4♥	(14)15-17 HCP, can have 5 cd major or 6 cd minor, may be off-shape	2♣ = Stayman (may be INV w/o M); 2♦/♥ = TRFs; 2♠ = TRF to ♣; 2NT = TRF to ♦; 3♣ = Puppet Stayman, 3♦ = minors, ST; 3♥/♠ = natural ST; 4♣ = Ace Ask; 4♦/♥ TRF to ♥/♠; 4♠ = minors, not S/T.		Same
2♣	✓	0	4♥	8-9 Playing Tricks in M, Game Force or 24+ HCP balanced	2♦ = 8+ HCP; 2♥ = 0-4 HCP; 2♠ = 5 card ♠ 5-7 HCP; 2NT = 5-7 HCP BAL, 3♣/3♦/3♥ = 5+ card suit 5-7 HCP; 3♠ = 6+ card ♠ 5-7 HCP	Suits natural GF; 2NT rebid = 24+ HCP balanced; 3♥/3♠ = 8.5PT Over 2NT rebid: 3♣ asks for 4 or 5 cd M	Same
2♦	✓	0	2♠	Weak Major, or 22-23 HCP balanced	2♥/2♠ = NF relay; 2NT = 11+ forcing enquiry; 3♣/3♦/3♠ = natural, NF; 3♥ = correctible, NF; 3NT 4/4 majors NF; 4♦ 5/5 majors	Over 2NT enquiry: 3♣ = 22-23 HCP bal.; 3♦/♥ = bad weak 2 in M; 3♠/NT = good weak 2 in M	Same
2♥		5	No	5♥ & 4+ minor, 6-10 HCP	2NT = forcing enquiry; 3♣ = correctible; 3♦/3♠ = nat. NF	Min/max with tied minor suit	Same
2♠		5	No	5♠ & 4+ minor, 6-10 HCP	2NT = forcing enquiry; 3♣ = correctible; 3♦/3♥ = nat. NF	Min/max with tied minor suit	Same
2NT			No	20-21 HCP balanced	3♣ = Puppet Stayman, 3♦/♥ = TRFs, 3♠ = minor(s), 4♣ = Ace Ask, 4♦/♥ TRF to ♥/♠, 4♠ = minors not S/T		Same
3♣		6	No	Preemptive	New suit forcing below game, 4♦ = Minorwood	Show support if possible, otherwise bid 3NT	Bid of new suit NF
3♦		6	No	Preemptive	New suit forcing below game, 4♣ = Minorwood	Show support if possible, otherwise bid 3NT	Bid of new suit NF
3♥		7	No	Preemptive	4♠ natural, bid of any other suit is cue bid	Cue bids	Bid of new suit NF
3♠		7	No	Preemptive	4♥ natural, bid of any other suit is cue bid	Cue bids	Bid of new suit NF
3NT			No	Solid minor	4♣ = correctible, 4♦ = asks for shortage		
4♣		7	No	Preemptive	4NT = RKCB, Cue bids		
4♦		7	No	Preemptive	4NT = RKCB, Cue bids		
4♥		7	No	Preemptive	4♠ RKCB, 4NT = ♠ cue		
4♠		7	No	Preemptive	4NT = RKCB, Cue bids		
4NT					6/5minors 8-13 HCP		
5♣/♦		7	No	Preemptive			
				HIGH LEVEL BIDDING			
				4♣ over NT = Ace Ask (Responses 14,30,2); Roman Key Card Blackwood			
				Minor suit raise to 4 level in GF or uncontested auction = RKCB			
				Exclusion Keycard Blackwood; 5NT = Grand Slam Force; Splinters; Cue bidding			

2-Way Checkback

After 3 bids at the 1 level then:

- 2♣ = relay to 2♦ (can be weak D to play or invitational hand if bid on)
- 2♦ = artificial GF

3♣ over 1/2NT opening and 2NT rebid after opening Multi 2D

Opener bids 3♦ with 1 or both Ms, then responder bids:

- 3♠ with 4 card ♠ (may have 4 card ♥ as well), then 4♣/♦ = cue agreeing ♠s
- 3♠ with 4 card ♥, then 4♣/♦ = cue agreeing ♥s
- 3NT to play
- 4m = natural 5+ card suit, S/T
- 4NT = quantitative

Opener bids 3M with 5 card M, then responder bids:

- OM artificial S/T agreeing M
- 4m = natural 5+ cd suit, S/T

Responder bidding over 1♦ (1♥)

- X = 4+♠
- 1♠ denies 4 cd ♠, no ♥ stop 6-11 HCP
- 1NT denies 4 cd ♠, with ♥ stop 6-11 HCP

Over ♥ agreement or suit set

- 4♠ = RKCB
- 4NT = ♠ cue

Defence to Multi 2D

Action in 2nd position

X = 16+ HCP

2♥ = 5 cd ♥, (11) 12+ HCP

2♠ = 5 cd ♠, (11) 12+ HCP

2NT = 16-18 balanced

3 level minor bid = (11)12+ HCP, good suit

3 level major bid = 13-16 HCP, 6 card suit

4♣/♦ = m/M

Responses:

(2♦) X (2♥) X = 4+ cd ♠

Lebensohl applies

Action in 6th position

2NT takeout for minors

X Takeout

Action in 4th position

Suit overcalls as for 2nd seat

2NT 16-18 balanced

X shows other major or strong as for 2nd seat

4♣/♦ = m/M