DEFENSIVE AND COMPETITIVE BIDDING	
/ERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
rercall on almost all hands with a 5+ card suit, 0+ HCP.	
sponses NF unless fit or ~9+ HCP. Jump responses F1.	
response – F1, usually with 2+ card support.	
IT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
d/4 th live – 15-18 HCP. Responses – system on.	
opening – 11-14 HCP. Responses – system on.	
MP OVERCALLS (Style; Responses; Unusual NT)	
ermediate jump overcalls – good 6+ suit and ~11-16 HCP	
sponses – new suits forcing.	
nusual NT – 5+C/5+D. 1M-3C – 5+other Major/5+D.	
open: As above.	
RECT & JUMP CUE BIDS (Style; Response; Reopen)	
rect cue bid – 5+/5+ in highest and lowest unbid suits.	
n-3m cue bid – 5+H/5+S.	
1/-3M cue bid – stopper ask.	
. NT (vs. Strong/Weak; Reopening; PH)	
- values, penalty oriented (next X takeout/values).	
– H+S. 2D/H/S – natural. 3-level – natural. 2NT – 2 suits.	
d aggressively.	
weak NT – (1NT) P (2x artificial) X = values.	
.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
keout X vs natural pre-empts, strong X vs artificial pre-en	npts
IT overcall – 15-18 HCP, system on.	
1-3M – stopper ask.	
. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*	
- H+S. NT – C+D. Other – natural. Same over 1C-1D and 2	C 2F

Bid aggressively.

OVER OPPONENTS' TAKEOUT DOUBLE

System on. XX - (9)10 + HCP, no fit, then subsequent X - penalty.

	L	EADS AND SIGN	IALS		
OPENING LE	ADS STYLE				
	Lead		In Pa	artner's Suit	
Suit 4 th from hon		nour, or 2 nd	4 th fi	rom honour, or 2 nd	
NT	4 th from ho	nour, or 2 nd	4 th fi	4 th from honour, or 2 nd	
Subseq	4 th from ho	nour, or 2 nd	4 th fi	4 th from honour, or 2 nd	
Other:					
LEADS					
Lead Lead	Vs. Suit		Vs. N	JT	
Ace	AK+ – asks	for ATT	-		
King		ks for count		AK/KQ – asks for count	
Queen	QJ+			QJ+	
Jack	J10+/KJ10+	-	J10+	/AJ10+/KJ10+	
10	109+/K109	+/Q109+	109-	+/A109+/K109+/Q109+	
9	, , , ,		y no honour		
Hi-X	Likely doub	kely doubleton		Likely doubleton	
Lo-X	Implies len	gth	Impl	ies length	
SIGNALS IN	ORDER OF PRIO	RITY			
Pa	rtner's Lead	Declarer's Le	ad	Discarding	
1 LC)-HI = EVEN	EVEN LO-HI = EVEN		LO-HI = ENC	
Suit 2 LC)-HI = ENC	LO-HI = ENC		LO-HI = EVEN	
3 Suit preference		Suit preferer	nce		
1 LO-HI = EVEN		LO-HI = EVEN	١	LO-HI = ENC	
NT 2 LO-HI = ENC		LO-HI = ENC		LO-HI = EVEN	
	it preference	Suit preferer	nce		
	uding Trumps):				
	N – count prioriti				
or first disca	rd. Some suit pre	eference when	switch r	equired.	
		DOUBLES			
TAKEOUT D	OUBLES (Style; R	esponses; Reo	pening)		
	tyle, can be off-s				
Responses –	cuebid F1, other	rs natural.		-	
Reopening –	aggressive.				
SPECIAL, AR	TIFICIAL & COM	PETITIVE DBLS/	RDLS		
(1x) 1M (X)	(X – Hx support v	vith ~9+ HCP			
1C (1D/H) X	– transfer. 1C (19	S) X – 8+ HCP.			
Over artificia	al bids – first X va	lues, second X	takeout	, third X penalties.	

ATEGORY: Red ICBO: Australia PLAYERS: Phil Markey – Lauren Travis VENT: Mixed SYSTEM SUMMARY SENERAL APPROACH AND STYLE aggressive openings – 1 level openings show 9+ HCP. C - 2+C (includes 14-19 (semi)balanced hands). ransfer responses to 1C opening. card majors, 1D always unbalanced. NT opening in 1st/2nd seat – 9-13(14) HCP, (semi)balanced NT opening in 3rd/4th seat – 20-21 HCP D/H/S - 0-8 HCP with 4+/4+ in specific suits aggressive pre-empts and overcalls. PECIAL BIDS THAT MAY REQUIRE DEFENSE D/H/S openings – 0-8 HCP with 4+/4+ in specific suits. NT may be off-shape (usually no singleton). esponder's pass of 1NT – 8-12 HCP or 0-7 with a long minor. lass in 1st/2nd usually denies 4+S (unless 4333 or some 4432). lighly aggressive pre-empts and overcalls. rd seat 2D/H/S - 0-~15 HCP, usually 6+ card suit. PECIAL FORCING PASS SEQUENCES MPORTANT NOTES PSYCHICS: Occasional.

W B F CONVENTION CARD

OPENING	TICK IF ARTIFICIAL	o. of DS	NEG.DBL THRU					
		MIN. NO. (DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*	Х	2	45	2+C, 14-19 HCP, BAL (may have 5+D) or (4)5+C, 9+ HCP	1D – 4+H, 1H – 4+S, 1S – (7)8+HCP BAL or D, 1NT – 3-7 HCP usually denies 4M, 2C – 8+ HCP 6+C, 2D/H/S – 3-7 HCP 6 card suit, 2NT/3C – 4-7 HCP club raises, 3D/H/S – SPL. Game – to play.	After transfer: accept – 14-17 BAL, 1NT rebid – 18-19 BAL, 2NT – 3M, 6C, 14+ HCP. After 1S: 1NT – 14-15 BAL, 2C – 16+ BAL or 17+ UNBAL, 2D – 9-13 UNBAL.	Passed hand: 1D – max passed hand (6)7-9 HCP then 1H – GF, other bids NAT <7 HCP. Transfers after X/1D/1H overcall. X – 8+ after 1S overcall.	
1♦		4	45	4+D, 9+ HCP. Always UNBAL. Either 5+D or a 4441.	1M/1NT – NAT. 2C – NAT 10+ HCP. 2D – 3+D 5-9 HCP. 2M – 3-7 HC 6 card suit. 2NT – 4+D GF. 3D –4+D, ~9-12 HCP. 3x – SPL. 4D/4M – to play.	1D-1M-1NT – 3 card support ~12-15 HCP, 2M raise with 3 or 4 card support. New suit –NAT, F1. Jumps – SPL. 2NT – 3M, 6D, 14+ HCP. 4M+1 – RKCB. ART over 1D-2NT.	Natural.	
1♥		5	4\$	5+H, 9+ HCP.	1S – 4+S. 1NT – 5-9 NAT or 10-12 with C. 2C –3H INV+, GF BAL or GF C. 2D – NAT 10+ HCP. 2H – 5-8 raise. 2S/3C/D – SPL. 2NT – 4+H GF. 3H – 9-12 raise. 4m – to play.	1H-2C: 2D – accepting invite (~12-16 HCP), 2H – minimum, 2S – NAT, 2NT – 17-19 BAL or 16+ with H+D, 3C – NAT reverse, 3H – strong with solid suit, 3D – strong without solid suit, 3NT – 15-17 BAL. ART over 1H-2NT.	Natural.	
1.		5	4\$	5+S, 9+ HCP.	1NT – 5-9 NAT or 10-12 with C. 2C –3S INV+, GF BAL or GF C. 2D/H – NAT 10+ HCP. 2S – 5-8 raise. 3C/D/H – SPL. 2NT – 4+S GF. 3S – 9-12 raise. 4x – to play.	1S-2C: 2D – accepting invite (~12-16 HCP), 2S – minimum, 2H – NAT, 2NT – 17-19 BAL or 16+ with S+D, 3C – NAT reverse, 3S – strong with solid suit, 3D – strong without solid suit, 3NT – 15-17 BAL. ART over 1S-2NT.	Natural.	
1NT			4\$	1st/2nd seat: 9-13(14) HCP, BAL or semi-BAL (5422/6m322). 3rd/4th seat: 20-21 HCP, BAL or semi-BAL.	2C – Stayman or advanced run (4333/4432 0-7). 2D/H – transfer or advanced run (as above). 2S – Baron. 2NT – weak minor. 3x – NAT slam try. 4x – to play.	After transfer: 2M+1 – 4+M and very MIN or very MAX hand. New suits forcing over transfers. After 1NT (X), XX – 8+ to play, 2x – NAT, 2NT – forces 3C, single suited weak hand, PASS – opener bids 5 card suit or XX to find best fit.	X – values/takeout (as per doubles section). Opener's X after responder action – maximum, usually with support. Lebensohl – weak options only. Passed hand: system on.	
2*	Х		4\$	GF or 23+ BAL.	King based controls: 2D – 0/1, 2H – 2, 2S – 3, 2NT – 4, 3C – 5, 3D – 6, 3M – 6+ good suit with 0-2 controls, 3NT – 9+, 0-1 controls, (4333)/(4432).	Natural, forcing. Responder cannot RKCB.	2C (X/2D/2H) – P – 0 controls, X/XX – 1 control, etc. 2C (2S+) – P – even controls, X – odd controls.	
2♦	Х			NV: 4+D, 4-5S, 0-8 HCP. VUL: 4+D, 4+S, 0-8 HCP. If VUL, usually not very weak 4432.	2H/2S/3C/3D – to play. 2NT – strong enquiry (GF unless 3C response). 3H/4C – NAT F. 3S – not INV but can be raised with extra shape.	Over 2NT: 3C – min (then 3H asks shape; 3S – 4S, 3NT – 5+S, 4x – 5521/6511), 3D – 4S/5+D, 3H – 4/4, 3S – 4D/5+S, 3NT – 5+/5+.	Competitive: X – penalty. 3 rd seat: 2D – 0-15 HCP, (5)6+D. 4 th seat: 2D – 11-15 HCP, 6+D.	
2♥	Х			NV: 4+H, 4-5S, 0-8 HCP. VUL: 4+H, 4+S, 0-8 HCP. If VUL, usually not very weak 4432.	2S/3C/3D – to play. 2NT – strong enquiry (GF unless 3C response). 4C/D – NAT F. 3H/S – not INV but can be raised with extra shape.	Over 2NT: 3C – min (then 3D asks shape; 3H – 4S/5+H, 3S – 4/4, 3NT – 4H/5+S, 4x – 5521/6511), 3D – 4S/5+H, 3H – 4/4, 3S – 4H/5+S, 3NT – 5+/5+.	Competitive: X – penalty. 3rd seat: 2H – 0-15 HCP, 6+H. 4th seat: 2H – 11-15 HCP, 6+H.	
2.	Х			NV: 4+C, 4-5S, 0-8 HCP. VUL: 4+C, 4+S, 0-8 HCP. If VUL, usually not very weak 4432.	2S/3C/3D/3H/4H – to play. 2NT – strong enquiry (GF unless 3C response). 4D – NAT F. 3S – not INV but can be raised with extra shape.	Over 2NT: 3C – min (then 3D asks shape; 3H – 4S/5+C, 3S – 4/4, 3NT – 4C/5+S, 4x – 5521/6511), 3D – 4S/5+C, 3H – 4/4, 3S – 4C/5+S, 3NT – 5+/5+.	Competitive: X – penalty. 3rd seat: 2S – 0-15 HCP, 6+S. 4th seat: 2S – 11-15 HCP, 6+S.	
2NT			4\$	1 st /2 nd seat: 20-22 HCP. 3 rd /4 th seat: 22-23 HCP.	3C – modified puppet Stayman. 3D/H – transfers. 3S – minor Stayman. 4m – NAT slam try. 4M – NAT.	2NT-3C: 3D – shows a 4M, 3H – no 4/5M, 3S – 5S, 3NT – 5H. Accept transfers.	Natural. X – takeout.	
3 .		6		Aggressive, 0-8 HCP, 6+C.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.	
3♦		6		Aggressive, 0-8 HCP, 6+D.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.	
3♥		6		Aggressive, 0-8 HCP, 6+H.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.	
3♠		6		Aggressive, 0-8 HCP, 6+S.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.	
3NT				To play, usually a long suit.	4C – pass/correct.			
4.		6		Aggressive, 0-8 HCP, 6+C.			3 rd /4 th – wider range.	
4♦		6		Aggressive, 0-8 HCP, 6+D.			3 rd /4 th – wider range.	
4♥		6		Aggressive, 0-11/12 HCP, 6+H.			3 rd /4 th – wider range.	
4♠		6		Aggressive, 0-11/12 HCP, 6+S.			3 rd /4 th – wider range.	
4NT			-	Both minors, very shapely.	Natural.	HIGH LEVEL BIDDING		
5♣				To play.		When major agreed, 3M+1 – non-serious slam	try. 1 st /2 nd round control cue bids.	
5♦				To play.		When suit agreed, 4-suit+1 – RKCB, 0314 respo	•	
5♥/♠				To play.		1		