

WBF CONVENTION CARD	
CATEGORY: Green	
NCBO:	
PLAYERS: Jenny Millington, Barry Jones	
EVENT Mixed Teams	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 over 1 Game Force	
Multi 2 Diamond	
Transfer Responses over 1C	
2M = 5M + 4/5 clubs	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Multi 2 Diamond	
Transfer Responses over 1C	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: Rare	

LEADS AND SIGNALS	
OPENING LEADS STYLE	
Lead	In Partner's Suit
Suit	3/5 or attitude
NT	Attitude
Subseq	Attitude
Other: Overlead all honours except AK doubleton. Honour leads can be top of an internal sequence.	
LEAD	
Lead	Vs. NT
Ace	Overlead except AK dblton Overlead
King	Overlead
Queen	Top &/or internal sequence Top &/or internal sequence
Jack	Top &/or internal sequence Top &/or internal sequence
10	Top &/or internal sequence Top &/or internal sequence
9	Top &/or internal sequence Top &/or internal sequence
Hi-X	1sts 3rds & 5ths Attitude
Lo-X	3rds & 5ths Attitude
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Dealer's Lead
1 Attitude	Reverse count Reverse attitude
Suit 2 Reverse count	
3 Suit preference	
1 Attitude	Reverse count Reverse attitude
NT 2 Reverse count	
3 Suit preference	
Signals (including Trumps): Hi Lo in trumps asks for ruff.	
DOUBLES	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
X of Opening bids up to 4S Takeout.	
Responsive X up to 3S	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
Game try doubles	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1/2 Level; Reopening)	
6+ HCP 5card+ suit at the 1 level,	
10+ HCP 5card+ suit at the 2 level	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15 - 18 HCP 2 nd seat	
10 - 14 HCP 4 th seat	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Intermediate 10 - 15 & 6 card suit. Except Non-Vul vs Vul 6-10 & 6 card suit.	
Unusual 2NT = 5/5 in 2 lowest unbid suits 10 - 15 HCP	
Reopen: 14-17 6 card suit	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
All 10 - 15 HCP.	
Direct Cue bids of a Major = 5/5 in other Major and a minor.	
Direct Cue bid of a minor = 5/5 Spades and the other minor	
Jump Cue bid of a minor = 5/5 Majors.	
VS. NT (vs. Strong/Weak; Reopening:PH)	
X = 15+ HCP. Penalty oriented	
2H/S = 5M/4+ minor 10-14 HCP	
2D = Single suited major, usually 6+ , 10 - 14 HCP	
2C = 4+/4+ Majors 10 - 14 HCP	
2NT = 5+/5+ any 2 suits, initially treated as minors. 10 - 14 HCP	
3 level bids, natural. 6+ card suit.	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X = takeout up to 4S. Overcalls natural 5+ card suit 10+ HCP	
NT overcalls natural up to and including 3NT	
4NT = 2 suited 5+/5+ suits	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*	
Over strong 1C: 1D = D and M at least 4/4, weak jumps	
1H & 1S Natural. X = at least 4/4 majors. 1NT = at least 4/4 minors.	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX = 10+ HCP otherwise system on.	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	2+ clubs	1D = 4+ H. 1H = 4+ S. 1S = Transfer to INT (Can also be 6+9 HCP and 5+ D, or 6+) 1NT = 5+ D & 10+ HCP. 2C = 4+ C & GF 2D = 6+ Major and 3-7 HCP. 2H/S = 6+ card suit and 8-10HCP. 2NT = Natural. 3C = 5+C 6-9 HCP. 3D/H/S Splinters 5+ C. 3NT Natural 13-15 HCP	Accept major transfer shows 3 card support or jump to 2 level shows 4 and minimum. Long suit game tries (at least Qxx) Cue 1 st or 2 nd round controls RKC 0314	
1♦		4	4H	4+ diamonds	2C Natural and game forcing. 2D 10+ HCP 4+D does not deny 4card Major. 2H/S 3-7 HCP 6 card Major. 2NT Natural. 3C = 6 card suit 9-12 HCP. 3D= 4+D 6-9 HCP. 3H/S/4C Splinters. 3NT Natural 13-15 HCP	Can rebid 3 card major Cue 1 st or 2 nd round controls RKC 0314	
1♥		5	4D	5+ hearts (may be 4+ in 3 rd /4 th seat)	1NT Forcing 6-12 HCP <4S. 2C/D Natural GF. 2S 3-7HCP 6+S. 2NT/3C/3D Bergen raises 4+H. 3S/4C/4D Splinters. 3NT =Natural 13-15 HCP 4S/5C/5D Voidwood	Cue 1 st or 2 nd round controls RKC 0314	2C = Reverse Drury
1♠		5	4H	5+ spades (may be 4+ in 3 rd /4 th seat)	1NT Forcing 6-12 HCP. 2C/D/H Natural GF. 2NT/3C/3D Bergen raises 4+S. 3H/4C/4D Splinters. 3NT =Natural 13-15 HCP 4H/5C/5D Voidwood	Cue 1 st or 2 nd round controls RKC 0314	2C = Reverse Drury
INT			4H	15-17HCP May contain any 5 card suit	2C = Stayman but may not contain major if rebid = 2NT 2D/H/S/NT = Transfers H/S/C/D. 3C = enquiry for 5card Major, 3D = Minor Suit Stayman 3H/S = Singleton H/S GF 1 3 4 5 or 1 3 5 4 shape		
2♣	*	0		23+HCP or GF	2D + 9+ HCP. 2H = <4HCP. Other bds 5-8HCP		
2♦	*	0		Multi 2D, 6+Card Major 6-9 HCP or 20-21 Balanced	2NT 15+ pts forcing. 2H = p/c, 2S preemptive or invitational in hearts 3D = 5-14, 33/ majors 3NT =44/ majors 3H= 3H, 4S 5-14. 3S = 4H& 3H 5-14	After 2NT 3C = 20-21, 3D = min weak hearts 3H = min 6 spades, 3S max with H, 3NT max with S	
2♥		5			2NT shows, values, forcing enquiry 3D/3S 3 card suit, max. 3H =max, 3NT max, 2524 shape		
2♠		5		5 S & 4/5 C. 7-11 HCP	2NT shows, values, forcing enquiry 3D/2% 3 card suit, max. 3H =max, 3NT max, 5224 shape		
2NT				21-22 HCP May contain any 5 card suit	3C = Puppet Stayman. 3D /H Transfers. 3S = Minor Suit Stayman		
3♣/♦/♥/♠		6+		6-9 points	Change of suit natural and forcing		
3NT				Gambling. Solid 7 card minor suit	4C P/C		
4♣/♦/♥/♠		7+		Preemptive			
4NT				Specific Ace ask			
5♣/♦/♥/♠		7+		Preemptive			
HIGH LEVEL BIDDING							
4C = Gerber over INT or 2NT							
4NT = RKCB							
Voidwood							