

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: Can be aggressive
2 level: Somewhat sound, Jan more aggressive
New suit forcing unless RHO bids
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-18 in direct, system on
12-15 balancing seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps, vul dependant
New suit forcing
Unusual NT
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's, major oriented, 10+
1m (2m) 5-5 majors
1M (2M) 5-5 major+minor
VS. NT (vs. Strong/Weak; Reopening;PH)
2C majors
2D one major
2M 5M4m
2NT 2 suited
X penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout, no leaping michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1NT 8-10, new suits forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same	
NT	Attitude	3 <sup>rd</sup>	
Subseq	Attitude	Count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, attitude	AK+	
King	AK+ KQ+, count	Unblock or count, strong suit	
Queen	QJ+	QJ+ KQ+ AQJ+	
Jack	JT+ HJT+	JT+ HJT+	
10	T9+, HT9+	T9+ HT9+	
9	9x	9x+	
Hi-X	Xx	Xx+	
Lo-X	xxXx, xxxxX, xxX	Hxx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude
Suit 2	Reverse count	Suit pref	Reverse count
3	Suit pref		Suit pref
1	As above	As above	As above
NT 2			
3			
Signals (including Trumps):			
UDCA, standard suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound in direct position. Natural responses and jumps. Cue forcing to suit			
Agreement (unless from passed hand). Lebensohl after X at 2 level from			
Unpassed hand.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: NZ bridge
PLAYERS: Leon Meier, Jan Cormack
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1
15-17 1NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = weak 2 in a major
2M = 5M 4m 6-9
SPECIAL FORCING PASS SEQUENCES
Game forcing auction, or strong jump to game and clear sacrifice
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	11-20	2C=GF, 2D=clubs 9-11, 2M = 6+M 0-5, 3C = 6-9	1C-2C-2D = 4+C 2 way checkback	
1♦		4	4H	11-20	2D GF, 2M = 6+M 0-5, 3C = 9-11 diamond raise	2 way checkback	
					1NT 6-12, 2x GF, Jump other major 3 card invite,	New suits after 2/1 just show shape	
1♥		5	4D	11-20	2NT 16+ 4H, 3C = 6-9 4M, 3D = 10-11 4M		
1♠		5	4D	11-20	3M = 0-5, 3NT = 4M 13-15, splinter very wide ranging		
INT			4H	15-17	Stayman, 2D/2HTfrs, 2SRange Finder or Minors,		
					2NT bid best minor, 3C puppet, 3D/H/S nat inv		
2♣		0		GF	2D waiting, suits natural positive	2NT rebid forcing	
2♦	yes	0		Weak 2 in major, 6-10	Major bids p/c, 2NT asking	2NT-3C/D max with major, 3M min	
2♥		5		5H 4+m 6-9	Minor bids p/c, 2NT asking		
2♠		5		5S 4+m 6-9	Minor bids p/c, 2NT asking	2NT-3m min, 3M max with tied minor	
2NT				20-22 can be semi balanced	3C puppet, 3D/H transfers, 3S minor stayman 4X = 2 under transfer slam tries		
3♣		6		Can be very aggro 1 <sup>st</sup> fav			
3♦		6		Can be very aggro 1 <sup>st</sup> fav			
3♥		6		Can be very aggro 1 <sup>st</sup> fav			
3♠		6		Can be very aggro 1 <sup>st</sup> fav			
3NT		7		Gambling no outside control			
4♣		7		Can be very aggro 1 <sup>st</sup> fav			
4♦		7		Can be very aggro 1 <sup>st</sup> fav			
4♥		7		Can be very aggro 1 <sup>st</sup> fav			
4♠		7		Can be very aggro 1 <sup>st</sup> fav			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						1430 RKCB	
5♥						1 <sup>st</sup> 2 <sup>nd</sup> round cue bids	
5♠							