

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Overcalls can be light
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
Direct 15-18. Balancing could be lighter, not strictly defined.
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels. Unusual 2NT
VS. NT (vs. Strong/Weak; Reopening;PH)
X=penalty
2C=majors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O doubles
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best		
NT	4 <sup>th</sup> best		
Subseq	attitude		
Other: might not be honest			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ak(x), ax	same	
King	Kq(x), kx		
Queen	Qj(x), qx		
Jack	J10(x), Hj10(x), jx		
10	109(x), K109(x), 10x		
9	9x		
Hi-X	Xx		
Lo-X	xxxX, xxxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Upside down att	Upside down count	Ud att
Suit 2			
3			
1	Upside down att	Upside down count	Ud att
NT 2			
3			
Signals (including Trumps):			
Leads and carding might not be honest			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles in some competitive auctions are not strictly defined. We use logic			
And table feel to figure it out. As a general guideline, most doubles are T/O			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Joan Millens & Shan Huang
EVENT (Open/Women/Mixed/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Two over one game forcing
1NT = 14+ - 17. Can be creative
5-card major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT and 2NT opening could be offshape. Small singletons possible. Occasionally out of range too.
All bids can be creative
1 minor – 2NT = game forcing, any shape is possible
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
All carding agreements are flexible. Might not be honest
PSYCHICS: Not often straight up psychs. But lots of creative

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	11-21, 4432 open 1C, can be creative with other shapes too	New Suit Forcing 2NT = Game Forcing	3 clubs = Stayman, Else = natural	
1♦		4	4H	11-21	New Suit Forcing 2NT = Game Forcing	3 clubs = Stayman, Else = natural	
1♥		5	4D	11-21	1NT forcing, can be creative with strong hands Or occasionally 4+S		
1♠		5	4H	11-21	1NT forcing, can be creative with strong hands		
INT				14+-17	Stayman, transfers		
				Could be offshape			
2♣				22+, strong	2D = 0-1 control, 2H = 2 controls		
					2S = 3+ controls		
2♦		5		Weak	New suit forcing, 2NT foorcing		
2♥		5		Weak	Same		
2♠		5		Weak	Same		
2NT				20-21 Could be offshape	Stayman, transfer		
3♣		6		Weak			
3♦		6		Weak			
3♥		6		Weak			
3♠		6		Weak			
3NT							
4♣		7		Weak			
4♦		7		Weak			
4♥		7		Weak			
4♠		7		Weak			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							