

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
1 Level sound 7-19 pts	
2 Level 5+ card 8-19pts	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-18	
System on	
11 - 14 in 4th	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak major in 2 nd - 6 or 7 Cards - New suit forcing 1 st - 2 ^d = 5h + 4s (a hand not strong enough to reverse)	
At 4 level 7+ Cards	
Intermediate in 4 th (11-14pts good 6 card suit)	
Reopen: constructive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Ghestem (sup. note 5)	
Leaping Michaels (sup. note 6)	
Cue bid of opener's suit at 4 level shows a strong pre-empt in a M	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Hamilton VS Weak (sup. note 10)	
Multi Landey vs Strong (sup. note 11)	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Take out X	
Cue bid 2 suiter; Jumps strong	
3 NT 16+	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X=Ms; INT = ms; Also on after 1C pass 1D	
2C Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
Jumps weak	
2NT Limit raise or better	
Bromad + support XX (sup. note 2)	

LEADS AND SIGNALS	
OPENING LEADS STYLE	
Suit	In Partner's Suit
NT	3 rd & 5 th
Subseq	2 nd or 4 th
Other: 2 nd highest from a bad suit	
LEADS	Vs. NT
Lead	AKxx
Acc	KA KQx
King	KQJ KQxxx
Queen	QJ AQJ
Jack	0 higher
10	0 or 2 higher
9	0 or 2 higher
Hi-X	Xx doubleton
Lo-X	3 or more to honour
	4 th highest
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Declarer's Lead
1 Attitude	Count
Suit 2 Count	Suit Preference
3 Suit Preference	
1 Count:	Count
NT 2 Count K unblock	Suit Preference
3 Attitude	
Signals (including Trumps):	
Upside Down on a need to know basis	
DOUBLES	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
11 +	
Responses: Jump 8 - 11: Cue bid forcing to suit agreement: Scrambling 2NT	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
Support X thru to 2 S; Neg X thru to 3 S; Responsive;	
Game try: Lead directing; Penalty;	
Value at 4 level	
Rosenkranz XX	

W B F CONVENTION CARD	
CATEGORY:	
NCBO:	
PLAYERS:	
BEV HEWITT + TRISH CROSSE FEBRUARY 2025	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 (sup. note 7 Bart)	
5 card majors	
Clubs 3, Diamonds 4 unless 4432 when Diamonds 3	
1nt 15-17	
Multi (sup. note 9)	
Dutch/muiderburg (sup. note 16)	
Splinters	
Upside down count and attitude	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Gambling 3NT (sup. note 19)	
Jacoby 2NT over 1 M (sup. note 4)	
Multi 2d (sup. note 19)	
Lebensohl over our 1 NT; over weak 2s; over Multi 2d	
Inverted ms	
NTx - system on but xx asks partner to bid C and responder can pass or correct to 2 D	
Drury - 2 way (sup. note 1)	
Ghestem: (sup. note 5) / Gladiator (sup. note 21)	
Check back stayman (sup. note 3)	
Bromad (sup. note 2)	
Cue bid raises by responder + advancer (jumps in competition preemptive)	
INT - 4 suit transfers Simpson (sup. note 8)	
INT - artificial slam try after stayman (sup. note 8)	
Bergen (sup. note 17)	
Mixed raises (sup. note 13)	
SPECIAL FORCING PASS SEQUENCES	
When our side has shown game values forcing pass is on	
IMPORTANT NOTES	
Serious & non serious slam tries (sup. note 12)	
Can open weak in third	
PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	3	3s		Inverted m raise - forcing to 3m Weak jump responses in majors but 2d = 5h + 4s (7-10 points)		same
1♦		3	3s	Only 3 when 4432 shape	"		same
1♥		5	3s		Jacoby 2NT (sup. note 4) Bergen Raises (sup. note 17)		Drury 2 Way (sup. note 1): cue bid raises: Mixed raises (s/n 13)
1♠		5	3s		3S - 9-12 pts + unspecified singleton (Sup. note 15) 3NT - 9-12 pts + unsp. singleton (Sup. note 15)	3NT = enquiry (Sup. note 15) 4c = enquiry (Sup. note 15)	"
INT				15 - 17 (can be 5422 or 6m)	2c = Stayman: Smolen: Bertha (Sup. note 8) Transfers (4 suit transfers)	Super accept 4+ trumps	Lebensohl
2♣	YES	0		23+ (or any 9 trick hand)	2D = positive; 2H = negative (sup. note 14)	Kokish (sup. note 14)	
2♦	YES	0		Multi 2 D (sup. note 9)	2h = POC: 2s = pass or more interest in h: 3h or 4h POC; 2NT enquiry	Sup. note 9	
2♥	YES	5		Dutch/muiderburg (7-10 pts) (sup. note 16)	Sup note 16	Sup. note 16	
2♠	YES	5		Dutch/muiderburg (7-10 pts)	Sup note 16	Sup. note 16	
2NT				20-21	Sup note 18	Sup note 18	
3♣		6		4 - 9 pts	Pre-empt or game values; change of suit natural forcing for 1 round	3d = stopper asking; 3h/3s - 3nt (0 or 1); 4c - 2 no short; 4h/s - 2 with short; Any other suit 3 and cue	
3♦		6		"		3h/3s - as above	
3♥		6		"			
3♠		6		"			
3NT	YES	7		Gambling solid minor	Sup note 19		
4♣		7		Namyats	Sup note 20		
4♦		7		Namyats	Sup note 20		
4♥		7					
4♠		7					
4NT							
5♣		8					
5♦		8					
5♥							
5♠							
HIGH LEVEL BIDDING							
							Roman Key Car 1430
							PODI: Pass = 1 or 4; x = 0 or 3; one up = 2 and two up = 2 + Q
							DEPO: x = even; pass = odd; Minorwood: Exclusion
							Kickback: 4S is keycard after 4H agreed