

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8+ hcp General style sound
Cue bid raises
Reopening tends to be less than an opening hand
X and then bid = 17+
Responders jump raise = preemptive
New suit F1 by responder
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 - 18
After a X by opps, XX = bid 2C, and responder will pass or correct to 3D. 2C = stayman system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suit weak Intermediate in 4th
Michaels 2 suiter
After weak 2, leaping Michaels min 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, Subsequent X = good hand, F1
Jump cue stopper ask, or forcing cue
After opps 2 Suiter overcall, resp bids- lower cue = cbr in p's suit, Higher cue = 4 th suit F 4 th suit = natural NF
VS. NT (vs. Strong/Weak; Reopening;PH)
Hamilton
X= longer minor and 4 card major Resp. 2C =P/C, 2D bid your M, other M is a suit
X over weak nt = penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O x through 4S
Leaping Michaels over 2 opening
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1C X = Majors 1NT = minors 2NT= Major + minor Weak jump overcalls
Vs. 2C X=majors, 2NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX Tends to imply no fit 9+
New suit = F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th or low from Hxx	4 th or low from Hxx	
NT	4 th or low from Hxx	4 th or low from Hxx	
Subseq STD remaining count, or SP when deemed to be more useful	Low from Hxx	Low from Hxx	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxxx(+)	AK, AKx(+)	
King	KQ, AK, KQTxx	KQ, AKJT(x), KQTx(+)	
Queen	QJ QJx (+)	QJ, QJx, AQJx, KQx(+)	
Jack	Denies higher	Denies higher	
10	0/2 higher	0/2 higher	
9	Coded 0/2 higher or 9x ,	Coded 0/2 higher or 98x(x)	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	odd	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc.	Low enc	Upside down
Suit 2	UDCA	S/P or count	Low enc
3	SP when applicable	UDCA	UDCA
NT 1	Low enc	S/P	UDCA
NT 2	UDCA	SP	UDCA
3	S/P		S/P
Signals (including Trumps): standard S/P			
On lead of A or Q, low = Enc. V nt K asks for unblock, at 5 level count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Single jump 8-10 4 card			
Double jump 8-10 5 Card			
Cue = F to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg Dbles up to 3 Spades			
Responsive doubles in competition			
Support Dbles and Re-Dbles DEPO if above our suit			
XX after t/o X by opponents 9+points, usually no fit			
Lead directing Xs of artificial suits, (except Bergen wich is t/o of the M)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: South Africa
PLAYERS: Nicola Bateman / Val Bloom
WOMEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 5533 15-17NT UDCA
1nt response is semi forcing
Light openers and responses usually on shape, or in 3 rd position
Multi 2D (see Note 1), ACOL 2H/S = 8+ tricks
WJO's
Michaels 2 suiter -any strength can be 5/4
Inverted m's(see note 3)
2C = strong
Hamilton over 1NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak jump shift raises in competition
Strong jump new suit at 2 level responses in non-competitive auction
Gambling 3NT opening
Lebensohl (see note 4)
Michaels - overcalls
RKCB 1430
Italian style cue bids
Jacoby 2nt (see note 2)
Bromad
SPECIAL FORCING PASS SEQUENCES
2C - (any) P = Forcing
Pass 4+ X 0 - 3
In high level competitive forcing auction, pass is F
Following X of 1NT, pass is NF
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S		1NT = 7-10 2c = 10 plus inverted (see supp notes) 3C = preempt Strong jump shift	3 Om = upper 13-14 2NT = weak 12-13 3m = weak N/S = stopper	Jump shift pre-emptive over overcalls
1♦		3	3S		2D = 10 plus inverted 3D - Preempt	SAME	
1♥		5	3S		Strong jump shift except 1D-3C = weak 1NT semi-forcing 2H 5-9 2NT Jacoby (see supp notes)	Long suit game try	Drury Fit jumps
1♠					3C = Bergen 4 card 9-11, or better. 3D = Bergen 3 card 9-11		
INT				15-17 Balanced/semi-balanced	Stayman Puppet Stayman Transfers Smollen		
					4C trf to H 4D trf to S 3D 5/5 Majors inv or better 4H = both M's 4S = both m's		
					3 of a M short 2S transfer to C resp bids shortage in M's if strong 2nt transfer to D Over a X by opp, system on		
2♣	yes	0		GAME FORCE (except after 2H neg)	2H neg less than a king or 2Q's 2D Relay 2nt = 22-24 Natural positive requires good suit	After 2C 2H, 2NT=22-24 3nt = 25-26 4nt = 27+	
2♦				MULTI weak M or 8+trick D	2H/S Pass or correct 2NT Enq. 3H/S p/c	3C upper H 3D upper S Rebid of a M = strong D + 4cM Rebid of D or NT = strong D or NT with D	
2♥		5/6		Strong two 8 tricks	2NT relay	3M = can be passed by resp, 3o/s = F	
2♠		5/6		Strong two. 8 tricks	SAME	SAME	
2NT				20/21 Balanced / semi-balanced	Puppet Trfs. 3 3NT = 5S+4H 4C/D xfers 4H = both M, 4S = minors, 4nt inv, 5nt = str inv 3S transfer to 3nt, See supplementary notes for subsequent bids	After 4C/D 4H/S by opener = superaccept C/D	
3♣		6/7		Pre-empt	New suit forcing	3NT=0/1, 3C=2, cue or rebid C = 3	
3♦		6/7		Same	SAME	Same in D	

3♥		6/7		Same	SAME	Same in H	
3♠		6/7		Same	SAME	Same in S	
3NT				Gambling	4C = pass/correct, 4D asks shortage,	reply of 5C/5D = shortage in other minor	
4♣				Pre-empt	4M =to play 4D = cue		
4♦				Preempt	4M to play		
4♥				Long Hearts	Same		
4♠				Long Spades	Same		
4NT				Blackwood	Show Specific Aces 5C – None, 5NT= 2Aces,		
5♣				Pre emptive			HIGH LEVEL BIDDING
5♦				“		RKCB = 1430	
5♥				“		D1P0 DEPO if lower suit	
5♠				“		Jump to 5level new suit after firm suit agreement = exclusion 1430	

NOTES:

1 MULTI 2D

Either

5/6/7 card M 5+hcp less than opening

2H/2S = pass or correct

2nt enq 3C=upper ranger H, 3D=upper range S

3H/3S natural, min

3H/3S pass/correct

4C = bid under your M

4D = bid your major

4H/4S natural

Or

8 trick D

Opener Repeat of D or bid of NT shows

Jump in M shows D and 4cM

HAMILTON

Used in 2nd and 4th after 1NT opening.

2C = Majors can be 4/4

2D = Undefined 6 Card Major

2H = Hearts and a Minor,

2S = Spades and a Minor,

2nt = minors

X = 4cM and longer min

X of weak nt = PEN

LEBENSÖHL

Used over our own NT opening when opps bid, direct cue bid = no stopper and 4card OM, , 3NT = no stopper or cue, 2NT forces 3c, resp pass or correct

When Opps open weak 2's and we double -

2NT and then Cue bid = stopper and 4OM

JACOBY

After Major suit opening a response of 2NT = 4 card + support GF

Opener to show shortage if possible.

3of Major 16+, no shortage, 3NT = 13-15 no shortage, s/ns slam tries apply

4 level by opener = good 2 suiter

4 of Major = Min

FORCING AND NON FORCING CHECKBACK

1 ANY 1 ANY

1NT 2C forces 2D,

2 D game force

3 responder suit = GF 6+

3 other suit = GF, min 5-5

Afer 2NT rebid by opener

3C forces 3D, next bid is inv, - except 3nt = slam try in openers min

3D gf

Repeat of M = to play

MICHAELS

Cue of min = Majors 5/5 +

Cue of Major = Other M and a Minor

2NT = bid your minor, 3c/d = my suit

2NT = Two Lowest suits.

Resp. 3C P/C

After 1min by opener, 3 same min shows S and other m, gf

SERIOUS AND NON SERIOUS SLAM TRIES

Only after firm suit agreement

1st step is always not interested

When H agreed, 3S = Not interested, 3NT = interested and Spade cuebid

When S agreed, 3NT = not interested, cue = interested

Passed hand bidding - DRURY

1H/S 2C= 3 or 4 card drury, 2NT = nat inv

2D = accept, waiting

2M = min, other suit = game try, jump in ns by opener = spl inv

bid at 4 level = shortage, GF. Responder can cue or bid game.

Fit jumps, min 5-,4, return to M = NF

2C OPENING

After 2D response, jump in M shows long C and that M