

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural
Michaels
Unusual 2NT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
In 2 <sup>nd</sup> 15-18
In 4 <sup>th</sup> if rho has bid 15-18
In 4 <sup>th</sup> after 2 passes 11-14 over a minor opening
In 4 <sup>th</sup> after 2 passes 11-16 over a major opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Unusual NT
3 level cue over opener asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Landy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C, dbl for majors 1NT for minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Bromad

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4 or small from xxx	4 or small from xxx	
Subseq	attitude	attitude	
Other: if supported high from xxx in partner's suit			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	attitude	attitude	
King	Asks for count	Unblock or count	
Queen	attitude	attitude	
Jack	highest	highest	
10	Highest or 2 higher	Highest or 2 higher	
9	Highest or 2 higher	Highest or 2 higher	
Hi-X	Natural or from 4+ small	Natural or from 4+ small	
Lo-X	3 card or longer suit, or above	3 card or longer suit, or above	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude or count	Count where applicable	udca
Suit 2			
3			
1			
NT 2	Attitude or count	Count where applicable	udca
3			
Signals (including Trumps):			
Smith's peters			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Cue= Forcing until suit agreement			
Single jump 8-10 4 card suit			
Double jump 8-10 5 card suit			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive doubles			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS:</b> James Grant & Larry Chemaly
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 udca
1NT 15-17 pts
2NT 20-21 pts
2C gf
2D,2H,2S weak
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Gambling 3NT
Bergen
Drury
Romex
Splinters
Weak 2s
Good bad 2NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11-21pts	2C gf 3C weak Jump shift weak		
1♦		3	3S	11-21 pts	2D gf 3D weak Jump shift weak		
1♥		5	3S	11-21 pts	Bergen, splinters, Baron 1NT forcing		Drury 2C 4+, 2D 3 card support
1♠		5	3H	11-21pts	As above		As above
INT				15-17 pts in principle balanced but may hold singleton honour	4 way transfers, stayman, 3C puppet, 3D shortage in spades, 3H shortage in hearts, 3S transfer to 3NT Showing slam interest in minor(s)		
2♣				Artificial game force	2D +ve at least a king, 2H negative Kokish	2C 2D3H/S promises major and longer diamond suit	
2♦		6		5-9 pts	2NT enquires whether opener has 4 card major		
2♥		6		5-9 pts	2NT asks for feature		
2♠		6		5-9 pts	2NT asks for feature		
2NT				<b>20-21pts n principle balanced but may hold singleton honour</b>	3D/H transfers, 3S as above for INT		
3♣		7		Pre-emptive	New suit forcing		
3♦		7		Pre-emptive	New suit forcing		
3♥		7		Pre-emptive	New suit forcing		
3♠		7		Pre-emptive	New suit forcing		
3NT				Gambling, long solid minor	4C pass or correct 4D forcing, enquiry		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				Asks for aces			
5♣		7		Pre-emptive			
5♦		7		Pre-emptive			
5♥							
						<b>HIGH LEVEL BIDDING</b>	
						DOPI RKCB 03,41	
