

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
2 Level promises suit quality; Must have Values
Strong hand Cue with fit or New Suit force 1 round
Otherwise rule of total tricks
IF OPPS HAVE FIT DBL ALWAYS TAKE OUT
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 18 in 2nd: Systems on
10 -14 in 4th : Systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak and shape showing 6-10HCP
2nt = 2 lower suite - weak or strong
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct over intervention is a cue
Immediate overcall is Michaels
Immediate overcall after opposition weak bid is Leaping
Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
VS Strong NT - Hamilton
VS Weak NT - double is for penalties, otherwise the rest
of Hamilton
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl is Take Out
Cue bid asks for a stopper
NT shows a 2 suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl for the majors and NT for the minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rbl – penalty - it is our hand
System of transfers etc all on over opps x

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th highest	4th highest	
NT	4th highest	4th highest/2nd highest from rubbish	
Subseq	Same	Same	
Other: Trumps showing suit preference			
LEADS 4TH HIGHEST AND CODED 10's			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	Unblock or count	
King	KQ(+) AK(+) 5/6 level	AKx(+), KQ(+)	
Queen	QJ+	QJ(+), KQ10(+) Unblock	
Jack	Coded 9/10s	Coded 9/10s	
10	Coded 9/10s	Coded 9/10s	
9	Coded 9/10s	Coded 9/10s	
Hi-X	Doubleton or 2nd highest	Doubleton or 2nd highest	
Lo-X			
SIGNALS IN ORDER OF PRIORITY (UDCA) & LAVINTHAL			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude	Count	Attitude
Suit 2	Count	Suit Preference	Count
Suit 3	Suit Preference		Suit Preference
NT 1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Count
NT 3	Suit Preference		Suit Preference
Signals (including Trumps):			
Suit preference when trumps are drawn			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Strictly Shows Shape, X of weak nt = penalty			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles, negative doubles unto 3s, Lightner double			
SPECIAL FORCING PASS SEQUENCES			
After 2/1, Inverted Minor or Strong 2c auctions.			
After 5 level if we are aware we have the values.			
After all game force bids.			
Unusual nt			

W B F CONVENTION CARD
PLAYERS: Erica Zimet. 6382 (251875) Paul Reynolds. 2500
SYSTEM SUMMARY SPECIAL BIDS THAT MAY REQUIRE DEFENCE
GENERAL APPROACH AND STYLE
2/1 c=2. - 5542
1NT (15-17) All Transfers + Smollen + Breaks
2NT (21-22)
2c 23+ HCP 3h=bust
3c after any NT variation is Puppet Stayman
4th Suit Forcing to Game
Bromad (after dbl) /Bergen (8 loser hand to respond)
Check Back forcing and non-forcing
Constructive 2s
DOPI/ROPI
Dove Street Relays - Modified
Drury 2 Way
Exclusion Keycard and Pre empt Keycard - 1430
Gambling 3NT 4c POC
Hamilton
Intermediate 2's - 9-12 HCP
Inverted Minors
Jacoby 2NT - 3M = strong
Leaping Michaels
Lebensohl - via nt shows a stopper
Michaels
Minorwood - 1430
Multi 2d - weak major 4-8 HCP or 20HCP nt
RBKC - 1430
Splinters
Long Suit Tries -competitive and Short Suit Tries
Trial Bids long suit if competitive otherwise short suit
Unusual nt

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	HCP				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	X	2	11-15	Approach			
1♦		4	11-15	Limited to a 7 loser hand	All jumps weak except NT; New suit forcing	New suit forcing	
					Inverted		
1♥		5	11-15	Limited to a 7 loser hand	Jacoby 2NT		
1♠		5	11-15	Limited to a 7 loser hand	Jacoby 2NT		
1NT			15-17	15-17 4432;4333; or 5332	4 way Transfers	Super accepts and break trfs	Show shortage
				May have 5 card major	3C = Puppet		
2♣	X	0	23	Strong	2H = negative		
2♦	X	0	0-10	Multi	Multi 2 - weak (4-8) 6 card major or 20HCP nt		
2♥		6	8-11	6 hearts	2NT = enquiry		
2♠		6	8-11	6 hearts	2NT = enquiry		
2NT			21-22	4432;4333; or 5332	4 way Transfers		
3♣		6	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3♦		6	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3♥		6+	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3♠		6+	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3NT	X	8+ Minor		Gambling: Solid Minor	Only pass with cover in 3 suits; 4C asks suit	Pass or Correct	
4♣	X	8+ C		Long suit	All bids slam try		
4♦	X	8+ D		Long suit	All bids slam try		
4♥	X	8+ H		Long suit	All bids slam try		
4♠	X	8+ S		Long suit	All bids slam try		
4NT				Specific A ask			
5♣							
5♦							