

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 LEVEL: NATURAL; WIDE RANGING
RESPONSES: CUE – LIMIT+, RAISE TO PLAY
NEW SUIT FORCING
2 LEVEL: SOUND
RESPONSES: AS 1 LEVEL
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>ND</sup> /SANDWICH: 15-17(18) HCP – SYSTEMS ON
(CAN BE OFF SHAPE)
PASS OUT:
11-14(15) IN 4 <sup>TH</sup> – SYSTEMS ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 SUIT – WEAK (6-10 BUT DISCRETION ALLOWED OPP PH)
2 SUIT – UNUSUAL 2NT (5-9 OR 13+ HCP COUNTING SUITS SHOWN ONLY)
Reopen: 1X-P-P-2NT=18-20 BALANCED
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS (5-9 OR 13+ HCP COUNTING SUITS SHOWN ONLY)
JUMP CUES ASK FOR STOP
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
MULTI-LANDY
2♣: BOTH MAJORS (4+/4+)
2♦: 6CARD MAJOR
2♥♠: 5M + 4m
X WEAK NT = PENALTY
X STRONG NT = 1 MINOR
AS PH, X=5+m4M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
NATURAL.
X = T/O (2NT LEBENSOHL WHEN AVAILABLE)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = MAJORS
NT = MINORS
MAY BE 4-4 WHEN NV, 5/4 VUL. ALL JUMPS ARE PREEMPT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+HCP WITH PENALTY INTEREST OR ANY GF
NEW SUIT AT 2-LEVEL CONST NF
2NT = GOOD RAISE

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>TH</sup> /2 <sup>ND</sup> FROM xxxx	SAME	
NT	SAME	SAME	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	UNBLOCK	
Queen	QJx	QJx	
Jack	(H)JT <sub>x</sub>	SAME	
10	(H)T9 <sub>x</sub>	SAME	
9	9(x)	9(x)	
Hi-X	X <sub>x</sub> , xX <sub>xx</sub> (+)	SAME	
Lo-X	xxX, HxX, HxxX(+)	SAME	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATTITUDE (REV)	COUNT (REV)	S/P
Suit 2	COUNT (REV)	S/P	COUNT (REV)
3	S/P		
1	ATTITUDE (REV)	COUNT (REV)	S/P
NT 2	COUNT (REV)	S/P	COUNT (REV)
3	S/P		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
MAY BE LIGHT IF SHAPE SUITABLE			
BALANCE/PRE/BALANCE MAY BE WEAKER			
NEGATIVE TO 4♥			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPPORT X/XX			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: N. IRELAND</b>
<b>PLAYERS: W SOMERVILLE &amp; P TRANMER</b>
<b>EVENT: CAMROSE</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 CARD MAJORS
1♣ 2+ CARDS (4432)
1NT OPENING: 15-17 (MAY CONTAIN 5M OR 6m)
2/1 GF (FORCING 1NT by UPH)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦= MULTI (6-10 6M or 17-24 [4441])
2♥= LUCAS 5♥-4+ MINOR AT ALL VULS
2♠= LUCAS 5♠-4+ ANOTHER (INCLUDING HEARTS)
WEAK JUMP SHIFTS (IN AND OUT OF COMP)
<b>SPECIAL FORCING PASS SEQUENCES</b>
WHEN WE HAVE BID CONSTRUCTIVELY TO
GAME OR SHOWN GAME FORCING VALUES
<b>IMPORTANT NOTES</b>
LONG SUIT GAME TRIES
<b>PSYCHICS: RARE</b>

