

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Occasional 4 card suit overcalls.
TOD= Shape specific or strong single suiter.
INT = 4+4+ 2 odd suits. 7-12. 2C = ditto lowest suits, 2D= ditto highest suits. 2NT,3C,3D ditto but 5+5+. (On Openers left only)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17. 11-14 in protective seat. System ON.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak or Strong when balancing or over pre-empts or weak 2s. or over non-forcing suit raise or over 1NT.
Ghestem either weak or strong 5-5. Cue-bid = Odd suits / 2NT = Lowest suits / 3C = Highest suits.
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem -5/5+. Weak OR Strong
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl=Penalty OR strong major or weak minor OR Minor-Major.
2C=Majors
2D = Weak major or good minor wide range
2H,2S = 5 card major and 4+minor wide range
3 level bids = pre-emptive
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
TOD through 3S. Optional X at 4 level.
4NT = Takeout unless we have suit agreement.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl= Hearts & Minor. 1D = Spades and another suit. 1NT= Unusual.
Weak jump pvercalls

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> / MUD / xXxx	xxX or Xxx if supported	
NT	Ditto		
Subseq	Show residual count		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count	
Queen	Attitude	Attitude	
Jack	Top or AQJ	Top	
10	Top or AJ10/Kj10	Top or KJ10	
9	Top or Q109	Top or Q109	
Hi-X	Top	Top	
Lo-X	Top	Top	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Smith peter	Count
Suit 2			Attitude
3			
1			
NT 2	Count	Smith peter	Count
3			Attitude
Signals (including Trumps):			
Normal count. Normal Attitude.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Shape - specific			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Maximal dbl at 3 level in competitive auctions.			
Responsive thru 3S.			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b> M.McFaul & N. Cauwood
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 forcing to game. Forcing 1NT response to 1H or 1S by unpassed hand
Negative Free Bids at 2 and 3 level.
5 card majors
Multi 2D. Lucas 2H,2S. Strong 2C.
1NT opening = 12-14 (NV) or 15-17 (Vul.)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Lucas 2H, 2S.
Good/Bad 2NT
New Minor Forcing and Fourth Suit Forcing = FTG when bidding reaches the 3 level.
<b>SPECIAL FORCING PASS SEQUENCES</b>

<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
BROMAD after opps TOD of major. 2C = 6-9 with 3 trumps, 3C = 6-9 with 4 trumps. 2NT = raise to 3 level with 4 trumps, 3NT = 12+ with 4 trumps.
Jump shifts = weak.


<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣		3	3S	Natural	1D thru 1S = Natura. 1NT= 6-10. 2NT=11-12. 3NT=13-15. 2D,2H,2S = Weak 4-7 2C,3C = Inverted	Show stoppers. 4C = Kickback RKC	ON after a pass.OFF in competition		
1♦		3	3S	Natural	As over 1C 2C = FTG or 4minor if 3NT has not been bid. 2H,2S,3C = Weak 4-7	As over 1C	As over 1C		
1♥		5	3S	Natural	1NT=Forcing 5-14 by unpassed hand 2S= Weak. 3C,3D = Minisplinter 7-10 2NT=jacoby 3NT = 15-17 with doubleton Heart	2C,2D may be 3. 3C,3D,3S = Intermediate 5-5 2NT= Strong single suiter OR big 2 suiter	Negative free bids = 6-11 at 2 or 3 level.		
1♠		5	3H	Natural	As over 1H except 2S = Natural	As over 1S			
INT		2	3S	12-14 (NV) 15-17(Vul.)	2D,2H = Transfers. 2S = Transfer to 3C. 2NT=Natural	Pass or correct after 3C	Lebensohl. Double = Balance of Strength + Staymanic.		
1NT					4C=Roman Gerber CR/O. 4D,4H = Texas Transfers OFF in competition. 4NT=Quantitative.				
1NT					3C,3D,3H,3S= Game force slam interest				
1NT					2C= Stayman	Smolen.	Extended Helvic.		
2♣	x	0	-	24+ or 9 playing tricks	2D = neg. 2H= Balanced positive. 2Nt= Hearts				
2♦	x	0	3S	Multi. Weak Major / Strong Minor / Balanced 22-23	2H, 2S =Pass or correct. 2NT = 14+ Forcing request. 3C,3D = Strong, Forcing 3H = Pre-empt. Pass or correct. 3S=Natural 4C = Transfer to major, slam interest. 4D= Transfer No slam interest				
2♥		5	3S	5-10 with 4+ card minor	2NT asks for minor. 3C = 15-17 no major fit 3D = 15-17 with major fit.	Bid minor.. Responders rebids FTG. Pass = clubs, 3D = min D,3H= Max Clubs, 3S = max. Diamonds.			
2♠									

2NT			20-21baanced	3C=Puppet Stayman	3H,3S=5. 3D= 4 card major. Opener bids major NOT held.
				3D,3H = Transfers. 3S = 5spades and 4 Hearts	
				4C= Roman Gerber CR/O. 4D,4H = Texas Tf.	
3♣		6	3S	Weak	New suit = Forcing
3♦		6		“”	“”
3♥		6		“”	“”
3♠		6		“”	“”
3NT	x		Long solid minor. Q outside at most	Any cub bid=pass or correct. Any diamond bid=pass or correct to next level. Major suit = to play	
4♣	x	0	Namyats. Better than 4H		
4♦	x	0	Namyats. Better than 4S		
4♥		7	Natural		
4♠		7	Natural		
4NT					
5♣		9	Natural		
5♦		9	Natural		<b>HIGH LEVEL BIDDING</b>
					4NT in competition = Takeout.
5♥		9	Natural		New suit at 4 level = Cuebid in uncontested auctions / Natural in competition
5♠		9	Natural		