

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive if Not Vulnerable / When vulnerable, suit will always be good, especially at the 2 level. (5/6 playing tricks)
Advancers action: All suit raises are pre-emptive / Cue-bids show genuine raises with values outside. / Simplen new suit is encouraging but not forcing, jump new suit is natural and forcing.
Strength may be shaded when balancing or re-opening.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 with system ON.
Protective = 10-14
1X No 1Y INT = Unusual but more distributional than a TOD.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single jump in any suit = 6-10 with 6+
Reopen: Strong
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Genuine raise in and out of competition
VS. NT (vs. Strong/Weak; Reopening; PH)
Pottage defence.
2C=Single suiter
2D= Majors
2H/2S = Named Major + Minor
Db1 = Penalty
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
TOD thru 3S.
Optional db1s at 4 level and above.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over Precision 1C : Db1 = Hearts & a Minor / 1D = Spades and another suit.
1NT = Unusual.
Dixon defence to Multi 2D.
OVER OPPONENTS' TAKEOUT DOUBLE
Raise pd suit = pre-emptive. Cuebid = genuine raise.
2NT= double raise with 4+. Weak jump shifts. Rdb1 = 10+

OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best.	Ditto	
NT	Ditto		
Subseq	Normal residual count		
Other: Xxx or xXx depending on holding. xXxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (Attitude)	Ditto	
King	AK or KQ (Count)	Count	
Queen	QJx (Count)	Count	
Jack	KJ10 or J10x (Count)	Count	
10	109 (Count)	Count	
9	9x (Count)	Count	
Hi-X	Top	Top	
Lo-X	Hxxx	Hxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Smith Peter (High=ENCRG)	Count
Suit 2			
3			
1	Count	Smith Peter (High=ENCRG)	Count
NT 2			
3			
Signals (including Trumps):			
Standard Count and Attitude.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape-specific. 9+ if 4441. Cue bid by advancer = FTG.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive doubles thru 3S.			
Support doubles in Majors.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: NIBU
PLAYERS: M.McFaul & M.O'Kane
EVENT : Camrose / Teltscher
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard American – 5 card Majors, 15-17 NT.
1C=2+ (only two clubs if 4432)
1D = 4+
Weak 2D/2H/2S c. 6-10
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Negative free bids at the 2 and 3 level, 6-11 at least 5-card suit and double either negative or 12+ and FTG in competition
After our 1NT doubled: pass=forcing / Suit = 44 in this and next suit / rdbl = 5 card suit asks for 2C then pass or correct.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TI CK IF AR TIF ICI AL	MIN. NO. OF CAR DS	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	Natural 12-19 or 4432 shape.	Inverted raises. Single raise 10+. Jump shift 6-10	2D=Checkback	
1♦		4	3S	Natural	Ditto	2C=Checkback	
1♥		5	3S	Natural	2 level response = 10+ FOR . 1NT =6-9. Jump shift =6-10. 2NT=Jacoby. 3NT = Natural 13-15	RKCB = 0314, step by step	
1♠					Ditto		
INT		2	3S	15-17	2D,2H transfers. 2S transfer to 3c then pass or correct. 2NT=Natural. 4D,4H transfers. 4NT=Quantitative.		Lebensohl – slow approach denies a stop. Extended Helvic: see special bids Dbl = penalties
2♣	X	0		23+ or 9 playing tricks.	2D=negative. 2M = 8+ 5cards		
2♦		6	3S	Weak 6-10	2NT enquiry.	Ogust rebids. 1 step = min hand, min suit, 2 steps= max hand, min suit. 3 steps = min hand, max suit, 4 steps = max suit & hand.	
2♥		6	3S	Ditto	Ditto	Ditto	
2♠		6	3S	Ditto	Ditto	Ditto	
2NT		2		20-22	Baron 3C. 3D,3H transfers. 4NT = quantitative	4 card suits in order to Baron	
3♣		6		Weak. Within 2-5 tricks depending on vulnerability	New suit = forcing		
3♦		6		Ditto	Ditto		
3♥		7		Ditto	Ditto		
3♠		7		Ditto	Ditto		
3NT	x	8		Solid minor with no outside ace or king	Minor suit = pass or correct		
4♣	x	0		Namyats. 8 tricks in Hearts	Other suit = cuebid agreeing hearts		
4♦	x	0		Namyats. 8 tricks in Spades	Ditto but Spades now agreed suit.		
4♥		7		Natural pre-empt.			
4♠		7		Ditto			
4NT							
5♣		8		Ditto		HIGH LEVEL BIDDING	
5♦		8		Ditto		4NT = always takeout in competition. RKCB = 5C= 0/3, 5D=1/4, 5H=2 and no Q, 5S = 2 with Q.	
5♥						Next suit excluding trumps asks for Kings 0123.	

