

DEFENSIVE AND COMPETITIVE BIDDING
Natural wide ranging
Jump raises are pre-emptive
Change of suit forcing except by a passed hand; 2NT response to an overcall or opening bid shows 4+ support/10+ HCPs
LEAPING MICHAELS
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ - 18 HCP (bid as over 1NT opener)
10-14 in protective (bid as over 1NT opener)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak
2-Suit: Ghestem
Unusual 2NT (2 lowest unbid suits)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
2♠ = Majors; 2♦ = 1-suited Major; 2M = 5M/4+m; 3 of a minor = natural; 1NT X = penalty of weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out doubles
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double=Majors 1NT=Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 9+, other bids NF; 2NT = good raise +; weak jumps

LEADS AND SIGNALS			
	Lead	In Partner's Suit	
Suit	4 th /2 nd from bad suits	Same	
NT	Same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	Asks Unblock	
Queen	QJx	Weak KQ Strong QJ	
Jack	(H)J10x	Same	
10	(H)109x	Same	
9	Shortage	Same	
Hi-X	Normal	Same	
Lo-X	Normal/MUD	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Normal count	Normal count	Natural, normal shape showing
Suit 2	Normal attitude	Normal attitude	
3	Suit Preference	Suit Preference	Suit preference
1	As Above	As Above	As Above
NT 2			
3	Lead of an Ace asks for attitude	Lead of a King asks for count or unblock	
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or too strong for an overcall			
Unassuming Cue Bids			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Doubles to 3♣			
Responsive Doubles to 4♦			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: NORTHERN IRELAND
PLAYERS: HASTINGS CAMPBELL & DIANE GREENWOOD
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Four Card Majors
1NT Opening: 12-14
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Multi - Weak 2M OR (4-4-4-)1, 17+
2♥/2♠ - strong
Jump responses – strong with a good suit, possible support
SPECIAL FORCING PASS SEQUENCES
When our side has bid constructively to game or shown game going values
IMPORTANT NOTES
Psyches – Rare, if at all

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	3♠	Natural	1M may conceal longer minor if weak; Double jump = splinter	2/3♣ = Checkback after NT rebid; 4 th suit forcing – forcing to game, except at 1-level	
1♦		4	3♠	Natural	As above	As above	
1♥		4	3♠	Natural	3NT = 13-15, natural; Splinters		
1♠		4	3♥	Natural	As above		
INT			2♠	12-14	2♣ Stayman/raise to 2NT; 2♦/2♥/2♠/2NT txfs.; 3 level bids = slam try in bid suit 4♣ = Gerber	After 1NT-2♣-2♦, 2♥ now shows weak with (4)/(5) in majors; 2♠ shows weak with (5)/(4); after 2♠ 3♣ promises something in ♣s	
2♣	Yes			Acol G.F. except 2♠ P 2♦ P 2NT (23/24)	2NT = 9-14; 3NT = 8-10	Over intervention responder bids = natural/5+ HCPs, X = 5+ bal.	
2♦	Yes			Multi - weak 2M; OR 4-4-4-1 17+	2/3M to play facing weak 2 - Pass or convert; 2NT enquiry	After 2NT 3m shows stronger weak 2 in cypher M & 3M = weak weak 2	
2♥		5+		Strong	Raise to 3 shows 3+ controls + support	2 nd suit by opener shows 5+ cards	
2♠		5+		Strong	As above	As above	
2NT					3♣ asks for a 5-card Major; 3♠ = slam try in ♣, 4♦ = slam try in ♦	3♦ denies; 3NT shows 2-2 or 2-3 in Majors	
3♣		6		Normal pre-empt			
3♦		6		“			
3♥		6		“			
3♠		6		“			
3NT	Yes			7+ solid minor; <K outside		4NT RKCB (03/14)	
4♣/♦/♥/♠		7		Stronger pre-empt than 3-level		5NT = Kings? Bid at 6-level shows that King, bid 7 with 2 Kings	
4NT	Yes			Strong with BOTH minors		DOPI/ROPI	

HIGH LEVEL BIDDING