

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8-16 with 5+ cards. Sound overcall on 2 level
Cue = F Raise . New Suit = F . T/O X's can be light if shape suitable
Response = Nat . New Suit F1 Rd
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Pos = 15=18 Protective seat reopening = 10-14(15)
Continuation as for opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit = Nat and weak
Michaels
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = Strong
2 clubs asks for Majors 4/4 or /5/4
2 diamonds = single suited Maj
2M = Natural and Constr
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Maj while 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10+ Interested in Penalty

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:K at 5 level asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ OR AK Bare	KQ or AKQ or AKJ10	
Queen	QJ or AKQ	QJ or KQ109 or KQJ or J10	
Jack	J10	J10	
10	10/9 or 10X or KJ10	10/9 , 10X HJ10	
9	9X or H109	98/9X or H109	
Hi-X	even	Even or top of nothing	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo= Enc/Count	Lo= Count/SP	Lo=Enc
Suit 2	Lo=Enc/Count	Lo= Count/SP	Lo=Enc
3			
1	Lo = Enc	Lo= Count/SP	Lo= Enc
NT 2			
3			
Signals (including Trumps):			
Echo in trumps shows ability to ruff			
Ho/Lo = Odd/ Original count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Might be light with classic shape			
Off shape if 17+			
New suit = F1R Cue = F till fit Lebemsohl			
Support X's and re doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X's			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Mark Oliff/ Diana Balkin
EVENT (Open/Women/Senior/Transnational)
Mixed Teams Trials
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1
1NT Response = Forcing for 1 rd
1 club = 3+
1Hesrt/Spade = 5+
1NT = 15-17 Can contain 5 card Major
2/1 Response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 cl = Strong- Near GF Any Suit
2d opening = Multi
2H/S = Dutch 2's
3NT Opening = Gambling
Lebensohl after 2 level overcall of 1NT
Negative X up to and including 3S
Inverted minors
Drury by passed hand
Bergen
3 clubs =4 card
3 diamonds = 3 card
1 round forcing
Jacoby
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: 3 rd seat opener can be light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11-21 HCP	1NT = 6-11 2cl= Inv minor resp Weak jumps	4 th suit =GF Reverse by Opener = F Rev by Responder = GF	Jump cue overcall asks for stop
1♦		3	3S	11-21 HCP	As for 1cl	As for 1cl	As for 1cl
1♥		5	3S	11-21 HCP	1NT = 6-11 2 level OS bid = GF 1H – 2H = 5-9 and 3 card support		
1♠		5	3S	11-21 HCP	1H – 3H = 4-7 and 4 card support 1H - 2NT= Suit Agreement GF 1H – 3cl = 4 card support 8-11 1H – 3d = 3 card support 9-11 1H – 3NT = 4/3/3/3 12-15		
INT				15-17 mostly balanced	2cl=Stayman 2d=T/f to H 2H = TF to S 2S = T/F to clubs. 2NT = t/f to d		
2♣	Yes	0	3S	Artificail Near GF Any Shape	2d = Pos relay 2H = Less than K 2NT = Pos with Hearts and 2 of top 3 honours 2S/3c/3d = Pos with that suit and 2 of top 3 honours		
2♦	yes	0		Artificial Weak in either Maj 8 tricks in diamonds or clubs 20-22 Balanced	2H = Weak Relay less than 14 2S = Game interest in Hearts 2NT = Forcing		
2♥		5/5		5 Hearts and 5 Any other suit Less than opening hand	Simple raise = Barrage 2NT asks for the 2 nd suit		
2♠		5/5		5 Spades and 5 of either minor Less than opening hand	As for 2H		
2NT		5/5		5/5 in the minors Less than an opening hand	Bid of M promises 6 and F	Opener will raise with 2 and bid 4cl with void	
3♣							
3♦				Pre-emptive			
3♥				Pre-emptive			
3♠				Pre-emptive			
3NT				Solid 7 card minor			
4♣				Pre-emptive			
4♦				Pre-emptive			
4♥				Pre-emptive – suggest to play			
4♠				Pre-emptive – suggest to play			
4NT							

5♣			Pre-emptive		HIGH LEVEL BIDDING
5♦			Pre-emptive		RKCB 1430
5♥			Pre-emptive		1 st and 2 nd round controls up the line
5♠			Pre-emptive		Splinters