

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
2 Level promises suit quality; Must have Values
Strong hand Cue with fit or New Suit force 1 round
Otherwise rule of total tricks
IF OPPS HAVE FIT DBL ALWAYS TAKE OUT
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 – 18 in 2nd: Systems on
10 -14 in 4th : Systems on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak and shape showing 6-10HCP
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct over intervention is a cue
Immediate overcall is Michaels
Immediate overcall after opposition weak bid is Leaping
Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS Strong NT - Hamilton
VS Weak NT - double is for penalties, otherwise the rest of Hamilton
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl is Take Out
Cue bid asks for a stopper
NT shows a 2 suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl for the majors and NT for the minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rbl – penalty

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th highest	4th highest	
NT	4th highest	4th highest/2nd highest from rubbish	
Subseq	Same	Same	
Other:			
<b>LEADS 4TH HIGHEST AND CODED 10's</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	Unblock or count	
King	KQ(+) AK(+) 5/6 level	AKx(+), KQ(+)	
Queen	QJ+	QJ(+), KQ10(+) Unblock	
Jack	0 or 2 Higher	0 or 2 Higher	
10	0 or 2 Higher	0 or 2 Higher	
9	Nothing Higher	Nothing Higher	
Hi-X	Doubleton or 2nd highest	Doubleton or 2nd highest	
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY (Upside Down)</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude	Count	Attitude
Suit 2	Count	Suit Preference	Count
Suit 3	Suit Preference		Suit Preference
NT 1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Count
NT 3	Suit Preference		Suit Preference
Signals (including Trumps):			
Suit preference when trumps are drawn			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Strictly Shows Shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles, negative doubles unto 3s			
<b>SPECIAL FORCING PASS SEQUENCES</b>			
After 2/1, Inverted Minor or Strong 2c auctions.			
After 5 level if we are aware we have the values.			
After all game force bids.			

W B F CONVENTION CARD
<b>PLAYERS: Erica Zimet. 6382 Sandy Wentzel 6352</b>
<b>SYSTEM SUMMARY SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 c=2
1NT (15-17) All Transfers + Smollen
2NT (21-22)
2c 23+ HCP 3h=bust
3c after any NT variation is Puppet Stayman
4th Suit Forcing to Game
Bromad (after dbl) /Bergen (8 loser hand to respond)
Check Back forcing and non-forcing
DOPI/ROPI
Exclusion Keycard and Pre empt Keycard - 1430
Super Accept = 4 & 16-17
Gambling 3NT 4c POC
Hamilton
Inverted Minors
Jacoby 2NT - 3M = strong
Leaping Michaels
Lebensohl - via nt shows a stopper
Michaels
Minorwood - 1430
Multi 2d - weak major 4-8 HCP or 20HCP nt
RBKC - 1430
Splinters
Unusual nt
Intermediate 2's - 9-12 HCP
Trial Bids - long suit
1M - 2M - Constructive
Texas Transfer - c=h and d=s
Drury 2 Way
Dove Street Relays

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	HCP				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	X	2	11-15	Approach			
1♦		4	11-15	Limited to a 7 loser hand	All jumps weak except NT; New suit forcing Inverted	New suit forcing	
1♥		5	11-15	Limited to a 7 loser hand	Jacoby 2NT		
1♠		5	11-15	Limited to a 7 loser hand	Jacoby 2NT		
1NT			14-16	15-17 4432;4333; or 5332	4 way Transfers	Super accepts and break trfs	Show shortage
				May have 5 card major	3C = Puppet		
2♣	X	0	23	Strong	2H = negative		
2♦	X	0	6-10	Multi	Multi 2 - weak (4-8) 6 card major or 20HCP nt		
2♥		6	9-12	6 hearts	2NT = enquiry		
2♠		6	9-12	6 hearts	2NT = enquiry		
2NT			21-22	4432;4333; or 5332	4 way Transfers		
3♣		6	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3♦		6	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3♥		6+	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3♠		6+	6-10	Pre-empt	New Suit Forcing; Raise is pre-empt	Raise with 2 otherwise rebid suit	
3NT	X			Gambling: Solid Minor	Only pass with cover in 3 suits; 4C asks suit	Pass or Correct	
4♣	X	8+ H		Solid Hearts	All bids slam try	Cue Bid	Pass
4♦	X	8+ S		Solid Spades	All bids slam try	Cue Bid	Pass
4♥		8+ H		Broken Hearts	All bids slam try	Cue Bid	Pass
4♠		8+ S		Broken Spades	All bids slam try	Cue Bid	Pass
4NT				Specific A ask			
5♣							
5♦							