

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
General Style = Sound
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
Take-out doubles are natural
Support doubles show 3 of the suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> Position = 15 - 18
Responses: Bid as INT opening
4 <sup>th</sup> Position = 10 - 14
Responses: Stayman and transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit : Natural (8+ points, 5+ cards)
2-level: Natural (10+ points, 5+ cards)
Jump – pre-empt (6 cards, weak (<11 points))
Reopen: after a double, 2nt is 19-21.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue Bid = Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double – 5 card minor and 4 card major vs strong. Penalties vs weak
2NT – minors
2C = majors
2D = long major
Bid of a major is 5 of that major and 4 of a minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double – take out
Cue bid – strong 2 suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 2c – natural and preemptive
Vs 1c – 1nt is minors, double is majors, 2c is black suits 2d is red suits.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Bid by responder at 1 level, weak with 5 of the suit (0-7 points)
Redouble – 10+ points

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
NT	2 <sup>nd</sup> and 4 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
Subseq			
Other: Journalist leads, 10 promises J and 1 higher. 9 promises 10 and 1 higher.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Ax/A	AK; AKx(+)	
King	KQ; AK; KQ109x	KQ; AKJ10(x); KQ109(+)	
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+)	
Jack	J10x	J10x(+)	
10	10x	xJ10x	
9	Xx9, 9x	x109x	
Hi-X	xx	xx	
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude, upside down	Count (upside down)	Upside down attitude
Suit 2	Suit preference	Nothing	Upside down attitude
3	Nothing	Nothing	
1	Attitude, upside down	Count (upside down)	Upside down
NT 2	Suit preference	Nothing	Nothing
3	Nothing	Nothing	Nothing
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard (can be light depending on VUL)			
Natural responses			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Michaels			
Support doubles			
Lead directing doubles of artificial opponent's bids			
Negative doubles			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b>
EVENT (Open/Women/Senior/Transnational)
Mixed Trials
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1 game force
5-5-4-2
15-17 NT
1nt response to a major is forcing for 1 round.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2c opening – strong
2d – 2s – weak
3nt is gambling NT (long minor)
Lebensohl (showing 0-7 points), unless over interference over partner's 1nt where rebid a suit at the 3 level shows forcing values and a stopper in opponent's suit.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-21 points	2c = inverted minor (10/11+)	2D (next suit up) is a stronger hand 15+, any other bid is minimum opening hand and a stopper	
1♦		4		11-21 points	2c = inverted minor (10/11+), 3d is weak 2c game force doesn't promise long clubs.	2H (next suit up) is a stronger hand 15+, any other bid is minimum opening hand and a stopper	
1♥		5		11-21 points	2c/2d by passed hand is drury. 3c, 3d is bergen. 2NT is Jacoby (game force). 4 of a suit is a splinter with support. 2c game force doesn't promise long clubs.	After Jacoby, 4H is 12-14, 3nt is 15-17, 3h is 18+	
1♠		5		11-21 points	2c/2d by passed hand is drury. 3c, 3d is bergen. 2NT is Jacoby (game force). 4 of a suit is a splinter with support. 2c game force doesn't promise long clubs.	After Jacoby, 4S is 12-14, 3nt is 15-17, 3S is 18+	
INT				15-17 NT	Stayman, 4 way transfers, Texas transfers, Smolen.	Over a major transfer, 3 of the major shows 4+ with 15-16, 2nt shows 4+ with 4333 and 17 points. Bid 3 of a new suit shows 17 and a useful doubleton.	
2♣				Strong 22+ or 9 trick hand	2D shows king or better. 2h is a bust. 2s shows 5 spades with 2 of top 3 honours, 2nt shows 5 hearts with 2 of top 3 honours, 3c shows 5 clubs with 2 of top 3 honours, 3d shows 5 diamonds with 2 of top 3 honours.	After 2D, 2nt shows 22-23, 2H is forcing to 2S. After 2S, 2nt shows 24-25, 3 of a new suit shows 5+ hearts and 5 of the new suit.	
2♦		6		Weak – maximum of 10 points	2nt is enquiry. New suit is natural and forcing.	After 2nt, 3c is weak, 3d is weak hand, good suit, 3h is good hand but weak suit, 3s is good hand and suit.	
2♥		6		Weak – maximum of 10 points	2nt is enquiry. New suit is natural and forcing.	After 2nt, 3c is weak, 3d is weak hand, good suit, 3h is good hand but weak suit, 3s is good hand and suit.	
2♠		6		Weak – maximum of 10 points	2nt is enquiry. New suit is natural and forcing.	After 2nt, 3c is weak, 3d is weak hand, good suit, 3h is good hand but weak suit, 3s is good hand and suit.	
2NT				20-21	Stayman, major transfers.	After a major transfer, bid 3nt without 3 card support. Accept the transfer with 3+.	

3♣		6 (non-vul) or 7		Weak – maximum of 10 points	New suit is strong and forcing.		
3♦		6 (non-vul) or 7		Weak – maximum of 10 points	New suit is strong and forcing.		
3♥		6 (non-vul) or 7		Weak – maximum of 10 points	New suit is strong and forcing.		
3♠		6 (non-vul) or 7		Weak – maximum of 10 points	New suit is strong and forcing.		
3NT		7+		Long running minor.	4c by partner is pass/correct when short of stoppers in other suits.		
4♣		7 (non-vul) or 8		Weak – maximum of 10 points			
4♦		7 (non-vul) or 8		Weak – maximum of 10 points			
4♥		7 (non-vul) or 8		Weak – maximum of 10 points			
4♠		7 (non-vul) or 8		Weak – maximum of 10 points			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦							
5♥							
5♠							