

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural- 8-15
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 in all positions, system on, except after interference
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Reopen: jump overcalls weak, jump to 2NT= unusual
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid= both M over 1m, other M and a mover 1M
2NTjump= 2 lowest suits.(unusual 2NT)
Jump cue= either a long solid minor asking for stopper, or any strong 2 suiter- 55 or better and GF
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl=minor/major(longer minor)
2C=majors
2D= single suited major
2H= H and minor( longer H), 2S=spades and minor( longer spades)
2NT= both minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles
3NT=to play, 4NT= 2 suited
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double=majors, NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl= 10+, support at any level= weak, 2NT= good raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	2/4	
Subsequent	attitude	attitude	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, AKJX Ax	AKx	
King	AK, KQJ, KQT, KQX	KQJ, KQT, AKJT, KQT9	
Queen	QJ,	QJT, KQX, QJ9, AQJ	
Jack	JT-no higher	JT- no higher	
10	TX AJT, KJT,	TX, KJT, AJT,	
9	9X, KT9, QT9, AT9	9X, KT9, AT9, QT9,	
Hi-X	Natural or from 4 small	Natural or from 4 small	
Lo-X	3 card or longer , or above	3 card or longer, or above	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	Count	udca
Suit 2	Count	Suit preference	Residual count
3			
1	Attitude or count	Count where appl.	udca
NT 2	Suit preference	Suit preference	Residual count
3			
Signals (including Trumps):			
udca			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural -3 card support for other suits or 16+any			
Responses: jump -9-11/12, cue bid=GF			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive doubles			
Lead directing doubles			
Lightner doubles			
Double of a slam=2 defensive tricks in direct pos, 0/1 def Trick in last pos			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS:</b> Brian Pincus & Diniar Minwalla
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1, 5542, udca
1NT=15-17
2NT=20-22 balanced
2C = 20+ any distribution( not 20-22 balanced)
2D=weak in a major
2H and 2S =intermediate(8-10, may be 5 cards)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Gambling 3NT, Bergen, Drury, splinters, good bad 2NT
Lebensol after a reverse
1M—1NT
2NT= GF- either 18-19 bal, or 3suiter, or single suited M
1NT—2D
2H -- 3S/4C/4D=cue bid, setting the major as trumps and inviting slam
1C opening may be only a 2 card suit in clubs
After 3 passes, an opening bid of 3C or 3D shows a 7-8 trick hand in the suit opened, with one or 2 stoppers, inviting 3NT
1X- 1NT
3NT= solid suit (X), forcing to 4M if X= major
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>

1NT= 6-9, other bids at the 1 level natural 4+cards After passed hand, over 1H or 1S op by partner, major minor-1	Support doubles	PSYCHICS: extremely rare
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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	12-19,	2c= 11+, 3c=weak, jump shift=weak		
1♦		4	3S	12-19	2D=11+, 3D= weak, jumpshift= weak		
1♥		5	3S	12-19	2H-8-10, 3H=weak, Bergen, splinters, 1NT-F1		Drury 2C= 4 card support,
1♠					2NT=jacoby		Drury 2D= 3 card support
INT				15-17	2C stayman, 3c puppet, 4 way transfers,		
2♣		0		20+, any. Not 20-22 bal	2D=semi positive, 2H= bust, 2NT=hearts(good suit), 2S, 3C and 3D= +ve, good suit		
2♦		0		Very weak in M	2NT= enquiry	3C= weak in H, 3D= weak in S	
						3H in strong in S, 3S= strong in H	
2♥		5		8-10	2NT= enquiry	3C= weak with 5, 3NT=strong with 5	
						3D= strong with 6, 3M= weak with 6	
2♠				8-10	2NT=enquiry	Same as above	
2NT				20-22 balanced	Transfers and puppet		
3♣		6		6-11	natural		
3♦		6		6-11	natural		
3♥		6		6-11	natural		
3♠		6		6-11	natural		
3NT				Gambling- solid minor	4C= pass or correct, 4D= slam invite		
4♣		7		6-11	natural		
4♦		7		6-11	natural		
4♥		7		6-11	natural		
4♠		7		6-11	natural		
4NT				Ace ask in simple blackwood			
5♣		7/8		6-11	natural		
5♦		7/8		6-11	natural	DOPI- dbl=1 <sup>st</sup> step, pass= 2 <sup>nd</sup> step , next suit up = 3 <sup>rd</sup> step	
5♥		7/8		6-11	natural	RKCB(1430)	
5♠		7/8		6-11	natural	MINORWOOD	
						ROPI- rdbl= 1 <sup>st</sup> step, pass= 2 <sup>nd</sup> step , next suit up= 3 <sup>rd</sup> step	
