

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NV: Aggressive. New suit = F.
Reopening: Can be "King" less.
Jumps = Fit Showing; Cue raises. 2NT = nat.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ to 18- (rare 18). 4 th seat: 13-16 over M, 11-14 over m
System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, bearing in mind VUL and if partner is PH.
Reopen: Constructive, 6+ suit (about 11-14 HCP)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael Cue Bids: 1m – 2m = both Majors (5-5+), 1M – 2M = Other M + minor (5-5+) – no defined range.
Jump cue bid = stopper ask for 3NT (long suit outside)
VS. NT (vs. Strong/Weak; Reopening; PH)
All 1NT: 2C = both Majors (usually 5-4+), 2D = 1 major (6+), 2M = 5M +4+ minor (2NT constructive enquiry ; 3m = P/C) ; 2NT = clubs constructive (or GF with 5/5 clubs + major), 3C = diamonds constructive (or GF with 5/5 diamonds + major), 3D/M = pre-emptive
Strong 1NT (14+): X = 4M + 5+ minor.
Weak 1NT: Double = penalty with next X TO
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = takeout. 4m = Leaping Michaels (incl over 3-level pre)
Cue bid = stopper ask
++ Transfers in defence to Multi 2D opening bid ++
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1D,H,S,2C = nat. Double = majors, 1NT = minors, 2D = 1 major (6+ cards), 2M = 5/5 M + minor. All as per defence to 1NT (above)
OVER OPPONENTS' TAKEOUT DOUBLE
System on – Jacoby 2NT, Bergen raises. XX = interest in penalty.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour	Low if length	
NT	4 th from honour	Low if length	
Subseq			
Other: Suit preference			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks attitude (low = like)	A/Q = attitude	
King	Asks count (low = even)	Count or unblock	
Queen	Q-J	Q-J-10 or 9, A-Q-J	
Jack	J-10, K-J-10 etc	J-10 or A/K-J-10	
10	10-9, K/Q-10-9 etc	10-9 or A/K/Q-10-9	
9	Likely attitude (not like)	Likely attitude (not like)	
Hi-X	Doubleton (or attitude)	Doubleton	
Lo-X	3+ cards with honour	3+ cards with honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = like	Low = even	Low = like
Suit 2	Low = even	SP	
3	SP		
1	Low = like	Low = even	Low = like
NT 2	Low = even	SP	
3	SP		
Signals (including Trumps): Suit Preference (esp with trumps); Reverse Smith v NT (low = like opening lead – from either player)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be weaker if shapely or 4 th seat.			
We re-open with X if short in overcall (and 'normal' hand shape).			
Also responsive doubles if suit raised.			
Responses: Double is penalty if new suit bid. Cue bids = 10+ F			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double and redouble.			
Game try double (when no space for suit game try).			
DOPI and ROPI.			
If pre-empter doubles = interest in bidding again.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: AUSTRALIA
PLAYERS: LORI SMITH – BARBARA TRAVIS
EVENT: WOMEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 game forcing
1NT = 15-17 bal/semi-bal
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D in 1 st and 2 nd seat = 3-7 HCP, weak 2M (NV 0-7)
2H/S in 1 st and 2 nd seat = 8-11 HCP, weak 2M
Strong 1NT (14+) – Double = 4M + 5+ minor
After 2 over 1 response: reverses are OFF at 2-level
Blackout after Reverses: lower of 4SF or 2NT is weak bid, all other bids are GF
Fourth suit Game Forcing
Gazilli after 1M – 1NT (2M is 6+, 2C is either 16+ any or M/C)
Two-way checkback after 1NT rebids
XYZ after 3 suits at 1-level
After opener's 2NT jump rebid: Transfers
After 2D Multi by opps: X = hearts or 18+ any, 2H = spades, 2S = clubs, 3C = diamonds, 3D = big both minors, 2M = stopper ask
SPECIAL FORCING PASS SEQUENCES
May apply in competitive slam auctions
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4H	10+ HCP, 3+ clubs	1C-2D and 1D-3C = limit raise+; 2NT = raise, slam interest 1m-2M = weak jump shift (0-6); 3-raise = weak (0-6)	New suits = stopper showing, jumps = spl. After 2M, 2NT = enquiry	PH = Fit Showing Jumps so 1m-3m = limit raise
1♦		3+	4H	Only 3 if 4-4-3-2, 10+ HCP	1C-1NT = 10-11 HCP, no M. 1C-3D/3M = spl, 1D-3M/4C = spl	After splinter = cue bidding	Transfers after opener's 2NT jump rebid
1♥		5+	4D	5+ cards Can be weaker with shape	2-raise = 6-9; 2C = nat GF (3+ cards) or 3-card LR; 3C = 6-9, 4+ card raise; 3D = 10-11, 4+card raise; 3-raise = 0-6, 4+ card raise; 1H-3NT/4m = spl and 1S – 3H/4m = spl 10-13 HCP. 1H-3S and 1S-3NT = void splinter 10-13. 2NT = GF 4+ raise. 1H-2S = weak jump shift (0-6)	Game tries/slam tries Cue bidding (1 st and 2 nd round)	Drury PH = Fit Showing Jumps PH: 2NT = 4 cards + splinter
1♠		5+	4H	5+ cards		1H-3S and 1S-3NT, next suit – asks void	
INT				Balanced, semi-bal	2C = Stayman (incl weak Stayman, Smolen) 2D/H = transfers, 2S/2NT = minor transfers 3C = 5-card Stayman, 3D = 5/5 minors GF; 3M = 0/1 with (3-1)-(5-4) GF 4C = both M, 5/5 game only, 4D/H = transfers H/S	After M transfer, suit+1 = super accept; 3M = min, 4 card support. After m transfer, 3 tfr = super accept, 3m-1 = non-super accept After 4D/H and tfr, 4NT = RKCB	After intervention: 2-level NF, 3 level GF, Lebensohl. After 3-level intervention: TO X If X = art, system on. If X = penalty, XX = minor, others = system on.
2♣	Y	0		GF (9+ playing tricks) or 22+ bal/semi-bal (can inc singleton)	2D = weak or waiting. 2D – 2H = Rev Kokish 2D-2NT = 24+ bal, GF; 2D-2H-2S-2NT = 22-23; 2D-3M = 9 playing tricks. 2D-other = GF. Respond: 2M, 3m = 7+ HCP with good 5+ suit 3M = HHxxxx (nothing outside)	After 2C-2D-2H: not 2S = super weak, suit (denies K or A in hand) After 2NT rebid: 3C = Muppet (3H denies).	
2♦	Y			1 st / 2 nd : (0) 3-7 HCP, weak 2M 3 rd / 4 th : 10-13 6 diamonds	2M = P/C. 2NT = enquiry. 3C = Nat, NF. 3D/M = Nat, F, 4C = trf to M, 4D = bid 4M	After 2NT: 3C = hearts min, 3D = spades min, 3H = spades max, 3S = hearts max GF	
2♥		6		8-11 HCP, 6 hearts 4 th seat: 10-13 6-card M	2NT = feature ask, invite. 3-raise = pre. New suit = Nat, F. Jumps = spl.	After 2NT: 3M = min. Below 3M = A or K and GF; above 3M = splinter After new suit: 3-own suit = 2 cards, no shortage, other = 2 cards, 0/1 in bid suit, jump = 3 cards, 0/1 in bid suit.	
2♠		6		8-11 HCP, 6 spades			
2NT		1 (rare)		(19) 20-21 HCP, bal/semi bal	3C = Muppet (3H denies 4/5 card M) 3D/H = transfer, 3S forces 3NT (for various slam int+ in m) 4C = 5/5 Majors, 4D/H = tfr, 4S = Ace ask	After 3C: 3D shows 4M, 3H denies 4/5 M, 3S = 5 spades, 3NT = 5 hearts. After 3S-3NT: 4m minor Smolen, 4H = clubs 4S = diamonds, 4NT = 5/5 minors	
3-level		6		Pre-empt, sound when vul	New suit = forcing (except after X)	3NT = 0/1 support; 4-own suit = 2 cards, no shortage, other = 2+ cards, 0/1 in bid suit	
3NT	Y	7		1 st / 2 nd : Gambling (no other A/K) 3 rd / 4 th : To play (long suit)	4C = P/C. 4D = slam interest.		
4-level		6/7		Sound when vul	4NT = EKCB responses		
4NT				Specific ACE ask	5C = 0, 5D/H/S/6C = ace, 5NT = 2 aces	HIGH LEVEL BIDDING:	
5m				NV: Preempt Vul: Sound hand		RKCB: 1430 for majors, 3014 for minors. Cue bidding 1 st / 2 nd round. EKCB: step 1 = 0, step 2 = 1, step 3 = 1+Q, step 4 = 2, step 5 = 2+Q (used when Partner hand a limited hand (pre-empt or raise)	
5M				Asks partner to bid 6 or 7M ---	6M with A or K of bid suit; 7M with AK bid suit	AND: after pre-empt: 4C invites slam... 4D = no interest, else EKCB.	

