

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound, occasionally four card suit. In general a cue bid opposite is like a responsive double, iff a double is not available.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd =good 15-17 4 th = Less
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, sound
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels for direct. (1M) 3M = for stopper (1m)3m= natural, wide range.
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=both majors
2D=single suited major
2H, 2S=4/5 major + 4/5 minor
Double=Penalties
Double in passout=10+ and honour in each suit
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dble take-out. Cue = strong hand one or two-suited, Jumps leaping Michaels.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Jumps weak. Dble and simple bids RCO
OVER OPPONENTS' TAKEOUT DOUBLE
Rdble seeks penalty, otherwise SYSTEM ON

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th highest MUD	4 th highest MUD	
NT	4 th highest MUD	4 th highest MUD	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ or AK doubleton	KQ or AK doubleton	
Queen	QJ or KQ asking for J	QJ or KQ asking for J	
Jack	J10	J10	
10	Overlead		
9	No honour or like Q98x		
Hi-X	Doubleton		
Lo-X	Not doubleton		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Count
Suit 2	Attitude	Count	Count
3	McKenny	Count	Count
1	Count	Count	Count
NT 2	attitude	Count	attitude
3	McKenny	McKenny	McKenny
Signals (including Trumps):			
Intent is Attitude leads after trick one at suit play			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Used freely. Jumps in response show length and some values. Simple bid may have 11hcp and four card suit. 1NT shows values, often quite a slender stopper.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT (2C) Dble = stayman, system on.			
1NT P P Dble = 10+ ballancing			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: AUSTRALIA
PLAYERS: Michael Courtney-Paul Lavings
EVENT SENIOR
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Goren 4 card suits
Hearts preferred when 4-4 (Then spades)
Frequent three card raises. Many splinters,
Lower minor = GFR over 3 level pre-empts
Jump in lower minor = GFR over one bids
Take-out doubles used freely
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D=Weak 2 in either major
2H=5H and 4+ minor 6-10
2S= 5S and 4+ minor 6-10
1Sx2S ,2NT=minors 1sP2s2NT=minors
Opens lowest jump rebid after 1/1 shows a three rebid in own suit and Hxx in responders. Higher jumps splinters.
SPECIAL FORCING PASS SEQUENCES
Rdble always says "lets defend" Sometimes it creates a forcing sequence. E.G. 1NT Dble Rdble. But by a hand that has made a limit bid it does not. EG 1Hp2HppDble Rdble.
IMPORTANT NOTES
After a one level Rdble Opener dble for penalties with 3+ trumps

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PSYCHICS:

OPENING	TICK IF ARTIFICIAL	NEG.DBL THRU				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4 4S	11+ clubs longest	2DGFR; 2NT flat game force; 3X splinter 2M=weak	Stoppers first. Jump is shortage Natural, jump = splinter	VERY NATURAL. EG p 1S 2C is usually 6
1♦		4 4S	11+ d LONGEST	3C=GFR 2NT=Flat GF	Stoppers below 3Nt cues above Natural, Jump is splinter	
1♥		4 4S	With 4432 generally open 1H	3C=GFR 2NT=GF Flat 2S=weak	Bid shortage. 3H=5+, no shortage good cards. 3NT no shortage 4 hearts good controls or 18-20 flat	
1♠		4 4S	With 4234 generally 1S	3C=GFR 2NT=GF Flat	As above Natural, jumps splinters	
INT		1 5 - 1 7	4S May be 5422	Simple stayman. 4 suit transfers 1NT 3X 4C=Gerber 4D=5+5+ majors, no slam interest	New suit, very weak New Suit natural GF. Slam try X	Take-out doubles and reverse lebensohl
2♣	/	none	23-24 flat or any game force	2D waiting. Positive = 3+ controls A=2 K=1		
2♦	/ multi	6	Weak 2H or 2S	2NT enquires major suit responses Pass/Fix	3C=H, 3D=S	
2♥	/H&m	5 + 4 +	none 5+H 4+minor 7-11	2NT asks minor 3C,D terminal. But 4C, 5C Pass/Fix		
2♠	/S&m	5 + 4 +	none 5+S 4+minor 7-11	2NT asks minor 3C,D terminal. But 4C, 5C Pass/Fix		
				3C=Puppet Stayman		
2NT	20-22	none	20-22 flat	3D=H, 3H=S 3NT both minors some interest		

				4C=D 4D=C	4NT= no slam interest 4NT rejects	
3♣		(6)7	Sound pre-empt	3D = GFR, now stoppers others, Natural Forcing		
3♦		(6)7	Sound pre-empt	4C=GFR		
3♥		(6)7	Sound pre-empt	4C=GFR		
3♠		(6)7	Sound pre-empt	4C=GFR		
3NT		7+	Solid minor only	4C = Pass/Fix 4D asks shortages	4NT none, Jump=other two	
4♣		7+	Natural			
4♦		7+	Natural			
4♥		7+	Natural			
4♠		7+	Natural			
4NT		Specific Aces	asks	5C=0 5NT=2 6C=ace C		
5♣		7+	Natural			
5♦		7+	Natural		I hope so.	
5♥		7+	Natural			
5♠			Natural			

HIGH LEVEL BIDDING