

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide-range
1-over-1 response, 2-over-2, and 3-level response F1, 2-over-1 constructive NF
UCB = Constructive raise, natural 2NT bid, or any GF where a new suit bid is inappropriate
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) – System on
Balancing: 11-14(15) – System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak – 2NT response inquiry as opposite opening
1C (short) – 2D = Majors
Unusual 2NT in 2 nd Lowest two unbid, 19-21 in P/O seat
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump Cuebid asks for stopper, natural where the opening promises only two or fewer cards
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = Hearts and another
2D = Spades and another
Anchor to shorter with both majors, 2D with 5-5
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = T/O
Non-Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dble/1D/1NT = CRO
OVER OPPONENTS' TAKEOUT DOUBLE
Nat. Redouble = 9+, Jump shift = Fit, 2NT = constructive raise, Jump raise = PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd	Unchanged	
NT	4 th , 2 nd		
Subseq	Same but some attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AKx	
King	AK or KQx(x) for count	AKJ10, KQ109	
Queen	KQx or QJx for attitude	KQx, QJx for attitude	
Jack	Jx, J10x, KJ10	Jx, J10x, KJ10, AJ10	
10	10x, 109x, Q109, K109	10x, 109x, Q109, K109, A109	
9	9x, J987, Q987	9x, J987, Q987	
Hi-X	Xx, xXx, xXxx	Xx, xXx, xXxx	
Lo-X	Hxx	Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = Enc	Lo = Even	Lo = Enc
Suit 2	Lo = Even	SP	Lo = Even
3	Standard SP		SP
1	Lo = Enc	Lo = Even	Lo = Enc
NT 2	Lo = Even	SP	Lo = Even
3	SP		SP
Signals (including Trumps): HiLo interest in ruff, SP			
K in NT asks for unblock or count, in a suit contract asks for count			
Smith (Hi to encourage from both sides)			
DOUBLES			
TAKE--OUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or strong. Equal level conversion not strong where suits in appropriate order			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg, Lightner, Max, Comp, Resp, Game Try.			

W B F CONVENTION CARD
CATEGORY:
NCBO: England
PLAYERS: Brian Senior & Sandra Penfold
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol, 4M, 1NT = (11)12-14
Usually open M with 4-4 Mm
2-over-1 F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak 2D/H/S = can be very weak at appropriate positions and Vul. Frequently only five cards
SPECIAL FORCING PASS SEQUENCES
When both players know game has been forced to make.
1NT – Dble – 2C/D – Pass
IMPORTANT NOTES

