

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: Usually 5 card (May be 4 if good suit)
2 Level: Usually 6 card (May be 5 if nv&pre-emptive)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-17 (System on)
4 th 11-15 (System on)
2NT in 4 th is 18-20 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak: 6 card suit
Unusual NT & Michaels = 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
After 1♣:2♣ = Natural (if short ♣)
After 1♣:2♦ = Both Majors (if short ♣)
After 1M :2N=both m
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy:
2♣ both Majors 2♦ single Major
2♥ Hearts and a minor 2♠ Spades and a minor
2N single Minor; 3♣ both Minors 3♦ Both Majors Strong
Double of 14-16 or 15-17 NT is 5+m & 4M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= Majors; 1NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble is strong ;Generally SYSTEM is on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th ; low from Hxx	High from xxx;	
NT	2 nd and 4 th ; low from Hxx	Low from Hxx	
Subseq	Standard		
Other: Present count when required			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	For Rev Attitude	Rev Attitude	
King	For Count	Demands unblock/Count	
Queen	For Rev attitude	Rev Attitude	
Jack	KJT(x), JT(x)	KJT(x), JT(x)	
10	Doubleton or top of seq or a higher honour	Doubleton or internal seq or a higher honour	
9	Doubleton or 2 nd highest	Doubleton or 2 nd highest	
Hi-X	Denies interest	Denies interest	
Lo-X	Interest	Interest	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Encouraging	Hi=Even	Low=Encouraging
Suit 2	Hi=Even	SP	Remaining Count
3	SP		
1	Low=Encouraging	Hi=Even	Low=Encouraging
NT 2	Hi=Even		Remaining Count
3			
Signals (including Trumps): SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T.O. But Defense to Multi in 2 nd only: Double = Takeout of spades.			
2H = Takeout of hearts. Pass, then double = Light takeout of suit			
DBL'd.			
2N = 16-18			
4m = 5+/5+ in the suit bid and a major.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X of own suit suggests a Lead			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SBU
PLAYERS: Robert Clow - SBU6358 / EBU437707
Derrick Peden - SBU2870 / EBU453986
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Weak NT, 5 card Spade
1♣ may be 3 cards; transfers
Multi , 2M 8-11
2 over 1 10+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
Intervention after any GF sequence
IMPORTANT NOTES
Advances of Multi and Multi-Landy are consistent bid of a minor in response to a 2N enquiry is weaker than a bid of a major.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		11+HCP	Transfers 1♦=♥; 1♥=♠; 1♠=NT(pos weak min) 1NT=♣ GF; 2♣=♦ GF; 2♦=6M 3-7; 2♥=Nat 15+; 2♠=Nat 15+; 2N=Bal 16+ no M	After interference below 1N, system on else Natural	
1♦		4		11+HCP	1N=6-9, no major, 2♦=6-9 4+♦; 3♦=Invitational, 4+♦; 2N=12+, 4+♦;	After 1-2N; 3♦=min; 3N=18-19; 3any=shortage; 4any=Natural unbalanced	
1♥		4		11+ HCP	1♥-2♥ could be 3 if < 4♣	After 1M-2N; 3M=non-min no shortage; 3any is shortage; 3N=15-19; 4M is weak; 4any is a good 5 card suit	Fit jumps and standard invites. 2N is an invitational 4 card raise with a shortage
1♠		5		11+ HCP	1NT=6-9; 2ov1 = 10+ points forcing to 2M 2NT = 15+ and 4+ cds GF 3NT = 11+/-15 with 4+ support bal.		
INT		May be 4441♣		12-14	2♣=Non-promissory Stayman. 4♦/4♥ Texas 4 suit transfers; Major break to 2N; Minor break below to show at least Kx XX is a 5 card suit after a Double.	Balanced (may include 5 card M)	
2♣	√	0		22/23 bal, or 26GF	2♦ = relay; 3♣=2nd -ve after 2♣-2♦-2M 2♥, 2♠, 3♣, 3♦ = 5 cd suit with 8+ points; 2N=9-11 bal; 2♣ - 2x - 2N/3N = 22-23/26-27	Puppet after 2N; 4 card Stayman after 3N	
2♦	√	6 if weak 2 if strong		2 way Multi 4-8 or 24-25 or 28-30 10-12 in 4th	2♥ = relay; 2♠ = to play in 2♠ or at least 3♥ (usually denies spades); 3♥/3♠ = pass or correct 2NT = Enquiry; 3♣/3♦ to play Direct 4♥/4♠ is to play	After 2N: 3♣=Weak 2♥, 3♦=Weak 2♠ 3♥=Strong weak 2♥, 3♠=Strong weak 2♠ 3NT = 24-25 balanced	
2♥	√	6		8-11	Change of suit is F1; 3N to play; 3♥ is non-forcing 2N Enquiry	After 2N 3 suit=High Card feature (A/K); 3N=AKQ	
2♠		6		8-11	Change of suit is F1; 3N to play; 3♠ is non-forcing 2N Enquiry	After 2N 3 suit=High Card feature (A/K); 3N=AKQ	
2NT				20-21 Balanced	Puppet stayman, Xfers, 3♠= Minor suit slam try 2N- 3N = 5S & 4H	Balanced (may include 5 card M); A singleton honour is possible	
3♣		6		Pre-empt			
3♦		6		Pre-empt			
3♥		6		Pre-empt			
3♠		7		Pre-empt			
3NT		7+		Gambling Long Minor	No more than a queen outside		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
4NT				Specific Ace ask	5♣=0, 5N=2, 6♣=A♣		
5♣						HIGH LEVEL BIDDING	
5♦						Cue of a known singleton is either the Ace or shows interest	
5♥							
5♠							