

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level maybe light ; 2 level sound.
In Response: New suit = NF after 1 level, F after 2 level
Jump raise = PRE; 1NT = 8-12 + stopper; DBL = t/o
CUE = GOOD RAISE FIT JUMPS
2NT - (after Major suit O/C) = MIXED RAISE
- (after minor suit O/C) = NAT
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd =15-18; 4 th live = 16-19 - system as over 1NT opening
In comp LEBENSOHL, DBL = T/O
Re-Open = 11-14 responses as opener
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK
2NT = 2 lowest unbid suits
Reopen: INTERMEDIATE; 2NT = 19 - 21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cue-Bid any strength
Jump Cue = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = ♥ + ♠
DBL = PEN vs weak NT, = ♣ OR ♦ vs strong NT (15+)
DBL = ♣ Or ♦ by passed hand against weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS strong ♣: X = ♥ + ♠; 1NT = ♣ + ♦
Short club: 1D T/O, double is 1NT(11-14) 2 level responses are stayman and transfers, 2C natural
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+ (No Fit) , New suit = F1 ,Jump raise = PRE
New suit Jumps = FIT, 2NT = Good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th ; 2 nd from weakness; MUD	Same	
NT	Same	Same	
Subseq	Same	Same	
Other: supported poor suit lead top of 3			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+),Ax(+), REV ATT	AKx(+), AKJx(+) REV ATT	
King	AKx(+); KQx(+) COUNT	AKx(+); KQx(+) COUNT	
Queen	KQx(+), QJx(+) REV ATT	KQ10x(+); QJx(+) REV ATT	
Jack	KJ10x(+), J10x(+)	KJ10x(+), J10x(+)	
10	K109(+), Q109(+), 109x(+)	H109x(+), 109x(+)	
9	9x	9x	
Hi-X	Sx; xSx; xSxx(+)	Sx; xSx; xSxx(+)	
Lo-X	HxS, HxxS, HxxSx(+), xSx	HxS, HxxS, HxxSx(+), xSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	REV ATT	COUNT	REV ATT
Suit 2	COUNT	SUIT PREF	COUNT
3	SUIT PREF		SUIT PREF
1	COUNT	SMITH PETER	REV ATT
NT 2	REV ATT	COUNT	COUNT
3	SUIT PREF	SUIT PREF	SUIT PREF
Signals (including Trumps): trump signals = suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light if shape suitable			
CUE BID = forcing to suit agreement			
1NT = 7-10 (protective 9-12)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL: 1♣-(1♦)-DBL = both majors, 1m-(1♥)-DBL = exactly 4 spades			
1minor-(1♠)-DBL = 4(+) hearts, higher neg dbl suggest other major			
RESP DBL, COMP DBL, GAME-TRY DBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Catherine Curtis & Chris Jepson
EVENT Lady Milne 2016
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL with weak twos in ♦/♥/♠
5 card spade suit; 1♣ may be 3 if 4333
With 15-19 BAL normally open lower of two 4 card suits
1NT Opening: (11)12–14 may have 6m or 5M; SING allowed
2 OVER 1 Response: 9 + HCP forcing to two of partners suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT with little outside strength
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Nat or 4333 15+	Inverted minor, 2NT = very bad raise	1♣ - 1X – 1NT =15-17/ 2NT = 18-19	Fit Jumps
						Then 2♣/3♣ = checkback	
1♦		4	4♠	Nat	Inverted minor, 2NT = very bad raise	1♦ - 1X – 1NT =15-17/ 2NT = 18-19	Fit Jumps
						Then 2♣/3♣ = checkback	
1♥		4	4♠	Nat	2NT = raise to 3 or 5, 3NT =13 -15 BAL raise to 4♥, SPL	1♥ - 1♠ – 1NT =15-17/ 2NT = 18-19	Fit Jumps
					3H bad raise	Then 2♣/3♣ = checkback	
1♠		5	4♥	Nat	2NT = raise to 3 or 5, 3NT =13 -15 BAL raise to 4♠, SPL, 3S bad raise		Fit Jumps
INT		1	4♠	(11) 12- 14	2♣ = non promissory Stayman., 4 suit Xfers(♠ to ♣, NT to ♦)	1NT –XFER to M then 3 new = GF	
				6m or 5M OK	3X = NAT GF 4♣=5+♥&5+♠; 4♦ = Gerber		
2♣	√			FG or 23-24 BAL	2♦ = NEG/Waiting, 2H Kokish	2♣ - 2♦ - 2♥ = ♥ or 25-27 BAL	
						2♣ - 2♦ - 3M/4m sets suit asks for cue bid	
2♦		5(NV)		WEAK 2 in ♦	2♥/♠/3♣ = natural, constructive, NF; 2NT = ART ENQ	After 2♦ – 2NT: 3♣/♥/♠ = MAX , 3♦ = MIN	Fit Jumps
		6(VUL)		(9-12 in 4 th)		3NT = MAX, gd suit, no feature	
2♥		5(NV)		WEAK 2 in ♥	2♠/3♣/♦ = natural, constructive, NF; 2NT = ART ENQ	After 2♥ - 2NT: 3♣/♦/♠ = shortage, 3♥ = MIN	Fit Jumps
		6(VUL)		(9-12 in 4 th)		3NT = MAX BAL	
2♠		5(NV)		WEAK 2 in ♠	3♣/♦/♥ = natural, constructive, NF; 2NT = ART ENQ	After 2♠ - 2NT: 3♣/♦/♥ = shortage, 3♠ = MIN	Fit Jumps
		6(VUL)		(9-12 in 4 th)		3NT = MAX BAL	
2NT				20-22 BAL	5 card Stayman, 3♦/♥ = Xfers, 3♠ = both minors 4♣/♦ = SLAM-TRY in ♥/♠; 4♥/♠ = SLAM-TRY in ♣/♦	After 2NT-3♣: 3♦ = 4M, 3♥ = no 4 cd M 3♠ = 5♠, 3NT = 5♥	
3♣		6		NAT PRE	4♦ = RKCB		
3♦		6		NAT PRE	4♣ = RKCB		
3♥		6		NAT PRE	4♣ = RKCB		
3♠		6		NAT PRE	4♣ = RKCB		
3NT				Solid Minor	4/5♣ =Pass or Correct; 4♦ = shortage ask		
				little outside			
4♣		6		NAT PRE			
4♦		6		NAT PRE			
4♥		6		NAT PRE			
4♠		6		NAT PRE			
4NT				SPECIFIC ACE ASK	5♣ = 0; 5♦/♥/♠/6♣ = ace of bid suit, 5NT = 2 aces		
5♣						HIGH LEVEL BIDDING	
5♦						RKCB:	
5♥						4NT - 5♣ = ¼	5 of agreed major asks quality of suit
5♠						5♦ = 0/3	
						5♥ = 2	
						5♠ = 2 + trump Q	
						DOPI/ROPI	
						CUE BID = 1 st or 2 nd round control	

