

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive simple overcalls 7-15 pts
Ghestem; cue=extremes; 3♣=upper two suits; 2NT=lower two suits
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18: 4 th protective position 15-17
NT after 2 suits (only a passed hand) is take out weaker than dbl
NT 15-17 if not a passed hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Major/minor: weak, up to 10pts
Ghestem; cue=extremes; 3♣=upper two suits; 2NT=lower two suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem;
VS. NT (vs. Strong/Weak; Reopening; PH)
Brozol, direct and in protective position
x= single suit; 2♣=♣+♥; 2♦=♦+♥; 2♥=♥+♠; 2♠=♠+♦ or ♣
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = take out, dbl then bid =16+, Liebensohl
NT = 15-18, dble then NT =19+
Bid of suit is 11-15
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1c precision, dbl for the M's, 1NT for the m's, natural
Over 2c natural
OVER OPPONENTS' TAKEOUT DOUBLE
2 of partner's suit: weak, 2nt good raise 4-card, 3 of p suit weak 4c
RD= 10+ pts, can be 3 card support for partner's suit
New suit natural NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & 5 th or honour sequence	x from H	
NT	4th	x from H	
Subsequent	count		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Asks attitude	
King	AK KQx	Asks unblock/count	
Queen	QJx Qx	Asks attitude	
Jack	Jx J10x	J10x	
10	109x 109xx may have 2 higher	May have 2 higher H	
9	9x, can hv 10 +1H	Can hv10 +1H	
Hi-X	Xx		
Lo-X	x from H, 3 rd +5th	4th	
SIGNALS IN ORDER OF PRIORITY - attitude			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Attitude	count	count
3			
1	attitude on A.Q	Count	
NT 2	Count/attitude		UDAC
3			
Signals UDAC, count when dummy has 3 rd round control			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with an ideal shape.			
response = jump with 8-11 pts, 4-card			
Cue = forcing until suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg dble need not be classical the other suits it could be showing values only but usually other major			
lead directing, supportive dbls and rdbls, competitive dbl			
response over takeout doubles. Redouble is values			
redouble in the protective position is rescue			
Lightner double= first suit bid by dummy			

W B F CONVENTION CARD
PLAYERS: Desiree Pieters & Chris Child
SYSTEM SUMMARY
5-card majors, D only 3 when 4/4M's
Strong NT 15-17, [can include a 5 card major, 6 card minor]
strong 2'in M 8 trick
Jacoby transfers 2NT is slam interest
Cue bids on 3/ 4-level, long and short suit tries
Multi 2's [weak majors strong NT or strong minor]
Puppet Stayman after 1 & 2NT
Liebensohl
2 club is strongest bid 23+, game force
Scrambling 2nt 2 places to play
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3 NT
Trial bids after minor support. Telling
Stayman need not contain a 4 major
1NT-3♣, 2 5-card minors weak, 3 ♦, 2 5-card minors strong
1NT-3♥, singleton ♥, 3 ♠= singleton ♠,with 4/5 in m
2♦* = weak in ♥♣ strong in ♦, ♣ or NT
splinters
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♣	11-19	Natural. 2♣=5c 6-9pts, 3C=5c 10-12pts, 2NT = jacoby, 4c mwood, new suit F1; 2D/H/S 6c+ 4-7	NT rebids:12-14, jump NT 18-19, reverse 16+, new suit jump 16pts+, trial bids, cues, 2C = checkback, splinters	
1♦		3	3♣	11-19	2D 6-9, 4+c, 3D 10-12, 4+ c, 4D mwood, 2NT = jacoby, new suit F1, 2H/S/3C 6c+ 4-7; splinters	Same as above	
1♥		5	3♣	11-19	2H 6-9, 3H 10-11, 4H weak 5c+, jacoby, splinter, cue bids, 3NT 12-15 3c sup balanced	Same as above	
1♠		5	3♣	11-19	2S 6-9, 3S 10-11, 4S weak 5c+, jacoby, splinter, cue bids, 3NT 12-15 3c sup balanced	Same as above	
1NT				15-17	Puppet stayman need not contain 4 card M, 4NT is quantitative. 4 way transfers. 3C=weak 5/5+ m, 3D =strong 5/5+m, 3H/S = singlt, 4/5m and 3 other M	Super accepts of trsf, invitational raises, new suit F. Super accepts in suit: useless outside dblton, jump in new suit: good dblton in suit bid, 2nt 4-card sup, flat hand	
2♣	✓			Game force	2♦ relay, any suit=5-card and positive	2NT rebid 24-25pts, puppet stayman/transfers 3NT 28+	
2♦*	✓			multi 5-way	2♥ relay, 2S good raise to 3H, 2NT =enquiry, new suit F1	After 2NT 3♣ = 4-7 in♥, 3♦ =4-7 ♠, 3♥/♠ 8-10. Openers rebids after 2H :2NT: 22-23 pts system on, 3NT 26-27pts system on, 3C/D =8 trick hand in m	
2♥		5		8 trick	2NT = weak; 3♥ = A + support; 4♥ weaker		
2♠		5		8 trick	2NT = weak; 3♠ = A + support; 4♠ weaker		
2NT				20-21pts	Puppet stayman & transfers, 3♣ transfer to either minor pass/correct 4♣=weak both m 5/5+, 4♦ =strong both m 5/5+	Accepting transfer promises at least 3card support.	
3♣		6+		5-10 pts, V 7-10	New suit is F1; raise is invitational, 3NT to play	3NT 0/1 in partners suit, rebid own suit shows 2c sup, new suit is singleton + 3 c sup	
3♦		6+		5-10 pts, V 7-10	New suit is F1; raise is invitational, 3NT to play	same	
3♥		7		5-10 pts, V 7-10	New suit is F1; raise is invitational, 3NT to play	same	
3♠		7		5-10 pts, V 7-10	New suit is F1; raise is invitational, 3NT to play	same	
3NT	✓			Solid 7c m max Q extra	4♣ is P or correct, 4♦/ 4♥♠ = to play		
					5♣♦ or 6♣ = P or correct		
4♣		7+		NV 6-10 pts	natural		
4♦		7+		NV 6-10 pts	natural		
4♥		7+		V = 7 tricks	natural		
4♠		7+		V = 7 tricks	natural		
4NT	✓			Ace ask	5♣ =0 5♦=1,5H =2 , etc		
5♣		8+		6-10	natural	HIGH LEVEL BIDDING	
5♦		8+		6-10	natural	RKB 14/30, 5NT shows even number and void, 6 level bid is void and uneven	
						PODI PORI, showing o, 1,2,3 aces	