

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural-8-16/17, lower the point count, better the suit quality. Responses: any support is weak, cue bid raise 10+, new suit FI,
1nt=8-10 vul, and 11-13 non vul 2NT= 11-13 vul and 14-16 non vul
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 with an unpassed hand in any position Responses: System on- stayman, transfers, 3C puppet 11-12 in balancing position Responses: Natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; Usually 6+ cards, but may be 5 with a good suit Responses: support= weak, new suit= natural and constructive, cue bid= stopper ask. Unusual 2NT= the 2 lowest suits Responses: support at lowest level= simple preference, jump support= constructive.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Over a minor, direct cue bid- both majors Over a major, direct cue bid = the other M and an unspecified m Natural responses. Jump cue bid= stopper ask, with a long solid minor
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL= Minor/major, longer minor 2C= both majors 2D= single suited major 2H= hearts and a minor, hearts longer 2S= Spades and a minor, longer spades, 2NT= both minors, good suits

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4 th best with attitude, 2 nd highest with small cards.	Small from H, top of nothing	
Subseq	attitude	attitude	
Other: if supported high from xxx in partner's suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	attitude	attitude	
King	Asks for attitude	Unblock or count	
Queen	attitude	attitude	
Jack	highest	highest	
10	Highest or J and one higher	Highest or jack and one higher	
9	Highest or 10 and one higher	Highest or 10 and one higher	
Hi-X	Natural or from 4+ small	Natural or from 4+ small	
Lo-X	3 card or longer suit, or above	3 card or longer suit, or above	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	Low=encourages
Suit 2	Count	count	Count from the remaining
3	Suit	Suit preference	
1	Attitude or count/unblock	count	Low encourages
NT 2	Attitude or count	Count	Count from the remaining
3			
Signals (including Trumps):			
Low=encourages, upside down count			
DOUBLES			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: Brian Pincus & Diniar Minwalla
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 udca 5542 1NT 15-17 pts 2NT 20-21 pts 2C =22+ 2D Multi, very weak 2H & 2S Intermediate 8-11, maybe 5 cards when non vul
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT Bergen Drury Multi 2D Splinters Intermediate 2H and 2S Good bad 2NT Scramble 2 way check back stayman Lebhensol after a reverse. Lebhensol when they interfere over our 1NT opening

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles when lower preempts, penalty oriented with higher preempts: eG 3C X= purely take out, 4SX = purely penalties. Suit bid= natural 4NT= strong 2 suiter(at least 5-5), ptr gives preference to the lowest playable suit, and the 4NT bidder takes out if not one of his suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C, double for majors 1NT for minors
OVER OPPONENTS' TAKEOUT DOUBLE
Any support with the suit bid by ptr is preemptive. Over 1HX 2D= 7-10 with 3 card support, and 3D is 7-10 with 4 card support. Over 1S X, 2H= 7-10 with 3 card support, and 3H is 7-10 with 4 card support. Other suit bids are natural and F1 1NT= 6-9, and denies 4M and denies support

TAKEOUT DOUBLES (Style; Responses; Reopening)
Opening hand with at least 3 card support for all the other 3 suits, or 17+, any distribution
Responses: natural- lowest level, 0-8/9, jump =10/11 + Cue bid of opp's suit= GF, 1NT=6-19, 2NT= 10-11
Doubler's rebid: suit= 16-18, jump in suit= 19-21, NT at lowest level=19-21, 2NT= 22-23
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Negative doubles thru 3S Responsive doubles thru 3S Lead directing doubles Lightner doubles. Double of slam contracts when in a sacrificing position

SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1C 1M 2C 2D= art GF 1D 1M 2D 3C = art GF Jump to 3NT by opener in a non GF auction(ie no 2/1,). Shows a solid suit. Forcing to 4M if the suit is a major. eG: 1C -- 1H/1S/1NT 3NT= solid clubs 1H 1S/1NT 3NT = solid hearts, forcing to 4 hearts
PSYCHICS: extremely rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	11-21pts	2C = 11+ no 4M- 5+ card support 3C= very weak- 5+ card support 2D, 2H and 2S= 6+ cards, very weak 0-4/5 Double jump= splinter 1NT= 6-9, no 4M 2NT= 10-12. No 4M	2D= artificial GF, 2NT=12-14 balanced	

1♦		4	3S	11-21 pts	2D = 11+ no 4M, 4+ card support	2H= artificial GF, 2NT= 12-14 balanced	
					Jump shift weak-(2H, 2S) – 6+ cards 3D= very weak, support Double jump= splinter 1NT= 6-9 , no 4M 2NT= 10-12, no 4M		
1♥		5	3S	11-21 pts	Jacoby 2NT= GF with 4 card support	New suit= singleton, jump = void. 3 of the M is extras and slammish- no shortage 3NT= mid range, no shortage. 4M= weak – no slam interest	Drury 2C 4+, 2D 3 card support
					1NT forcing, Bergen raises , splinters		
1♠		5	3H	11-21pts	As above		As above
INT				15-17 pts in principle balanced but may hold singleton honour	4 way transfers, stayman , smolen,		
					3C or 3D natural, Showing slam interest in minor(s)		
2♣				22+, usually forcing to game	2D +ve at least a king, 2H negative		
					2NT= 5 +hearts with 2 of the top 3honors 2S/3C/3D= all 5+ cards with 2 of the top 3 honors		
2♦		0		Multi –4-7 points, v weak in a major 6+ cards	2NT enquiry.	3C=weak in Hearts 3D= weak in spades, 3H= good in spades 3S= good in hearts	
2♥		6 (may be 5 if NV)		8-11	2NT enquiry	3C= 5 and weak 3NT= 5 and strong 3D= 6 and strong 3H= weak and 6	
2♠		6(may be 5 if NV)		8-11	2NT enquiry	3C= 5 and weak 3NT= 5 and strong 3D= 6 and strong 3S= 6 and weak	
2NT				20-21pts n principal balanced but may hold singleton honour	3c= puppet, , 3D/H transfers, 3S as above for 1NT		
3♣		7		Pre-emptive	New suit forcing		
3♦		7		Pre-emptive	New suit forcing		
3♥		7		Pre-emptive	New suit forcing		
3♠		7		Pre-emptive	New suit forcing		
3NT				Gambling, long solid minor	4C pass or correct 4D forcing, enquiry		
4♣		7		Preemptive			
4♦		7		Preemptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				Asks for aces			

5♣		7		Pre-emptive		HIGH LEVEL BIDDING
5♦		7		Pre-emptive		DOPI
5♥						RKCB 1430
5♠						CUE BIDS