

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level. Constructive at 2 level, usually 6 cards Cue = good 3 card raise. 2NT = good 4-card raise over M overcall in competition Otherwise 2NT = natural (13-15)
In response to a 1 level overcall, new suit=constructive, non-forcing at 1 level, ,new suit at 2 level forcing 1 round
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-bad 18 in 2 nd , 11-14 in protective 16-18 in sandwich System on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, can be a little stronger opposite a passed hand. (over which 2NT=ogust) Unusual 2NT – two lowest unbid suits Reopen: 12-16, six-card suit. 2NT is 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids, 1m 2m = 5/5+ M. 1M 2M = 5/5+ Mm, Wide-ranging. 2NT = INV+ enq, over 1M. 1X 2NT = lowest 2 unbid, 5/5+ 1f 1C could be 2 then 2C = nat, 2D = 5/5+M in 2 nd seat Jump cue - stop ask, usually with a running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties (by passed hand major,minor 5-4) 2♣ = 4+♥ 4+♠ Same after partner opens 1♣ or 1♦ and RHO overcalls 1NT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout. Lebensohl after partner doubles a weak 2♥ or 2♠, 2NT forces 3C, fast arrival = stronger/stop showing 2NT = 15-17, resp as over 2NT opening. Cue = stop ask Leaping & non leaping Michaels: 2D/3D 4D & 3C 4C = 5/5+ Ms Jump to 4m after 2M = 5/5, m + M, 4m after 3M = 5/5+ m/M, 2D 4C = C + 1 M , 3C 4D = D + 1M, all 4m bids here are forcing.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣: X = majors, 1NT = minors (incl after 1D response) After simple overcall, 1NT = UCB.
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 10+ New suit = forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour, 2 nd with no honour		
NT	Top of doubleton, low from Hxx		
Subseq			
Other: lead low from XXX in partner's suit if not supported			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Usually has king		
King	Asks for count	Asks for unblock or count	
Queen	Shows J, no K,vs suits, could have K vs NT		
Jack	Shows 10, no Q		
10	Shows 9, no J		
9	9x		
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = discourage	High = odd	High = discourage
Suit 2	High = odd	Suit preference	High = odd
3			
1	As vs suit		
NT 2	except on partner's K lead unblock or high = odd		
3			
Signals (including Trumps) Some suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO/Neg to 4H Gen approach – if in doubt TO			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles after 1M response (showing 3 card support) up to the 2 level of partner's suit. Game try if no other bidding space			

W B F CONVENTION CARD
CATEGORY: Green NCBO: England PLAYERS: Sally and Venetia Anoyrkatis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT, 5-card majors, 2/1 GF, better minor 3 weak 2s
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	A R T ?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	With 3/3 C/D open 1C With 4/4 open 1D	1M can have longer m if below GF values Inverted Minors (1♣-2♣-2♦ = 12-14 balanced) 2♦/♥/♠ = weak (4-8) 2NT = 0-5, 5+ C, pre-emptive, 3C = 6-9, 5+ C 1NT=5/11 semi force, opener may pass if min bal	NT rebids can have four-card major, 2-way Checkback, 2C forces 2D, 2D = GF enq 2NT over weak jump = ogust enq 1m-1M-4m = 4 card support, gd 6 card m FSF=GF	Intervention over inv minor – 1m 2m – (2) 3m by opener min, pass = F 1C (1D) X = 4/4 M jumps still weak. 2NT nat
1♦		3	4♥		Inverted Minors (1♦-2♦-2♥ = 12-14 balanced) 2♥/♠ = weak (4-8) 2NT = 0-5, 5+ D, pre-emptive, 3D = 6-9, 5+ D 1NT = 5/11 semi force, opener may pass if min bal	NT rebids can have four-card major 2-way Checkback as above 2NT over weak jump = ogust enq Reverses after 1♦:2♣ don't show extras, 2N = 12/14 or 18/19 FSF - GF 2NT over weak jump = ogust enq 1m-1M-4m = 4 cd support, good 6 card m,	jump still weak Intervention over inv minor – 1m 2m – (2) 3m by opener min, pass = F 2NT=nat
1♥ 1♠		5	4♥		1NT semi force as above, may have 3 cd support 2♠ over 1♥ = weak Splinters 2M = 7-9pts 3 card raise/4-8pts 4card raise 2NT = 4 trumps GF	Over 1NT, bid 2m on balanced 14. J2N: 3♠=any min 3♦= max, no shortage 3♥/♠/NT= shortage in ♣/♦/other M 2NT over weak jump = ogust enq Over 2/1 GF reverses at 3 level show extras	In competition, 2NT = good 4-card raise, cue good 3-card raise. 2♣ Drury by a passed hand, 3 card support, max pass Fit jumps in competition
1NT		-		15-17	Stayman (doesn't promise a 4cM), transfers, 2♠ = clubs, 2NT = diamonds, 3X = natural slam-try	Smolen, 5/4 M, jump to 3 of 4CM after 2D resp to stayman, GF. Over major transfer, 3M=min, 2NT=max Transfer to a minor then new suit=shortage. Complete minor transfer with no fit	X = takeout, lebensohl 2N forces 3C (fast arr=stop/stronger) Over Pen X, XX = natural
2♣	yes	-		23-24 balanced or gf	2♦ = waiting,	2NT over 2♦ = 23-24 2♥ over 2♦ forces 2S then 2NT= 25+ bal	Responders X/XX = 0-5 Pass = forcing 6+
2♦ 2♥ 2♠		6 (5)			2NT Ogust enq New suit is non forcing/constructive at two-level, forcing at three-level	3♣ bad hand, bad suit 3♦ bad hand, good suit (two of top three) 3♥ good hand, bad suit 3♠ good hand, good suit 3NT = AKQxxx	
2NT		-		20-22	5cd puppet stayman, transfers to M at 3 level, 3♠=minors, 4NT=quant, 4♣=♥ 4♦=♠ 4♥=♣ 4♠=♦ slam try, break=interest, 4N=to play 4N after transfer=quant		X = takeout
3♣/♦/♥/♠		6		Pre-empt	New suit = forcing		
3NT	yes	-		running minor, less than Q outside	4/5♣ pass or correct, 4M to play, 4D=shortage ask		
4♣/♦/♥/♠		7		preempt			
4NT		-		specific ace ask	5♠=no ace 5NT=A♣		
5♣ 5♦		8		Pre-empt		HIGH LEVEL BIDDING	
						RKCB 1430 (♣=3014), 5NT king ask (bid the king you have or the king you don't) If oppo bid or double? DOPI ROPI Cuebid 1st+2nd round controls equally	