

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-bad 18 in 2 <sup>nd</sup> , 11-14 in protective 16-18 in sandwich System on as over 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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 <sup>nd</sup> seat Jump cue - stop ask, usually with a running minor.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalties (by passed hand major,minor 5-4) 2♣ = 4+♥ 4+♠ Same after partner opens 1♣ or 1♦ and RHO overcalls 1NT
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout. Lebensohl after partner doubles a weak 2♥ or 2♠, 2NT forces 3C, fast arrival = stronger/stop showing 2NT = 15-17/18, 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.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 1♣: X = majors, 1NT = minors (incl after 1D response) After simple overcall, 1NT = UCB.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
xx = 10+ New suit = forcing

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> from honour, 2 <sup>nd</sup> with no honour		
NT	Top of doubleton, low from Hxx		
Subseq			
Other: lead low from XXX in partner's suit if not supported			
<b>LEADS</b>			
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		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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 except on partner's K lead unblock or high = odd		
NT 2			
3			
Signals (including Trumps) Some suit pref			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
TO/Neg to 4H Gen approach – if in doubt TO			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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			

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

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		<b>HIGH LEVEL BIDDING</b>	
						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	

