

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Aggressive overcalls, 5-20 range, may be a 4 card suit (rarely)	
Sound overcalls at 2-level, 10-16ish with 5+ suit	
New suit = NF, Jump new suit = NAT F	
Jump raise = PRE, 1NT 7-12 stopper, RESP DBL = Values, T/O	
CUE: INV+ 3-Support, Jump CUE = Mixed OR INV 4+ Support	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-18: System as per 1NT opening	
TRF LEBENSOHL applicable	
REOPEN: 1NT = 14-16	
4 th LIVE: 15-18	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: NV is pre-emptive, V is 10-15ish	
2-Suit: 2NT: 2 lowest unbid suits	
Reopen: 2NT = 19-21; Stayman and transfers apply	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
MICHAELS CUE	
(1m)-2m: H+S, (1M)-2M: OM+m; 2NT asks m, 3D = INV+	
(1x) – 3x: Stopper ask, usually strong hand with 7+ solid suit	
VS. NT (vs. Strong/Weak; Reopening;PH)	
STRONG NT: 2C: 4+H,4+S After (1NT)-p-(2X)-DBL	
2D/H/S: NAT If X = C/D, DBL NAT	
If X = H, DBL = T/O S	
WEAK NT: 2C: 4+H,4+S After (1NT)-p-(2X)-DBL	
2D: Decent 2M bid shows values	
2H/S: NAT, Destructive	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
2NT = 15-18, DBL=T/O, LEB if possible, 3-level CUE=Stopper ask	
VS Multi: X = 12-14 OR 18+	
Leaping Michaels, (2D) – 4C is specifically C+H	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□	
X = H+S, NT = D + C	
Overcalls = Destructive, we usually pass stronger hands first	
OVER OPPONENTS’ TAKEOUT DOUBLE	
1x-(DBL) TRANSFERS APPLY	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd , 5 th	Same	
NT	4 th ; 1 st /2 nd from weakness	Same	
Subseq	Same V Suits, ATT V NT		
Other: Overlead all sequences, except at 5-level+ can lead either/any			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x+); A(x)	AK, A(x+), Asks ATT	
King	KQ(x+); K(x)	KQ, AK; Asks CT/UB	
Queen	QJ(x+); Q(x)	KQ(x+), QJ(x+); asks ATT	
Jack	J10(x+), KJ10(x+); J(x)	J10(x+), KJ10(x+)	
10	109(x+); H109(x+); 10(x)	109(x+); H109(x+);\	
9	9(x)	98x(x+)	
Hi-X	DOUBLETON	xXxx, Xxxx	
Lo-X	3 rd , 5 th	HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Low = Even	ATT; LO = ENCRG
Suit 2	Low = Even	S/P	Low = Even
3	S/P		S/P
1	ATT: LO = ENCRG	Low = Even	Low = ENCRG
NT 2	Low = Even	SP	Low = Even
3	S/P		S/P
Signals (including Trumps): S/P; High-Low = S/P or ENCRG RUFF			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive; CUE = FG; ELC applies in most cases.			
1NT = 7-11, Stopper			
Support X, XX			
TRF over 1x-(DBL) i.e. 1D-(DBL)-RDBL = H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X thru 3S			
1m-(1H)-DBL: 4S; 1m-(1S)-DBL suggests 4+H, 6+HCP			
(1x)-DBL-(1y)-DBL = VALUES			
(2/3x)-DBL-(2/3y)-DBL = PEN			
Some DBLs & RDBLs are transfers, others are INV			
Lightner DBL			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: NZCBA
PLAYERS: Michael WHIBLEY; Matthew BROWN
EVENT: OPEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
2/1 FG, 5-card Majors, Semi-F 1NT (0-12 NV, 3-12 V)
Weak 2D/H/S
NV, open ALL 11s; V can pass 11.
Frequent upgrades. Aggressive openings when distributional (~9+), vul/seat dependant
1NT = 15-17 GAZILLI after 1M-1NT
TRANSFERS OVER 1C
Some relay bidding after 2/1 sequences
Frequent Artificial 2NT bids
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
GAMBLING 3NT with little outside strength
1 ST FAV 3NT = Good 3M opening
1m-2M = 3-7 NAT
TRF OVER 1C AND IN COMPETITION
TRF including some X and XX
1M response can bypass D suit
1H-2S (unpassed) = 6/7 cd minor INV to 3N
SPECIAL FORCING PASS SEQUENCES
Minimal FP Sequences
1H-(spades bid or implied)-3NT establishes FP with 4+H
FP usually only applies when we are V vs NV
IMPORTANT NOTES
PSYCHICS: Rare, usually low risk.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	11-21 HCP	TRF RESP 2M = 3-7 NAT, 3M = SPL	TRF accept or denial, RELAY over 1C-2m	
				24,34,44m's can all open 1C	2C=FG 5+C, 2D=FG NAT, 2NT = 0-6 C, 3C=6-9		
1♦		4	3S	11-21 HCP	2D = INV+, 2NT = 11-12 BAL INV		
				24,34,44m's can all open 1D	Semi F 1NT (0-12 NV, 3/4-12 V), 2x = FG	1M-2C/D RELAY	
1♥		5	3S	11-21 HCP	2NT = INV+ 4+ SUPP, Drury by PH	1M-2NT, 3C MIN	
				4cd possible & open light in 3rd	3C = 6-9 4+ SUPP, 3D = 10-12 3= SUPP	1M-2C DRURY, 2D = ART positive	
1♠		5	4H	11-21 HCP	1M-2C catchall FG, subsequent relay		
INT				14+-17 HCP	JACOBY TRF, (2S = RF or C)	3M= INV if raise or SMOLEN	
				5M, 6m, singletons (rarely) OK	TEXAS (then 4NT = RKCB), 3C = Puppet	TRF followed by game raise = SLAM TRY	
2♣	Y			ART, STR	2D = artificial, waiting or negative	2H = KOKISH, 2NT = 22-23 BAL	
					Others = NAT Positive, good suits.		
2♦		5		Weak, Natural	2X = NAT NF NV, F V	After 2NT, 5566 NV, Shortages V	
					2NT = ENQUIRY		
2♥		5		Weak, Natural	See above		
		5					
2♠				Weak, Natural	See above		
2NT				20-21 HCP,BAL(ish)	all 2 under 4trf, simple stay, 3D/H=TRF, 3S = mss	Smolen after stayman	
3♣		6		All 3X = PRE, NAT	4C = Optional KC (4D over 3C), new suit = F1 nat		
3♦		6					
3♥		6			Common position for PSYCHES		
3♠		6					
3NT	Y	7		SOLID minor, little outside	C bids = P/C, 4M Natural		
				1 st FAV = GOOD 3m OPEN			
4♣				Pre, can be very aggressive NV			
4♦				Pre, can be very aggressive NV			
4♥				Pre, can be very aggressive NV			
4♠				Pre, can be very aggressive NV			
4NT				Specific A ask			
5♣				Pre, can be very aggressive NV		HIGH LEVEL BIDDING	
5♦				Pre, can be very aggressive NV		RKCB 1430,	
5♥						Exclusion 01122	
5♠						DOPI & ROPI	
						CUE Bids = 1 st or 2 nd round control.	