

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level=4-cards.2+-level=5- cards, , Aggressive 1-
Level and 2-level,cue raises. 1NT 8-11 NF, 2NT- 12-14
INT OVERCALL (2nd/4th Live; Responses; Reopening)
INT o/call 15-18 all seats – system ON.
SWINE if Xed (see Artificial Xs and XXs)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except VUL vs NV intermediate; 3 rd seat wide ranging,
2NT is 2 lowest suits;
3C over maj= 2 upper ; all 2 suiters are 5+5+
Reopen: intermediate 6 + suit and Michaels A/A
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue over maj = 2 extremes, 5+5+ ; over min =2 majors, 5+5+
Jump cue stopper ask
Cue raises – invite +
VS. NT (vs. Strong/Weak; Reopening;PH)
X (vs weak) = penalty, (vs strong H+minor), X of their transfer over their 1NT(weak)= good hand; (strong) shows bid suit
2C=H+S; 2D=H; 2H=5+S,2S=4S,5+C/D;
2NT=(vs wk)4H,5 +C/D, (vs strong,) minors;
3 C/D =nat, constructive;
3H/S= nat pre-empt (or constructive if vul vs not).
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=u/out except over 3M – 4m=5+m + 4 OM or willing to play 5 minor. Cue = michael's, jumps = to play, 2NT*=15-18, 3NT*=to play, 4NT=C+D *SWINE applies if Xed
Leaping Michaels up to and including 3C
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C: X=good hand or 15+,1D/H/1S,= nat, 1NT=majors, 2C=weak C, 2D=weak H or S, 2H= H+ minor, 2S=S+ minor, 2NT= minors
Vs 2C or similar: X= 2 suiter with spades, 2NT= 2 suiter without S
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10+ usually not supp. Penalty orient. 2NT=limit raise+. 3 bid suit =6-9, 3 new suit=nat.6+ open hand+.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th highest, overlead or Queen ask 4 unblock of J. A ask att. + K ask count	nat. count - low from 3, 2nd highest from 4, H/L from dbltn. O/lead.	
NT	A/A	A/A	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask for attitude	Ask for attitude	
King	Ask for count	Ask for count	
Queen	O/lead OR unblock of Jack	O/lead or unblock of Jack	
Jack	O/lead or unblock 10	O/lead or unblock 10	
10	O/lead or doubleton	O/lead or doubleton	
9	O/lead, dbltn,xxx ,xxxx,xxxx	Olead, dbltn, xxx,xxxx,xxxxx	
Hi-X	Dbtn or xxxx or Hxxxx	Dbtn or xxxx or Hxxxx	
Lo-X	MUD or Hxxx	MUD or Hxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Nat count/attitude	Nat count if necc.	Nat attitude
2	A/A + mckenny	A/A + mckenny	Nat count+Mckenny
3			
1	A/A	A/A	A/A
NT 2			
3			
Signals (including Trumps):			
H/L in trumps=desire for ruff. Nat attitude + count, Mc Kenny when singleton in dummy vs suit			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X=take out: jump resp = 7-9(10), cue = invite+, F to suit agree. Resp Xs. Reopen X mandatory if short in their suit unless Very weak then bid mandatory.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SWINE = XX of 1NTX commands 2C, then pass or bid shows single suiter to play. Also applies to strong 2NT/3NT overcalls.			
X of cue of partner's suit = A K or Q.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: AUSTRALIA
PLAYERS: ALIDA CLARK AND LEONE FULLER
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL 4 card majors bid up the line 1X 1Y 1Z = 5/4 or 4441
WEAK NT 12-14 bal or semi bal.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT = GOOD pre-empt in a Major except 4th seat to play.
2D = wk 6cd H/S or GF or 23+ bal
2H= wk 5+H and 5+ other except 4 th seat To play
2S = wk 5+ S and 5+ m except 4 th seat To play
4C/D (4 th seat) Good pre-empt in H(C) or S(D)
Leaping Michaels: Over opp bids 1NT to 3C inclusive, jump to 4 minor shows 5+ and 5+ major.
1NT rebid may have singleton
3 level open (4 th seat) shows (14) 15-17, 6+ suit (no 3 maj if minor bid)
SWINE over NTsX: XX commands 2C, then pass or bid shows single suiter to play; 2 bid immediately shows that suit and a higher suit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Jump resp.= 6+ suit opening hand or better (not passed hand)
Jump resp (passed hand) shows 3 card fit and 5 card suit, invite
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4H	Usually 4 10-20HCP	limit raises. 2NT 15+ raise. 3NT 12-14 flat raise. splinters	1NT 15-18 then 2C chckbck. 2NT - 3C inq. FSFG.	2NT 10-12 flat 3 card raise. Jump bid is fit-showing
1♦		3	4H	Usually 4 10-20 HCP	limit raises. 2NT 15+ raise. 3NT 12-14 flat raise. splinters	1NT 15-18 then 2C chckbck. 2NT - 3C inq. FSFG.	2NT 10-12 flat 3 card raise. Jump bid is fit-showing
1♥		4	4D	10-20 HCP	1NT 6-9 NF, 2H 5-9, 3 or 4 cd H, 3H 6-9 4 cd H, 2NT limit+ raise, 3NT 12-14 flat raise, splntrs, Jump to 3 level 6+ suit open hand +	!NT 15-18 2C chckbck, Long suit tries, 4thSGF	2NT 10-12 flat 3 or 4 card raise Jump bid is fit-showing
1♠		4	4D	10-20 HCP	1NT 6-9 NF, 2S 5-9 3 or 4 cd S, 3S 6-9 4 cd S, 2NT limit+ raise, 3NT 12-14 flat raise, splntrs, Jump to 3 level 6+ suit open hand +	!NT 15-18 2C chckbck, Long suit tries, 4thSGF	2NT 10-12 flat 3 or 4 card raise Jump bid is fit-showing
INT			4H	12-14 inc. 6332,5332, 5422, occ. singleton	2C 5 cd maj ask. 2D/H trfrs, 2S 5 cd SUIT ask. 2NT 5/5 Majors invite+,	2C-2D no 5 cd ma then 2H/S = 4 cd suit forcing to 2NT, 3m GF. 1NT 2D 2H 2S = F1 invite +	
2♣	yes	0	4H	Acol 2 any suit OR 19-20 bal. May have singleton	2D neg, or pos with short major and not 5 H. 2H pos. with H. 2S pos. no good suit. 2NT+ transfers	2H/S 19-20 bal 5 cd. Suit or Acol 2. 3 any Acol 2. 2NT 19-20 bal then as per 2NT	
2♦	yes	0	4H	MULTI wk 6 cd H OR S or GF or 23+ bal can be occas. sngltn 4 th seat: GF only	2/3/4H or 2/3S correctable. 2NT invite + inq. 3 minor invite. 4 th seat = GF or 23+ bal	2NT -3C max wk H,3D max wk S. 3H/S min. 3NT 23+ bal. 4 any NAT GF	
2♥		5	4H	wk 5+H and 5+other.. EXCEPT 4 th seat – To play	bid pass/correct. 2NTinvite + inq Change suit Invite. X pass or correct except 2S (penalty)	2NT – 3C/D- 5/5 max or min, H = C/D, 3H 5/5 H +S min, 3S 5/5 H + S max.	
2♠		5	4D	Wk 5+ S and 5+m. EXCEPT - 4 th seat To play	bid or X pass/correct. 2NT invite + inq. Change suit Invite.	2NT – 3C/D nat. min. 3H max + C. 3S max + D.	
2NT			4S	21-23 may have occ. Singleton	3C inq - 3D no 5 cd suit,3H/S 5 cd suit, 3NT 5 cd m then 4C/D ask in suit bid, oth C/D correctable.	2NT 3C 3D - nat M or 4C/D ask in bid suit - resp. RKCB if support,	
3♣		6		Pre-empt wide ranging. 4 th seat 14-17 nat. and not 3maj	change suit F - raise or 3NT obligatory. 4D RKCB. 4/5 bid minor pre-emptive	Cues or 4NT RKCB if necc	
3♦		6		Pre-empt wide ranging. 4 th seat 14-17 nat. and not 3maj	change suit F - raise or 3NT obligatory. 4 C RKCB. 4/5 bid minor pre-emptive	Cues or 4NT RKCB if necc	
3♥		6		Pre-empt wide ranging. 4 th seat 14-17 nat.	change suit F - raise or 3NT obligatory. 4C RKCB.	Cues or 4NT RKCB if necc	
3♠		6		Pre-empt wide ranging. 4 th seat 14-17 nat.	change suit F - raise or 3NT obligatory. 4 C RKCB	Cues or 4NT RKCB if necc	
3NT	Yes			GOOD pre-empt in a Major. 4 th seat : wide ranging, to play.	4C slam try H, 4D slam try S.4H correctable. 5 level asks control in bid suit. 4NT RKCB	4C/D – 4H/S – 4NT RKCB	
4♣	Can be	6		Pre-empt wide range 4 th seat: H and strong hand	Cues. 4NT RKCB		
4♦	Can be	6		Pre-empt wide range 4 th seat: S and Good hand	Cues. 4NT RKCB		
4♥		6		Pre-empt weaker than 3NT	Cues. 4NT RKCB		
4♠		6		Pre-empt weaker than 3NT	Cues. 4NT RKCB		
4NT	yes			Specific ace ask	5C none, 5D/H/S ACE, 5NT 2 aces, 6C ACE.		
5♣		6		To play wide ranging	cues	HIGH LEVEL BIDDING	
5♦		6		To play wide ranging	cues	Cues, RKCB, PORI, PODI, Lightner Xs, Lifeline Xs.	
5♥		6		wide ranging pre-empt	cues		
5♠		6		wide ranging pre-empt	cues		