

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Variable depending on v or n/v
Raise/Jump raise may be pre-emptive
Cue raise is stronger
Change of suit promises good suit or support for partners suit
Weak jump overcalls
CRO overcalls
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18HCP in 2 nd pos. Responses same as 1NT opening
10-13HCP Re-opening. Responses same as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural 6=suit weak 6-8 n/v. 10+V.
CRO Overcalls: Cue bid = 2 suits same colour, 2NT= 2 suits same rank, 3♣ = 2 suits odd colour and rank
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue= 2 suits same colour
Jump cue may only be 3♣ which shows 2 suits odd colour and rank
VS. NT (vs. Strong/Weak; Reopening;PH)
Weak NT: X=penalty. 2♣=single suit, 2♦=Majors, 2♥/♠ = M + minor. 2NT=minors.
Strong NT: X=single suit, bid= suit + higher suit.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O X up to 3♥. 4NT= T/O of 4♠ and X= penalty
2NT is natural 16-18HCP and 3 NT 19+HCP
Over Multi 2♦: X=t/o of ♠,2♥=t/o of ♥,2♠=t/o to minor suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Disco over strong ♣: X=♣, 2♣=black suits,2♦=red suits
2♥/♠ is weak, 1NT= Majors, 2NT= Minors. 1Bids Natural 13+
Over 2♣ opening: natural bid
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+HCP penalty orientated. Truscott raises.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4ths,MUD	Reverse count	
NT	4ths	Ditto	
Subseq			
Other: A asks for attitude and K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Sequence	
King	Count (AK+,KQ+)	Ditto	
Queen	Top of sequence	Ditto	
Jack	Ditto	Ditto	
10	Ditto	May be interior sequence	
9	Ditto	Ditto	
Hi-X	Doubleton		
Lo-X	From honour		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Rev. count	McKenney
Suit 2	Reverse count	Low encourage	
3	Suit preference		
1	Reverse count	Reverse count	Ditto
NT 2	Low encourage	Low encourage	
3	Suit preference	Suit preference	
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural 13+ .Re-opening = 10-13			
Responder may cue opponents suit to ask if strong hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles			
Negative doubles up to 3♠. Responsive Xs up to 2♠			
X of weak NT = penalty			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Australia
PLAYERS: Maureen Jakes
Rosemary Green
SYSTEM SUMMARY
STANDARD AMERICAN
5 Card majors
Better Minor
Limit raises
15-17 NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ =23+ or Game force or weak 2♦
2♦ =MULTI: Weak 2 Major or strong minor or Bal 20-22
2♥ =5♥ +other suit (may be 4 n/v or 3 rd pos) 5-9
2♠ =5♠ +minor ditto 5-9
2NT=5/5 minors usually weak 5-9
Cue Bid = 5/5 in 2 suits same colour
2NT = 5/5 in 2 suits same rank
3♣ = 5/5 in 2 suits odd colour and rank
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Lebensohl after interference over 1NT and over weak 2s.
Non-forcing free bids.
PSYCHICS: Rare

OPENING	ARTIFICIAL □□□ IF	MIN. NO. OF CARDS	NEG:DBL THRU				PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣		3	3♠	Rule of 20	Limit raises, 1NT=6-9. 2NT=11-12. 3NT=13-15 No major. Jump shift=Nat & weak (0-5HCP) 6 card suit	Over 1level Resp: 2NT=18-19HCP. Over 2level Resp: 2NT=11-14, 3NT=15-19 Double jump=Splinter bid. Long suit trial. 4 th suit forcing. Reverse bid by opener = 16+ HCP	
1♦		3	3♠	Rule of 20	As for 1♣	As for 1♣	
					Limit Raises. Jacoby 2NT=13-15. 3NT=13-15 No major	Over Jacoby 2NT: new suit shows shortage, then cues show controls. 4♥ = min opening	
1♥		5	3♠	Rule of 20	Weak Jump shifts. Splinter Bids.	3NT=13-15 No Major. Long suit trial bids. 4 th suit forcing	
1♠		5	3♠	Rule of 20	As for 1♥	Reverse bids by opener = 16+HCP	
INT		2	3♠	15-17	2♣=stayman, 2♦/♥/♠/NT=transfers. 3 of a suit=Game force +slam interest. 4♣= Gerber. 4NT= Quantitive	Over 2♣: 2♦= no major, 2M= nat. Super accepts over transfers	
2♣	✓	0	3♠	8 1/2 Playing tricks G/ force. 23+HCP or weak 2♦.	2♦=relay 2NT=15+HCP	Over 2♦: 2bids =natural & forcing 2NT=23/24HCP, 3NT=25+ then puppet stayman and red suit transfers	
2♦	✓	0		MULTI: Weak 2 in M or Strong m., or 20-22HCP	2/3M=Pass or correct. 3minor= Nat & forcing. 4M=Nat to play. 2NT=enquiry 14+HCP	Over 2NT: 3♣/♦=Max wk 2♥/♠, 3♥/♠=min 3NT=20-22HCP. 4♣/♦=strong minor	
2♥		5		5-9HCP 5♥ & 4/5 another suit	2♠=Pass or correct. 2NT=enquiry	Over 2S:Pass or correct to other suit. Over 2NT: 3♣/♦=♣/♦ & weak. 3♥=♠ & weak. 3♠=♠ & strong. 3NT=minor & strong	
2♠	✓	5		5-9HCP 5♠ & 4/5 minor	3♣=Pass or correct. 2NT=enquiry	Over 2NT: 3♣=♣ & weak, 3♦=♦ & weak, 3♥=♣ & strong, 3♠=♦ & strong	
2NT	✓	5		5-9HCP 5/5 minors (Occasionally strong.)	3m=to play, 3M forcing to 3NT or 4M. 3NT=18+HCP. 4♣/♦= invitational. 4M= to play	Over 4♣/♦ with 9HCP bid game. Over 3M bid 3NT with singleton or 4M with doubleton+	
3♣		7		Pre-emptive variable on vulnerability	New suit=Natural and forcing		
3♦		7		As for 3♣			
3♥		7		As for 3♣			
3♠		7		As for 3♣			
3NT		7		Solid minor	4♣= pass or correct. 4M=to play.		
4♣		7		Pre-emptive often 8 card suit			
4♦		7		As for 4♣			
4♥		6		Pre-emptive often 7 card suit			
4♠		6		As for 4♥			
4NT	✓			Specific Ace ask	5♣=0.5♦/♥/♠= that Ace, 5NT=2, 6♣= Ace ♣	HIGH LEVEL BIDDING	
5♣						Roman key card Blackwood (3/0, 4/1, 2, 2+Q.) 5NT asks for Kings with all 1 st round controls.	
5♦						4♣= Gerber only after direct NT by opener (either 1NT or 2NT via 2♣ or 2♦.)	
5♥							
5♠							