

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light overcalls at one level. Sometimes a 4 card suit
New Suit @ 1 lvl Forcing (has been passed in practice)
New Suit @ 2 lvl NF, Constructive, Wide Range
Sound overcalls at two level. New suit forcing.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in live auctions
11-14 in passout
JUMP OVERCALLS (Style; Responses; Unusual NT)
2M = Wk NV, Int V
2NT = two lowest
3C = 5C + 5 OM or Spades (@1D opn)
3D = Wk NV, Int V
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) – 2m = Both M
(1M) – 2M = OM + D
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. weak ASPRO X= pen; 2C = H+ another; 2D = S+ minor
Vs. strong X= 4M/5+m; 2C = majors; 2D = H or S ; 2M = M + m
Vs. strong NT in 3 rd seat NV, X = pen
Vs. NT o/call ASPRO if 1m open; 2m = m+ OM if 1M open
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels/ Lebensohl
(3C) 4D = D+H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural . Often 4 card suit @ 1 lvl.
(NT advance of overcall = fit + good hand)
OVER OPPONENTS' TAKEOUT DOUBLE
System on. Fit Showing Jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from E; low from Odd	3 rd from E; low from Odd	
NT	4 th /2 nd from four bad	4 th /2 nd from four bad	
Subseq	Attitude @ NT.		
Other: Can disobey these rules in favor of attitude, depending on situation.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Axxx, Akxx,AK	Asks Attitude	
King	AKxx, KQxx (count ask)	Strong lead	
Queen	KQxx	KQxx	
Jack	QJxx	QJxx	
10	J10xx,KJ10x,AJ10x	KJ10x, J10xx, AJ10x	
9	109x,H109x	K109x, Q109x , 109x	
		Overlead in pard suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Encourage	Rev. Count	Low Encourage
Suit 2	Rev. Count	S/P	Rev Count
3	S/P		S/P
1	Low Encourage	OddBall	Low Encourage
NT 2	Rev. Count	Rev Count	Rev. Count
3	S/P	S/P	S/P
Signals (including Trumps): S/P			
S/P when dummy = singleton; att when dummy = void			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light. Rarely Offshape.			
Most doubles are takeout or do something.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles.			
Preemptor's doubles express desire to compete in some situations			
After 2/1; 2 lvl dbl = pen ; higher = do something			
After 2D; dbl pen until 3S by RES ; higher = regressive			
No lightners of grandslams			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Australia
PLAYERS: Sartaj Hans -- Tony Nunn
Playoffs 2010
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive Openings/Overcalls/Preempts/3 rd Seat
5 card majors (4c M in 3 rd)
(11)12-14 NT in 1 st /2 nd
14+ to 17- NT in 3 rd /4 th
Singletons OK In 1NT Open/Rebid/Overcall.
2C = Weak, 4+H, 4+ S
2D = Game Force
NV 2M preempts usually 5 card suit.
V 2M preempts 6 card suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C = weak both majors
Variable NT.
Very aggressive preempts when dealer at favorable vul.
SPECIAL FORCING PASS SEQUENCES
Rare (SPL doesn't set up Forcing pass)
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S		2C ART; 2D 9-11; 2M weak		2C nat; 3C limit; Fit Jumps
1♦		3	4S	3 only when 4432	2C ART; 2D 9-11; 3C INV; 2M weak		2D nat; 3D limit; Fit Jumps
1♥		5 4 in 3 rd	4S		2S 3c Lim; 3C 4c Mixed; 3D 4c lim; 3N 13-15, 3c		2C drury; 2N Big drury; Fit Jump
1♠		5 4 in 3 rd			3H 3c Lim; 3C 4c Mixed ; 3D 4c lim; 3N 13-15, 3c		2C drury; 2N Big drury; Fit Jump
INT			4H	(11) 12 to 14 in 1 st /2 nd 14+ to 17- in 3 rd /4 th	4 suit transfers. 3M = anti stayman 3C = both minors; 3D = short minor, usu 3 suited		Same
2♣		0		4+H, 4+ S, 0 to 10 HCP 5+/4+ either way when vul	2D asks to bid longer M; then 2NT relay		
2♦		0		Game Force	2H = 4+; 2S = 0-4; Others good suit		
2♥		5		NV vs V, dlr : 5H usu, 0-8 Others NV: 5H usu, 7-10 Vul : 6H			
2♠		5		Same as above			
2NT				20-22	3C stayman; 3D/H transfers; 3S minors 4x = 2 under transfer		
3♣		6			4D forcing enq		
3♦		6			4C forcing enq		
3♥		6			4C forcing enq		
3♠		6			4C forcing enq		
3NT				Solid 8 card suit in 1 st /2 nd To play in 3 rd /4 th	4C forcing art; 4D short ask; 4N Q ask		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Specific Ace Ask			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				If they bid 4M , 4N is takout	
5♥						Frequent non pen dbl	
5♠						FOES	