

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-16 pts 5+ cards
New suit forcing
Cue raises, pre=emptive raises
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18 System on, 2C and transfers
4 th 10-14 System on and transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6+ cards
Reopen: 14 – 16 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
5-5 in highest suit and another. 6-10 or 16+ pts
Jump cue asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs weak NT double shows pts,2 C=Ds or major + minor, 2D=hearts, 2S=spades,2NT=Cs, 3C=both minors
Vs strong NT double=Cs or red two suiter, then as against weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double=T/O, NT natural, Jump 4C/4D Leaping Michaels
After our 2NT Overcall: 3C Puppet Stayman 3D/3H Transfers
3S=Minors 4C/4D Natural Slam Try
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble 10+ Lower 2X NF 2NT Inv+ Raise
Fit-showing Jumps
Criss cross raises of a minor still on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	3 rd , top of sequence	
NT	4th		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	Asks for attitude	
King	KQ	Asks for count	
Queen	QJ	KQ+, Asks for attitude	
Jack	JT	QJ+	
10	109, 10x	AJ10+, KJ10+, J10+	
9	9, 9x		
Hi-X	doubleton		
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude
Suit 2	Some suit pref		Reverse count
3			
1	Reverse attitude	Reverse count	Reverse attitude
NT 2	Except Rev count K		Reverse count
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O=opening values, Resp cue=forcing to suit agreement			
Reopening double may be weak as partner could be trapping			
Neg doubles to 4H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles. Responsive doubles			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO:
PLAYERS: Ross Stuart – Blaine Howe
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, better minor, strong NT
2D weak 2 in a major or bal strong,2H,2S,2NT weak
Two over one GF unless rebid of minor by responder
Low level splinters
Support doubles and redouble
Lebensohl
Rubinsol
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D Multi
2H weak, 5-4 distribution
2S weak, 5-4 distribution
2NT weak, 5-5 minor
3NT solid minor, no outside A,K
Weak jump shifts 2M over 1m
Bergen raises of a major
Criss cross raises of a minor
Inverted minor raises
HELLO against 1NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4H	11+ Open 1C if 3/3 Minors	1D,1H,1S 6+pts, 4 cards, 1NT 6-10, 2C 10+ Raise 2D 6-9 pts 5 clubs, 2H,S 3-7 pts 6 cards	2 way checkback over 1NT Rebid	
1♦		3	4H	11+ Open 1D if 4/4 Minors	1D,1H,1S 6+pts, 4 cards, 1NT 6-10, 2D 10+ Raise 3C 6-9 pts 5 diamonds, 2H,S 3-7 pts 6 cards	2 way checkback over 1NT Rebid	
1♥		5	4D	11+	1NT 6-11 2/1 gf unless rebid minor 2NT GF 4 trumps Bergen Raises Jump oM,3C,3D As for 1 heart	2 way checkback over 1NT Rebid	Light M openings, 2C= Drury
1♠		5	4H	11+			Light M openings, 2C= Drury
INT				14-17 may incl 5 card M	Transfers, 5 card Stayman		
2♣	x	0		GF unless jump in M or 2NT	2D neg, 2H balanced pos, 2NT pos with hearts Puppet Stayman and transfers over strong 2NT		
2♦	x	0		Multi 5-11, 6 cards in either M, or balanced 20-21 4 th seat = 10-13 pts, 6 cards	Major to 4H Pass or correct. 2NT strong Puppet Stayman and transfers over strong 2NT		
2♥		5		5H and 4/5 in another suit 4 th seat = 10-13 pts, 6 cards	2S nat nf, 3C P/C, 2NT=asking, F1, 3M inv		
2♠		5		5S and 4/5 in another suit 4 th seat = 10-13 pts, 6 cards	2NT =asking F1, 3C P/C, 3M inv		
2NT	x			5-5 minors, 6-11 4 th seat = 20-21 balanced			
3♣		6			3D slam try 3M forcing		
3♦		6			4C slam try 3M forcing		
3♥		7			4C slam try 3M forcing		
3♠		7			4C slam try		
3NT	x			Gambling no outside A or K	4C P/C, 4D slam try, asks for shortage		
4♣		8					
4♦		8					
4♥		7					
4♠		7					
4NT							
5♣		8				HIGH LEVEL BIDDING	
5♦		8				Cue-1 st or 2 nd round control, non-serious 3NT	
5♥						RKCB=1430	
5♠						4C, 4D Minorwood in some instances	