

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive, especially on 1 level – no Cue Raise available now responder 1 & 3 level bids are natural & forcing (incl jumps) responder 2 level bids are constructive but non-forcing
Jumps are intermediate, =>2 level overcalls can be like Weak 2
INT OVERCALL (2nd/4th Live; Responses; Reopening)
strong 1NT in 2 nd seat with system on (same with 2NT over 2x) 11-14 HCP in pass out seat with system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate Jumps, however 1M 3C = highest unbid, any strength 1x 2NT = lowest unbid, any strength
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue Bid = highest and lowest unbid, any strength Jump Cue Bid over 1m shows the majors any strength Jump Cue Bid over 1M asks for a stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = Majors, else natural 2NT = unspecified big 2 suiter X = Penalty/Values
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take Out double versus Weak 2s => 2NT = scrambling Value double versus artificial 2s => 2NT = scrambling 2NT = 15-18 HCP (system on)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, 1/2NT = minors (also after 1C 1D and 2C 2D)
OVER OPPONENTS' TAKEOUT DOUBLE
System on, 1x X XX = 9/10+ HCP w/o fit => X penalty aggressive XX after 1NT X with about 8+ HCP 1NT X p forces action by opener (XX or bid 5 card suit) Responder can now pass or bid the lower of two suits 1NT X 2x is to play with 2S showing a willingness to compete

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour else 2 nd	Same	
NT	Same	Same	
Subseq	similar, more attitude		
Other:	during the play we will generally play attitude leads		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	asking for attitude	Same	
King	asking for count	Same	
Queen	Overlead	Same	
Jack	Overlead	Same	
10	Overlead	Same	
9	generally Hx	Same	
Hi-X	2 nd or top of doubleton	Same	
Lo-X	4 th or third from Hxx	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Present Count	Rev Present Count	Low Encourage
Suit 2			Rev Present Count
3			
1	Rev Present Count	(Rev Smith Peter)	Low Encourage
NT 2	Suit Preference	Rev Present Count	Rev Present Count
3			
Signals (including Trumps): occasionally Rev Count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
aggressive & off shape take out doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m 1H X = 4S, 1S = 5+S			
1NT X XX (aggressive 8+ to play) => next X = T/O			
1x 1M X XX = doubleton honour and values to raise			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Australia
PLAYERS: Phil Markey & Joe Haffer
EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
OUTBACK ACOL
Aggressive Openings (generally 9+ any – vul not 4432)
Aggressive Preempts (we often open 1x what others pre-empt)
Wide ranging weak NT in 1 st and 2 nd seat (9)10-13(14) HCP
Destructive Specific Twos in 1 st and 2 nd seat (0-8 HCP)
5 card major except 1H can be 4 if exactly 4432 & (14) 15+ HCP
1D is always 4+
1C can be 2 if exactly 4432 with (14)15+ HCP
Transfer Responses to 1C opening
3 rd seat openings can be destructive and lead directing
3 rd /4 th seat 1NT = strong (14)15-17
3 rd seat 2D/H/S = weak 2, 4 th seat 2D/H/S = 10-13 & 6 cards
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT may be off shape & 9-14 HCP
1NT pass pass = not 0-6 HCP with 4333 or 4432
1NT pass 2C/D/H may be any 4333/4432 including psyche
1NT pass pass double redouble with nearly all hands
2D = 0-8 HCP with 4+4+ D & S (not 4432 vul)
2H = 0-8 HCP with 4+4+ H & S (not 4432 vul)
2S = 0-8 HCP with 4+4+ S & C (not 4432 vul)
pass in 1 st /2 nd seat has seldom 4+S
SPECIAL FORCING PASS SEQUENCES
After an overcall by us and opponents 3 level Cue Bid/Stopper ask, pass = please lead vs NT, X = don't lead vs NT
IMPORTANT NOTES
After 1x 1y highest jump to new suit below 3NT => bid 3NT
PSYCHICS: Occasionally

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	general notes: M = Major, m = minor			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		(2)3	4♠	natural	1♦/♥ = Transfer (can be very weak)	1H/S = (14) 15-17 bal, 1NT 18-19 bal =>2♣ Pup, 2♦/♥/NT TF, 2♠ Enq, 3x=5-5GF 2M = 4M & 14-16HCP or 3M & 9-11 HCP	System on: 1C X, 1C 1D, 1C 1H with X = Transfer 3 rd /4 th weak NT will generally pass responders answer
					1S = 8+ bal or diamonds, 1NT = 5-7 HCP, 2m = 5-9, 3m = limit, 2NT = 16+ raise, 3NT = 12-15 raise, 2♦/♥/♠ = weak jump (2-7 HCP)	Natural new suit is either 5-4 or 4441	
1♦		4	4♠	4 cards mainly up line	1x = natural, 1NT and above as over 1C, however other single jumps = Mini or Mega Splinter (also by opener) double jumps = Maxi Splinter (also by opener)	1NT=(14)15-17 bal, 2NT =18-19 bal new suit is either 5-4 or 4441 Jumps are Splinters (Mini, Mega, Maxi) 3NT = too strong for 3m rebid (eg ACOL 2) 1m 1x 2m Step new suit = art game force after Reverse 4 th suit/2NT = weak, 2x=5 weak	3 rd /4 th 1NT rebid = 17-19 HCP 1x X XX = 9/10+ w/o fit => next X = penalty
1♥/♠		(4)5	4♠	natural, 4♥ if 4432	1NT normally 5-9, may include balance invite with clubs	opener may lie with 15+ balanced	
					2♣ = 3way (3 card limit raise or game forcing with ♣ or balanced) (may be 5332 with diamonds)	2♦ = accept w/o other major, 2M = sign off 2NT = (17)18-19 bal, 3♦ = 16+ broken suit, 3♣ = 16+ & nat, 3M = 16+ & 0-1 loser suit	
					2♦ = 9+ HCP & 4+♦, 2♥ = 9+ HCP & 5+♥ (now 3♥ = forcing), raise 6-9 & 3/4 M, 3M = 4-8 & 4 M, 3NT = 12-15 HCP & 4M	natural, 2NT = balanced 15-20 HCP	
					2NT = 4M & limit or 16+	3M=sign off, 3x =Splinter, 3NT= 14+ bal, 4m =5/5 good 2 nd suit	
					Jumps = Mini, Mega, Maxi Splinter as above		
INT		13	4♠	(9)10-13(14) off-shape possible Seldom 5/6 spades	2♣ = Stayman or advanced run (may not have major)	1NT 2♣ 2♦ 3M = nat 5-4 M game force 1NT 2♣ 2x 3m = nat invite	1NT P P = not 4333/4432 0-6 HCP 1NT P P X XX=95%, 2x=5+ & 9-10 1NT X XX aggressive to play (8+) X of TF => XX max with 3 support else system on Take Out double over interference Lots of 1/2/3 doubles over interf.
					2♦/♥ = Transfer or advanced run	Super accept with 4+M denies medium range	
					2♠ = Baron	2NT=4333, 3♣♦♥ = 4-4 (over 3♣ 3♦ asks), 3♠=5♣, 3NT = 5♦	
					2NT = weak minor, 3x = natural slam try, 4NT = quant, else to play	3m: step = sup & min, 3M is med, 4x is max 3M: 3♣ Cue, 3NT = non ser, 4x ser, 4M=bad	
2♣	X	13	4♠	any Game Force especially if Controls are important	2♦ = 0-1 King based Controls, 2♥ = 2, 2♠ = 3, 2NT = 4, 3♣= 5, 3♦=6 3M = 6+ playable opp void, 0-2 king based controls	Natural No key card ask by responder	2C X, 2D/H => P = 0-1 control, etc 2C 2S+ => P = even controls, X = odd controls
2♦	X	4	N/A	0-8 with 4+4+ ♦&♠	2NT = Enquiry	3♣ = min, 3♦ = 5 2 nd suit, 3H = 5♠, 3♠ = 4-4 3NT = 55(21) or 6511, 4x = Void or 6511	all X are penalties 3 rd seat 2♦/♥/♠ = Weak 2
2♥	X	4	N/A	0-8 with 4+4+ ♥&♠	all other bids are natural, non-forcing		4 th seat 2♦/♥/♠ = 6+ & 10-14 CP
2♠	X	4	0-8 with 4+4+ ♣&♠				
2NT		13		about 20-22 HCP	3♣ = Muppet Stayman, => 3♦ = 1-2 4M, 3♥ = none, 3♠=5, 3NT=5♥	3♦ : 3M = 4oM, 4♣ = both & slam, 4♦=both	
					3♦/♥ = Transfer, now new suit natural 2 nd suit		
					3♠=Minor Suit Stayman => 3NT=non or bad hand, 4♣/♦ = 4 (up line)	4♥/♠ = 5m	
					4m = natural slam try, 4M/5m = to play, 4NT = quantitative		
3♣/♦		(5)6		aggressive preempt			all X are penalties new suit forcing
3♥/♠		6		aggressive pre-empt			
3NT	X	Maj		5♠ & 6♥, 10-13 HCP	4m = forward going, 4M = to play	HIGH LEVEL BIDDING	
4♣/♦		7		aggressive pre-empt		1 st /2 nd round Cue Bids, 3NT in major suit auctions = non serious slam try	
4♥/♠		6		to play		Step above 4 level of agreed fit is asking for key cards (also implied fits)	
4NT	X	Min				answers are 0/3, 1/4, 2 w/o 2+ Q – PODI over interference	
5♣/♦		7		to play			