DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIG	SNALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	OPENING LEADS STYLE			
Wide ranging 1 level o/calls, change of suit NF but constructive		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Cue Shows support	Suit	3/5 th		same	NCBO: Australia
After 3^{rd} hand acts, $2NT = 4+card$ raise	NT	$4^{\text{th}}, \text{top}/2^{\text{nd}}$	from bad suit	same	PLAYERS: Justin Mill – Tony Nunn
Fit showing jumps	Subseq	Same, som	e att		EVENT (Open/Women/Senior/Transnational)
	Other:				Yeh Cup 2018
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-18, re-opening 13-16 (may not have stopper)	Lead	Vs. Suit		Vs. NT	
As over 1NT opening	Ace	A(x), AK(+		AK(+)	GENERAL APPROACH AND STYLE
	King	K(x) KQ(+)	KQ(+), AKJT(+)	Std 2/1 with Mini-NT 1st-2 nd Seat Fav
	Queen	Q(x) QJ(+)		QJ(+) AQJ(+) KQT9(+)	Split range 1C/D opening
	Jack	J(x) JT(+)]	KJT(+)	JT(+) HJT(+)	Transfer Responses to 1C
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T(x) T9(+)		T9(+) HT9(+)	Transfers After 1x (X)
Preemptive.	9	9(x) Hx9(x)	9(x) 98(+)	Other low-level transfers
2nt response asks shortage	Hi-X	Xx, xxXx	,	Xx Xxx Xxxx	Regularly respond v light esp to 1D
	Lo-X	XXX XXXX	X	xxX xxxX(+)	
Reopen: 11-14 sound suit	SIGNAL	S IN ORDER OF I	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels, wide ranging	1	Low Enc	High Odd	Low Enc	1C = 2+, natural or 11-14 Bal (13-15 1-2 NV)
Jump cue ask for stopper	Suit 2	High Odd	S/P	High Odd	1D = 2+D, natural or 18-19 Bal (16-18 1-2 NV)
		S/P			$1NT 1^{st} 2^{nd} seat NV (9)-12$
	1	Low Enc	S/P	Low Enc	2D = 5 + H/S destructive 1 st 2nd seat NV
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	High Odd	High Odd	High Odd	$2H = 4+4+$ HS destructive $1^{st} 2^{nd}$ seat NV
2C Majors, 2D One Major, 2M M+m	3				2S = 4S 5+minor destructive 1 st 2 nd seat NV
	Signals (including Trumps):				Transfer responses to 1C
	Some Suit preference				
		· · · · · · · · · · · · · · · · · · ·			
			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLES (Sty	vle: Resnonses	: Reonening)	-
Lebensohl after (2x) X and (3C) X	TAKEOUT DOUBLES (Style; Responses; Reopening) Maybe light with appropriate shape, emphasise majors				
Ecocusion arter (2x) X and (5C) X		ing to suit agreemen			
		neg after (2C) X an			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				5M	SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2 + After (1C) X 1D = 0-6 any or good hand no 5M V STR 1C and 2C, X Majors 1(2)NT minors SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				SI ECIAL FORCING I ASS SEQUENCES	
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS X may be transfer in some low level auctions Support X, XX not mandatory				
				8	
OVER OPPONENTS' TAKEOUT DOUBLE	Support 2	х, лл поі mandator	у		IMPORTANT NOTES
XX Transfer to next suit					
	┨┠───				
	_1 ┣━━━━				PSYCHICS:Rare
					1 5 I CHICO. Rait

U	LF MAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		2	48	Natural or 11-14 Bal (13-15) 1 st 2 nd Seat Fav	1D = 4+H, 1H=4+S, 1S = No major or GF 5+D 4M	Accept Tfr = 3 support		
1 ♦		2	4S	Natural or 18-19 Bal (16-18) 1^{st} 2^{nd} seat Fav	1H/S Natural, may be 3 with weak hand			
1♥		5	4S	Natural	2S 3 card raise 10-12, 2NT GF Raise, 3C 6-9 4+ support, 3D 9-12 4+ support	After 2NT 3C any min 3D no shortage 3H/S/NT LMH Shortage 1H 1NT 2C 16+ any or 2M rebid	2C Drury	
1♠		5	4H	Natural	3H 3 card raise 10-12, 2NT GF Raise, 3C 6-9 4+ support, 3D 9-12 4+ support	After 2NT 3C any min 3D no shortage 3H/S/NT LMH Shortage 1S 1NT 2C 16+ any or 2M rebid	2C Drury	
INT				(14) -17, (9)-12 1 st 2 nd Fav	After Str NT, Stay, Tfrs, 2S= range ask or clubs After Mini NT [1]			
2♣				Game Force or (22)-24 Bal	2D waiting	2C 2D 2H Kokish		
2♦				1 st 2 nd NV weak 5(6) major Others Weak 2	After weak 2, 2NT asks shortage After Multi [2]			
2♥				1 st 2 nd NV weak 4+4+ HS Others Weak 2	After weak 2, 2NT asks shortage After Majors [3]			
2♠				1 st 2 nd NV Weak 4S 5+ minor Others Weak 2	After weak 2, 2NT asks shortage After 4M5+m [4]			
2NT				19-21 Bal	3C Stay, 3D/H Tfr, 3S = minors 4- level = 2 under tfrs slam try +	Accept Tfr = 3+ support		
3♣				Pre, Aggressive NV	4D = slam try in C			
3♦				Pre, Aggressive NV	4C = slam try in D			
3♥				Pre, Aggressive NV	4C = slam try in H		4	
3♠	 			Pre, Aggressive NV	4C = slam try in S			
2NT	$\left \right $							
3NT	+							
4♣								
4♦								
4♥								
4♠								
4NT								
5♣				1	I	HIGH LEVEL	BIDDING	

5♦			1430 RKC blackwood
5♥			With void 5NT+ responses are also 1430 etc
5♠			If trumps are a minor suit, $5NT = Even number of KC + void 6C = Odd + void, 6D = Odd + Q and a void if available$

[1] Responses to Mini-NT 2C Stayman, Can be invitational with 5+ spades 2D Puppet 2H, GF with 5M or invite 5+H 2H/S to play 2NT GF with at least one minor 3m to play 3M shortage 4m pre After mini NT X XX Buisness, next X penalty 2C Clubs or 2/3 suited without clubs Others to play Pass – nothing to say opener tends to bid a suit or XX = two places to play, usually one would be clubs [2] Reponses to 2D Multi 2M pass/correct 3C to play 3D constructive After 2D 2NT 3C Most hands, neither good nor bad 3D asks suit 3H = all hands with spades, then 3S asks for shortage (none, LMH) 3S = hearts, no shortage 3NT = hearts, L short4C = hearts M short4D = hearts, H short3D Terrible with hearts 3H Terrible with spades 3S Maximum with hearts 3NT Maximum with spades [3] Responses to 2H majors (*) All bids other than 2NT are to play 2NT asks 3C any minimum 3D asks 3H = 5spades 3S = 5Hearts3NT = 44MResponses other than 3C set up GF auction 3D = maximum, 44M3H = maximum, 5S 4H3S = maximum, 4S 5H3NT = maximum, 55 majorsAfter 2NT ask and response(s), 4C slam try setting Ĥ 4D slam try setting S If unable to set the suit @ 3-level

[4] Responses to 2S 4S 5+ minor

2NT Asks 3C minimum, nat 3D minimum, nat 3H maximum, clubs 3S maximum, diamonds 3NT = maximum 43(15) 3C p/c 3D to play 3H = natural, forcing – asks for raise with 2. Opener bids 3S without, 3NT = stoppers