

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural. Light 1 level. Light to decent 2 level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18). System as per 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre-emptive
Intermediate 3C/D over weak NT
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Both majors over minor (5+/5+)
Highest + Clubs over major
Jump Cue = ask stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+, 2C= Both majors
2D= "weakish" overcall in a major
2H/S = Natural, decent overcall
2NT= Two suiter (5+-5+)
Intermediate minor jumps over weak 1NT
Passed Hand: X = Clubs & Another, 2D = D & Major
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/o dbls
2NT=15-18 (system as over 2NT opening)
Jump= intermediate
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Both majors
1NT/2NT = Both minors
Weak jumps
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10+ HCPs
One level bids = natural, forcing
Two level bids = natural, forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	3 rd from even, low from odd	
NT	Attitude	3/5 if unsupported Attitude if supported	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Overlead from AKx(x)	Same	
King	Overlead	Q (or AKJ10 for unblock)	
Queen	Deny K, Overlead	J (or KQJx or for unblock)	
Jack	Deny Q, Promise 10 unless shortage	Same	
10	Deny J, Promise 9 unless shortage	Same	
9	Deny 10	Same	
Hi-X	Highest		
Lo-X	Highest		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encouraging	Reverse count	Low encouraging
Suit 2	Reverse count	SP (if any)	Reverse count
3	SP (if any)		SP (if any)
1	as above	Smith Peter (Std)	as above
NT 2		Reverse count	
3		SP (if any)	
Signals (including Trumps):			
Low encourage. Reversed Count. SP in different positions.			
Vs NT only: Smith Echo (High = like lead)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light if nice distribution. Can be 4333. Resp: jumps = invite			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbls, Competitive dbls, Responsive dbls, Support dbls/redbld			
Responsive Doubles (1 level opener) to 4H			
(2M) X (3M) X = Penalties			
1m (1H) X = 4S, 1m (1H) 1S = 5+S			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: New Zealand	
PLAYERS: Michael Ware - GeO Tislevoll	
23133	1437
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game force (almost)	
5 card majors/2+ Club/Strong NT	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2D opening – 5-9 HCP, (5) 6 card major	
SPECIAL FORCING PASS SEQUENCES	
After strength showing doubles;	
over opps artificial overcalls over 1NT opening;	
After strength showing Redouble;	
When GF is established.	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2	4H	11-22HCP, 2+ C	2C=Inverted "raise" GF. 2D= limit 5+C. Jump major = long suit, max 5HCPs	4th suit = GF Check Back (both 2C and 2D)	No inverted raise
1♦		4	4H	11-22HCP, 4+D	2D=Inverted raise GF, 3C= limit 4+D Jump major = long suit, max 5HCPs	4th suit = GF Check Back (both 2C and 2D)	No inverted raise
1♥		5	4D	11-22HCP, 5+H	2S= limit 3H, 2NT= GF 4+H. 3C/D= Bergen 3H=Weak, 3S/4C/4D = void, 4+H	4th suit = GF, 1M 1NT; 2NT = ART GF 1M- 2NT: showing shortness	Wide-ranging Drury
1♠		5	4H	11-22HCP, 5+S	As per 1H, 1S-3H = Limit 3S	As per 1H	Wide-ranging Drury
INT			3S	(14)15-17, may have 5 card major, 6card minor, 5422	2C=Stayman, may be weak Transfers (2D/H/S/3C). 3D: Both minors	3C after first 2C = Artificial ask	
2♣	x	0		GF or 22-24 NT	2D= weak or waiting. Others natural, 5+ cards	Kokish, 2C-2D; 3M = 4M, 5+D	
2♦	x	0	2S	Weak with H or S, max 7HCPs, Can be 5M if favourable	Many pass/correct bids. 2NT = inquiry. 3S = Nat GF	over 2NT: 3C= max hand, 3D/H = H/S	
2♥		5		Vul vs Not: 5H/5+minor 6-9 Equal Vul: 5H/4+ minor 5-9 Not vs Vul: 5 card suit 3-7	2S = Nat NF. 3m=Nat NF. 2NT only way to ask for minor. OR Art. Invite+ 3 other major = forcing.		
2♠		5		Vul vs Not: 5H/5+minor 6-9 Equal Vul: 5H/4+ minor 5-9 Not vs Vul: 5 card suit 3-7	2S = Nat NF. 3m=Nat NF. 2NT only way to ask for minor. OR Art. Invite+ 3 other major = forcing.		
2NT			3S	20-21(22)HCP, balanced or semi-balanced	3C= Puppet Stayman. Transfers. 3S= minor ask. 4x = Nat, 4NT=Quant	4NT over minor is usually sign-off	
3♣		6		Pre-empt	New suit = natural forcing		
3♦		6		Pre-empt	New suit = natural forcing		
3♥		6		Pre-empt	3S= natural forcing. 4 minor = cue		
3♠		6		Pre-empt	New suit = cue. 4H = to play		
3NT	x			1st or 2nd seat= gamble	1.st/2nd seat= solid minor, no outside K or A	4C= inquiry	
4♣				Pre-empt			
4♦		7		Pre-empt			
4♥		6		Pre-empt	4S = To Play, 5m = asking bid		
4♠		6		Pre-empt	5m = asking bid		
4NT				Specific ace ask	5c = 0 ace. 5D/H/S= the ace 5NT= club A		
5♣		7		Pre-empt		HIGH LEVEL BIDDING	
5♦		7		Pre-empt		Roman Key Card (1430), Cuebid 1 st / 2 nd (lowest control first)	