

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Usually 7+ hcp with a 5cd+ suit. Sound overcalls vulnerable.
New suit forcing unless RHO bids
Responses: 1NT = 8-11, 2NT = 12-14, 3 level jumps are mini-Splinters, raise to 3 level shows an 8 loser hand
Cue raises
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 over M's 11-14 over m's in 4 th position
15/18 in 2 nd .
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps vulnerability related
Cue bids, new suit forcing
2NT= 2 lowest but M's over art 1D
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's
Over 1M: 2M = other major+ C's 3C=oM +D's
Responses: 2NT = F1, cues = GF
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ =Majors
2♦ = Multi (weak or strong)
2♥ / ♠ = Nat,medium strength
2NT = Minors
X of weak NT = penalties
X of strong NT = Penalties but 5cd minor and 4cd major if passed hand
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = T/O, Leaping and'unleaping' Michaels 4NT = distributional T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double =M's. Suction
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing, redouble = 10+ hcp and penalty oriented, 1NT = 8-10 hcp XX after 1♣= GF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	same	
NT	Attitude	As above	
Subseq	Attitude	As above	
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	Reverse attitude		Reverse attitude
King	Reverse att(but count at 5C+)		Unblock or UDC
Queen	Top		Reverse attitude
Jack	Top or Internal sequence		Reverse attitude
10	Top or Internal Sequence		Top or internal
9	Top		Top or Internal
Hi-X	Doubleton		Doubleton or top
Lo-X	3 rd from even, low from odd		Reverse attitude
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Reverse attitude	Reverse count	Low = ENC
Suit 2	Reverse count	Suit preference	Suit preference
Suit 3	Suit preference		
NT 1	As above	As above	As above
NT 2	As above	As above	As above
NT 3	As above	As above	As above
Signals (including Trumps):			
Reverse attitude, reverse count, normal suit preference,rev Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound in direct position. Natural responses and jumps. Cue forcing to suit agreement (unless from passed hand). Lebensohl after X at 2 level from unpassed hand.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try X except where we have had a chance to show a good hand and have passed, any double is penalties.			
Support X's and XX's.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: NZ
PLAYERS: M L Cornell / A.N Bach
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT 14.5 -17 NT
1+♣ 5 card other suits
Transfer responses over 1♣ opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ (P) 1♦ = 4+♥ 4+ hcp
1♣ (P) 1♥ = 4+♠ 4+ hcp
1♣ (P) 1♠ = no M 4+♦ 4+ hcp
1♣ (P) 2♦ = 5+♠,4+♥ 3-7 hcp
2♦ = 6M 4-7 or 22-23 bal
SUCTION over opposition 0-2+ 1C opening (see notes)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS occasional
Drury

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		1	4♠	11-20 hcp	1D=4+H,1H=4+S,1S=4+D,1NT=6-10 4+C,2C=4+C GF 2D=5+S,4+H,3-7 2M=7-10 6M 2NT=11/12 4+C 3C=6/10 6=C 3D,3H,3S=pre 3NT=13/15 4+C	Over 1♦ resp 1♥ = 3♥ or 4♥ unbal 2♥ = 4♥ bal 2NT = 4+♣ 4♥ 18+hcp or 6+♣ 18+ hcp Over 1♥ responses follow similar pattern	
1♦		5	4♠	11-20 hcp	1♥/♠ = nat, 1NT=8-10, 2♣ = nat GF, 2♦ = inverted 12+, 2♥/♠ = 6cd 8-11, 2NT = 10-12 (usually 4+♣), limit ♦ 10-12, 3♦/♥/♠ = preempt	1♦ - 1M - 2NT = (1) 6+ ♦ 18+ hcp, then 3♣ = relay, or (2) 5♦ 4M 18+	
1♥		5	4♠	11-20	2♥ = 6-10 3cd, 2♠ = 8-11 6+♠, 2NT =GF 4+♥ , 3♣ = Nat Inv, 3♦ = 6-9 3♥ = 10-12, 3♠ = splinter, 3NT = 13-15 3♥ bal, 4♣/♦ = splinters	1♥ -2NT new suit by opener = shortage	Drury
1♠		5	4♥	11-20	Similar pattern to 1♥	As for 1♥	
INT		1	4♠	15-17	Stayman, transfers, 3♦ = minors, 3♥/♠ = splinter With 4cd otherM 4♣,4d,slam int ♥ and S		
2♣		2	4♠	Game Force	2D=waiting,all others nat good suits except 2NT=m's	2 nd -ve over 2M and 3M from opener may then be passed	
2♦		1		6M 4-7 or 22-23 bal	2NT Inq		
2♥		6	No	8/11hcp	2♠ = enquiry, 2NT = 5+♠	Over 2♠ , 2NT = min + shortage, 3♣ = max + shortage, 3♦ = max no shortage, 3♥ = min no shortage	
2♠		6	No	8/11hcp	2NT = enquiry, similar pattern to above		
2NT		2	4♠	20/21 may contain any 5cd	3♣ = puppet stayman, transfers, 3♠ = minor suit Stay		
3♣		6	No	Undisciplined NV	New suit forcing		
3♦		6	No	Undisciplined NV	New suit forcing		
3♥		7	No	Undisciplined NV	New suit forcing		
3♠		7	No	Undisciplined NV	New suit forcing		
3NT		0	No	Gambling no outside ace/king	4♣/♦ = pass or correct		
4♣		7	No	Undisciplined			
4♦		7	No	Undisciplined			
4♥		7	No	Undisciplined			
4♠		7	No	Undisciplined			
4NT		0		Specific ace ask			
5♣		7		Preempt		HIGH LEVEL BIDDING	
5♦		7		Preempt		4NT = RKCB (1430) PODI,PORI ,DOPE (5H+)	
5♥						Cuebids either 1 st or 2 nd round controls	
5♠						"Leaping Michaels' over all 2and 3 level pre-empts Exclusion KC 0,0+Q,1,1+Q,2,2+Q	

