

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard style overcalls. At the 1-level may be a 4-card suit. Cue raises, pre-emptive raises
1NT OVERCALL (2nd/4th; Responses; Reopening)
2 nd : 15-18, with system on (5-card Stayman, transfers) 4 th : 11-14, with system on (5-card Stayman, transfers)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suit: pre-emptive (in balancing seat intermediate) 2NT: 2-lowest unbid suits, ANY STRENGTH (in 4 th seat 19-20 bal)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue of a minor: Top + another, ANY STRENGTH Direct cue of a major: Ditto Jump cue : Stopper ask
VS. NT (vs. Strong/Weak)
X = Upper range of their NT opening (after that 123 X's apply) Other bids: 2♣ = both majors, 2♦ = long major, 2♥/♠ = ♥/♠ + a minor, 2NT = both minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Standard doubles Over 2-level bids: 2NT is 15-18 (we play Puppet Stayman and txfrs) Leaping Michaels over 2-level pre-empts Direct cue is Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X/ 2♣ = both majors, 1/2♦ = long major, 1♥/♠ = ♥/♠ + a minor, 1/2NT = both minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, 2-level bids non-forcing (e.g. 1♥ X 2♣)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Overlead, 4 th best, MUD	Overlead, 4 th best, MUD	
NT	Journalist leads, 4 th best	Overlead, 4 th best, MUD	
Subseq	Low from strength	Low from strength	
LEADS	Vs. Suit	Vs. NT	
Ace	AKx+	Asks for unblock or count	
King	AK, KQ, KQx+, KQ(J/T)x+	AKx+, KQx+, asks for attitude	
Queen	QJ, QJx+	QJT, KQT9 (unblock or count)	
Jack	JT, JTx+, KJTx+	JTx+ (denies higher honour)	
T	T9, T9x+, HT9x+	AT9, KT9, QT9, KJT	
9	9x	T9 (9 always promises T)	
Hi-X	2 nd from length	2 nd from length	
Lo-X	4 th highest from an honour	4 th highest from an honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low enc	Rev count	Low enc
Suit 2	Rev count	Rev count	Rev count
Suit 3	Rev count	Rev count	Rev count
NT 1	Att or count	Rev count	Low enc
NT 2	Rev count	Rev count	Rev count
NT 3	Rev count	Rev count	Rev count
Signals (including Trumps):		McKenney when obvious suit shift	
		Trumps signals for suit preference	
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STANDARD. Takeout, negative and responsive doubles to 4♥ Support doubles and redoubles at the 1 and 2 levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing doubles Lightner doubles Doubles of 3NT contract Over 1♣ precision, or 2♣ strong opening (shows both majors)			

W B F CONVENTION CARD	
CATEGORY:	GREEN 
NCBO:	AUSTRALIA
PLAYERS :	Elizabeth HAVAS - Nevena DJUROVIC
SYSTEM SUMMARY (GENERAL APPROACH AND STYLE)	
STANDARD AMERICAN: better minor, 5-card major	
1NT = 14-17, may have any 5-card suit Negative free bids, Inverted minors, Bergen raises Support X and XX at the 1 and 2-level Multi two's 2 over 1 responses: Natural or Drury	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
TWO-LEVEL OPENING BIDS: 2♣: STRONG (8/9 playing tricks hand), 20-21 BAL, or any GF 2♦: WEAK 6-card major (6-9 pts) or 22-23 BAL 2♥/♠: WEAK (6-10 pts), 5♥/♠ and 4+ in a minor (5-5+ when VUL) 2NT: WEAK (6-10 pts), both minors (5-5 or better)	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	We psyche occasionally

OPENING	ARTIFICIAL	MIN CARDS	NEG X TO				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	3+♣, 11+	1-level bids are natural, 2♦ is 6-9 raise, 2♥/♠ is weak, Inverted raises, 2NT is 15+ with 5+♣, 3-level bids are Splinters, 4♣ is RKB	After 1♣ and 1 level response, 1-level suit rebid shows shape	
1♦		3	4♥	3+♦, 11+	1-level bids are natural, 3♣ is 6-9 raise, 2♥/♠ is weak, Inverted raises, 2NT is 15+ with 4+♦, 3-level bids are Splinters, 4♦ is RKB	Ditto	
1♥		5	4♥	5+♥, 11+	Bergen raises, 2NT is Jacoby (15+ and 3+ trumps), double jumps are Splinters, 4NT is RKB	Standard	2♣/♦ is Drury, fit showing jumps
1♠		5	4♥	5+♠, 11+	Ditto	Ditto	Ditto
INT			3♠	14-17 balanced, may have any 5-card suit	2♣ is 5-card Stayman, transfers, 3-level bids are Splinters, 4♣/♦ are slam tries in ♥/♠, 4NT is quantitative	Super accept in a major with 4 trumps (min or max), in a minor with any honour third	
2♣	✓	0	4♥	Strong (8-9 playing tricks hand), or 20-21 balanced, or any GF	2♦ = 0-3 or 10+, 2♥ = 4-6, 2♠ = 7-9 bal, 2NT = 7-9, 5+♣, 3♣/♦/♥ = 7-9, 5+♦/♥/♠, 3♠ = 7-9, 5♠ and 4♥, 3NT = 7-9, 5♦ and 4♣	Over 2♦: 2♥=any GF, 2NT=20-21, other bids are Acoll strong; over other bids we are in GF	
2♦	✓	0		Weak major (6-9 pts), or 22-23 balanced	2♥/♠ is POC, 2NT is enquiry, 3-level bids are natural and forcing, 4♥ is correctable		
2♥/♠		5		Weak, 6-9 pts, 5♥/♠ and 4+ in a minor (when vul it's 5-5+)	2NT is forcing enquiry, change of suit is natural and forcing except 3♣ which is POC bid	Resp to 2NT: 3♣=min, ♣+♥/♠; 3♦=min, ♦+♥/♠; 3♥=max, ♣+♥/♠; 3♠=max, ♦+♥/♠	
2NT	✓			Both minors, weak (6-9 pts)	3♥ is forcing enquiry, 4♣/♦ is setting the suit and asking for further shape description	Resp to 3♥: 3♠=min, 3NT=max Step responses to 4♣/♦: HS, LS, 1-1, HV, LV	
3-lev bids		6		Standard pre-empts	Over 3♦/♥/♠, 4♣ is range probe RKB. Over 3♣, 3♦ is range probe RKB. Change of suit below game (which is not range probe RKB) is forcing.		
3NT	✓			Gambling, solid minor, not outside King			
4♣		7		Standard 4-level pre-empt			
4♦		7		Ditto			
4♥/♠		7		Ditto			
5♣/♦		8		Ditto			
						HIGH LEVEL BIDDING	
						RKB is 1430, Queen Ask, Control Asking bids Cue bids: first or second round control (NT is a trump cue) DOPI, ROPI, DEPO After minor suit agreement, 4 of agreed minor is RKB	