

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
An overcall may be light at the 1-level, decent at the 2-level
Responses: natural. Simple cue = good raise
Jump responses: Bergen-style after a major overcall if jumps are available below 3 of our major.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (18). System on as after an opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
In general weak jump overcalls.
Intermediate over weak twos, Multi 2D and in balancing position.
Intermediate jumps in a minor over a Weak NT.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cuebid = maj+min or = both majors over a minor opening.
Jump to 2NT = both minors
Leaping Michaels over 2M
Jump Cuebid = stopper ask
VS. NT (vs. Strong/Weak; Reopening;)
2C = both majors
2D = one major
2M = major + minor
Dble = strong
This structure applies after the opponents' 1NT overcall as well.
Intermediate jumps to 3C/3D over weak 1NT.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O doubles (Lebensohl may apply)
2NT overcall = 15-17(18), 2NT system on.
Leaping Michaels over 2M openings. Cue = stopper ask..
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= H+D or S+C. Diamond bid = S+H or D+C, NT = S+D or H+C.
H/S bid = natural
Applies over both strong 1C and strong 2C.
OVER OPPONENTS' TAKEOUT DOUBLE
RD = 10 +, others as if it was no double (sys. on)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th	Small from xxx	
NT	4 th	Small from xxx	
Subseq	Attitude		
Other:			
LEADS: Overlead from sequence or interior sequence (in general)			
Lead	Vs. Suit	Vs. NT	
Ace	Promising the K (or short)	Same	
King	KQx (or AK dbl, or short)	Same	
Queen	QJx (or short)	Same	
Jack	J10x (or short)	Same	
10	109x (or short)	Same	
9	Not promising the 8	9x, 98x, or top of nothing	
Hi-X	On lead, doubleton	On lead, doubleton	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encouraging	Reversed Count	Low encouraging
Suit 2	Reversed Count	S/P	Reversed Count
3	S/P		S/P
1	Low encouraging	Reversed Count	Low encouraging
NT 2	Reversed Count	S/P	Reversed Count
3	S/P		S/P
Signals (including Trumps):			
S/P in trumps (indicative). S/P in different situations.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard style, usually 3+ in unbid major with a minimum double.			
Negative doubles. Support doubles. Competitive and responsive doubles.			
Jump response to a take out double = natural, invite			
Lebensohl as response to a t/o dbl of 2M.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner double.			
Dble is game invite if no other invite bid is available below our trump suit.			

W B F CONVENTION CARD
CATEGORY: Green NCBO: PHILIPPINES PLAYERS: VIKSI EGAN – FAITH TISLEVOLL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five card majors, strong NT, 1 of a minor = 3+ cards
2-over-1 is GF unless rebid of responder's suit
1M-1NT = Semi-forcing
2C opening = Strong, artificial
1NT and 2NT openings may include five card major or six card minor suit.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = weak 2 in a major, 5-10 HCPs
2M = five card suit + a minor, 5-10 HCPs
Weak jumps 1m – 2M = max 5 HCPs
Multi-Landy against 1NT openings and 1NT overcalls
4C/D = Namyats (H/S)
SPECIAL FORCING PASS SEQUENCES
Pass may be forcing after a 10+ RD, after strength showing doubles of artificial overcalls, and when we have made a GF bid.
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	(x)	3	4H	11-21 HCPs	May bypass 1D. Weak jumps to 2M (max 5 HCPs)	New minor forcing.	In competition: cue = good raise
					1C-2D= limit with clubs. 1C-2C = GF, natural	Stopper showing after support bids	
1♦	(x)	3	4H	11-21 HCPs	1D-3C= limit with diamonds.1D-2D=GF,1D-2M=Weak (max 5 HCPs)	New minor forcing. Stopper showing after support bids.	In competition: cue = good raise
1♥		5	4H	11-21 HCPs	1H-2S = limit, three hearts. 2NT= GF support (4+)	Artificial shortage bids after 1M-2NT.	In comp.: same sys if the bids (eg.
					3C/D = Bergen, weak/invite		Bergen) are available. Cue = supp
1♠		5	4H	11-21 HCPs	1S-3H =limit, three spades. Others as after 1H open	Artificial shortage bids after 1M-2NT	With a passed hand: 2C = Drury
INT				15-17 HCPs, balanced	2C = Stayman, 2D/H/S/NT = transfers.	3M = super accept.	
				(May have 5M or 6m)	3 of a suit = slam try, six cards	1NT-2D/H, 3m = six card suit, dblton maj.	
2♣	(x)	0		GF or 22-23NT	2D = waiting. 2NT = both minors. Others: natural	2C-2D, 2H = heart suit or 25+NT	
2♦	(x)	0		Six card major, 5-10 HCPs	2H/S/3H = pass/correct. 4C = bid the suit below	Over 2NT inquiry, opener bids 3C with max	
					your suit. 2NT = inquiry	hand, and 3D/H = minimum hand with H/S	
2♥		5		Five cards+a minor, 5-10 HCPs	New suit = non forcing. 2NT = inquiry, simply	2NT followed by opposite major =GF, natural	
					asking for opener's minor suit	2NT, then opposite minor =slam try in the	
2♠		5		Five cards+a minor, 5-10 HCPS	Same as over the 2H opening	major. 2NT, then jump in opposite major =	
						slam try in opener's minor	
2NT				20-21 HCPs	3C = Puppet Stayman.	2NT-3C, 3M- then opposite major = slam try	
				(May have 5M or 6m)	Transfers. 3S = minor ask	in the opener's five card major	
3♣		6		PRE-EMPT	New suit is F1		
3♦		6		PRE-EMPT	New suit is F1		
3♥		6		PRE-EMPT	New suit is F1		
3♠		6		PRE-EMPT	New suit is F1		
3NT				Gambling (solid minor)	4C/5C = pass/correct. 4D = ask for shortage	3NT-4D, 4H/S =shortage. 4NT= no shortage	
						5 in openers's minor=short in the other minor	
4♣	(x)	0		Strong 4H bid (ca. 9 winners)			
4♦	(x)	0		Strong 4S bid (ca. 9 winners)			
4♥		7		PRE-EMPT			
4♠		7		PRE-EMPT			
4NT	(x)			PRE-EMPT both minors			
5♣				PRE-EMPT		HIGH LEVEL BIDDING	
5♦				PRE-EMPT		Key Card BW (1430), Exclusion BW	
5♥						Cue bids, lowest cue (1 st /2 nd)	
5♠						Minorwood in some situations	
						Lightner double	
						Splinter bids in some situations	

