

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7-17 points – can be 4 card
Jump bids over major overcall same as over opening major bid (except if responder to opener has bid)
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18 points (transfers etc.)
Lebensohl over intervention
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single jump: weak non-vul, intermediate vul, preemptive over NT, over 2 level opening weak bids, 4♣/♦ = m + M
Double jump: preemptive
Except 3♣ = highest and lowest suits, constructive
2NT:lowest 2 suits, constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue over 1 level bid = Michaels style – highest 2 suits, constructive
Direct cue over natural 2 level bid = directional ask
Jump cue = directional ask
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+ points vs weak NT, minors or 17+ points vs strong NT
2♣ = majors, 2♦ = single suit major, 2♥ = 5 hearts & 4+ minor
2♠ = 5 spades & 4+ minor, 2NT = touching suits, 3 suit = preemptive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout, except (4♠) X = penalty, (4♠) 4NT = takeout
Cue bid over m = Ms, over 3 level major preempt 4♣/♦ = m + M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2♣
Over 1♣ & 1♦ response: X = majors, 1NT = minors, weak jumps
X of 2♣ or 2♦ response shows that suit
OVER OPPONENTS' TAKEOUT DOUBLE
1m-3m is limit raise. 1M-3M is Bergen style
New suit – non-forcing except bid at 1 level, system on over X of 1♣
XX = 10+ points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Reverse attitude	Reverse attitude	
NT	Reverse attitude	Reverse attitude	
Subseq	Reverse attitude	Reverse attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	Asks for attitude	
King	Asks for count	Asks for count	
Queen	Asks for attitude	Asks for attitude	
Jack	Top	Top	
10	Top	Interior	
9	Top	Top	
Hi-X	Reverse attitude or doubleton	Reverse attitude	
Lo-X	Reverse attitude	Reverse attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude
Suit 2	Reverse count	Reverse count	Reverse count
3	Suit preference	Reverse count	
1	Reverse attitude	Reverse count	Reverse attitude
NT 2	Reverse count	Reverse count	Reverse count
3	Suit preference	Reverse count	
Signals (including Trumps): As above			
1 st discard = reverse attitude, subsequent discards = reverse count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout to 4♥			
Over our opening 2♥, 2♠, and preempts X = penalties			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing: Lightner – standard use			

W B F CONVENTION CARD
CATEGORY: Natural – Green
NCBO: New Zealand
PLAYERS: Christine Wilson Neil Stuckey
31091 16419
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard American, 2 over 1 Game Force
Multi 2 ♦
1NT opening: (14)15-17, may contain 5 card major
Texas Transfers
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Limited transfer responses to 1♣ opening
2♦ - 2 way multi
3NT – gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-20 points	1♦/♥/♠ natural; 2♦ = 6 card M 3-7pts; 2♥/♠ = 6 card 8-10 pts; 3♣ = 6 cd 10-11;	1NT = 12-14 pts, 2NT= 18-19 pts	Same
1♦		4	4♥	11-20 points	1NT = 6-10 pts, 2♦ = 4+ 6-9, 2♥/ 2♠ = 3-7 pts, 3♦ = 10-12 pts,	1NT rebid = 12-14 pts	Same
1♥		5	4♦	11-20 points	1NT = 5-11 pts, 2♣/♦ = GF, 2♠ = 3 cd ♥ invitational, 2NT = 4 cd ♥ GF, 3♣ = 4 cd ♥ 6-9 pts, 3♦ = 4 cd ♥ 10-11 pts, 3♥ = 4 cd ♥ 0-6 pts	Over 2NT, 3 level bid = singleton (11-14 pts), 3♥/3NT stronger than 4♥. 3♦ over 3♣ = invitational. Cue bids over 3♦. Long suit trial bids.	1NT = 5-10 pts, 2♣/♦ = NF
1♠		5	4♥	11-20 points	Same principles apply as responses to 1♥	Same as over opening 1♥	Same
1NT			4♥	(14)15-17 pts, can have 5 cd major or 6 cd minor	2♣ = Stayman (may be invitational without major); 2♦/♥ = transfers; 2♠ = trfr to ♣; 2NT = trfr to ♦; 3♦ = both minors GF; 3M = singleton in that suit and 4 of other major GF; 3♣ = Puppet Stayman	Accept trfr to minor if no interest in game	Same
2♣	✓	0	4♥	8-9 Playing Tricks in M, Game Force or 24+ points balanced	2♦ = 9+ pts, 2♥ = 0-4 pts, 2♠ = 5 cd ♠ 5-8 pts, 2NT = 5-8 pts balanced, 3♣/3♦/3♥ = 5+ cd suit 5-8 pts, 3♠ = 6+ cd ♠ 5-8 pts	Suits natural GF (except 3♠ over 2♥ response); 2NT rebid = 24+ pts balanced; 3♥/3♠ = 8 PT Over 2NT rebid: 3♣ asks for 4 or 5 cd M	Same
2♦	✓	0	2♠	Weak Major or 22-23 points balanced	2♥/2♠ = NF relay; 2NT = 16+ forcing enquiry; 3♣/3♦/3♠ = natural, NF, 3♥ = correctible, NF; 3NT 4/4 majors, NF; 4♦ 5/5 majors, 4♥♠ to play	Over 2NT enquiry: 3m = good weak 2 in M 3M = bad weak 2 in M	Same
2♥		6	No	6♥ 8-11 points	2NT = forcing enquiry; New suit = to play	3♥ min – new suit = max with shortage in that suit	Same
2♠		6	No	6♠ 8-11 pts	2NT = forcing enquiry; New suit = to play	3♠ min – new suit = max with shortage in that suit	Same
2NT			No	20-21 points balanced	3♣ = puppet stayman, 3♦/♥ = trfrs, 3♠ = minors		Same
3♣		6	No	Preemptive	New suit forcing below game, except over X	Show support if possible, otherwise bid 3NT	Bid of new suit NF
3♦		6	No	Preemptive	New suit forcing below game, except over X	Show support if possible, otherwise bid 3NT	Bid of new suit NF
3♥		7	No	Preemptive	4♠ natural, bid of any other suit is cue bid	Cue bids	Bid of new suit NF
3♠		7	No	Preemptive	4♥ natural, bid of any other suit is cue bid	Cue bids	Bid of new suit NF
3NT			No	Solid minor, up to a king outside	4♣ = correctible, 4♦ = asks for shortage		
4♣	✓	0	No	Transfer to 4♥	4♦ = cue, 4♥ = to play, 4NT = RKCB		
4♦	✓	0	No	Transfer to 4♠ bid	4♥ = cue, 4♠ = to play, 4NT = RKCB		
4♥		7	No	may be 6/5 or 7/4 M/m	4NT = RKCB, Cue bids	HIGH LEVEL BIDDING	
4♠		7	No	May be 6/5 or 7/4 M/m	4NT = RKCB, Cue bids	Gerber over 1NT opener/rebid, Roman Key Card Blackwood (Responses 30, 41), CRO	
4NT				Specific ace ask	5♣=0; 5♦/♥/♠=that Ace; 5NT=A♣; 6♣/♦/♥=2 CRO	Minor suit raise to 4 level in uncontested auction = RKCB	
5♣/♦		7	No	Preemptive		Exclusion Keycard Blackwood, 5NT = Grand Slam Force, Splinters, Cue bidding	