

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
5 – 17 PH unusual 4 Cards
Responses : Natural / 1 over 1= non forcing / Cue bid = forcing 2 over 1 = no forcing
Reopening : 1NT = 10-14 Balanced Others = Natural After 1NT - PASS – PASS- DOUBLE = 11+ balance
<b>1NT OVERCALL</b>
16-18 PH Balanced
Responses : as per 1Nt opening
Stayman, transfers, 2 spades transfer to clubs or inv in NT, 2nt transfer to diamonds
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2X = 6* cards Weak
2NT = Both minors or both majors
Cue bid = CRM
Reopen: same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣---2♣ / 1♦---2♦ / 1♥--2♥/1♠--2♠ = weak 2 suits same color
1♣/1♦/1♥/1♠----2NT =2 suits of the same rank
1♣/1♦/1♥/1♠----3♣ = 2 suit mix
Jump cue bid asks stop for no trump
BICOLORS = C R M
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = Majors at least 5 & 4 cards or 4/4/4/1
2♦ = 6♥ or 6♠
2♥ //2♠ = 5♥ //5♠ + 4+ minor
2nt is minors
DOUBLE = 4 cards M + 5* minor
<b>Reopening: Same, but double 11+ H in balance hand</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
D= take out Cue-bid = asking for stop NT= 2suiteer
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Afetr 1♣ strong: double = 2 suit same color / 1♦ = 2 suit same rank 1NT = 2 suit mix
2/3 ♦♥♠ = Preemptive
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 level Bid natural and forcing. 2 level weak
Redouble = Strong with or without support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Natural 2nd and 4th	Natural 2nd and 4th	
NT	Natural 2 <sup>nd</sup> and 4 <sup>th</sup>	Natural 2nd and 4th	
	With Hxx smallest	With Hxx smallest	
Other: strong 10 & strong 9 in nt.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx.. request attitude		
King	AKx.. request count	Request unblock or count	
Queen	Promise J	may be KQxx o similar	
Jack	J10 J10x.. Jx	.J109 Jx	
10	10x	AJ109x KJ109x 10x	
9	9x,109X	109xx,109x, 9x,K109xx	
Small	Hx <u>x</u> Hxx <u>x</u> Hxx <u>x</u> x x <u>xx</u> x <u>xx</u> xxx	Hx <u>x</u> Hxx <u>x</u> Hxx <u>x</u> x x <u>xx</u> x <u>xx</u> xxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd to encourage	count	Odd to encourage
2	Odd/ Even lavinthal		Odd/Even lavinthal
Signals			
H L = Even L H = Odd odd = Encourage Lavinthal			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Opener's Double after 1 over 1 shows 3 cards support			
Support doubl			
Lead directional double			
Redouble = ace or avoid			

W B F CONVENTION CARD
<b>CATEGORY: RED</b>
<b>NCBO: SPAIN</b>
<b>PLAYERS: MARTA BARNES &amp; BRIAN LIDDY</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Five Cards Major
Better Minor
Strong NT (15-17) not normally 5♥ or 5♠
2♣ FG or 8 playing tricks in a mayor
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥/♠ – 2NT = Support 4+ cards and 7+ H
3♣ = 10-11 P H + 4 cards support + 5 good ♣cards
3♦ = 10/-11 PH + 4 cards support + 5 good ♦ cards
2♦ Multi: Weak ♥// ♠ or 23-24 H balanced/ may be 5♥ or 5♠
2♥= Weak 5 ♥ + cards in any other suit
2♠=Weak 5 ♠ + 5 cards in a minor
2♥ / 2♠ in 4 position = 11-14 PH 6♥/6♠
3NT: Acol. Minor AKQ...
3x = standard barrage
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Blackwood 5 K C 03 - 41
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	12-21 PHD	1 <sup>st</sup> = 8-10 PH 2♣ = 11+ PH 5 cards support 2♦ = 8/10 PH 5 cards support invitation	1♣-1♦-1NT = Maybe 4 Major 2♣ Stayman	
					3♣ = barrage 1♣-1♦ ---1♥//1♠ = Natural and distributional	1♣-1M-1NT-2♣= Roudinesco	Roudi 2♦min 2 cards, 2NT max 2 cards. 2 same major weak 3 cards. 2 op major strong 3 cards
1♦		3	3S	12-21 PHD	Like over 1♣ 1♦-3♣= 8/10PH invitation	1♦-2♣-2ST= Min.	
1♥		5	3S	12-21 PHD	1ST= Forcing 2ST= 7 PH+ with 4♥ 3♣= 5 good cards+ 10/11PH + 4 ♥ 3♦.= 5 good cards+ 10/11 PH + 4♥	6 to 11 PH with or without support 1♥-2ST= forcing to 3♣ 3♦= 9-11 3♥=7-8 PH 3♠= first control 3NT = 16-17 PH	
1♠		5		12-21 PHD	Like over 1♥		
INT				15-17PH	Stayman transfer 2 spades either 8+/9 bal or transfer to clubs. 2nt transfer to diamonds	Over 1NT, 2♣, 3♣ is max. 2NT is min 1NT, 2NT, 3 clubs shows Axx or Kxx in diamonds	1NT ,2X double is take out. Rubensohl
2♣				Strong, 8+ tricks in a mayor or Balanced 20-22 PH	2♦= Relais 2ST= Positive	2♣-2♦-2ST -3♣ = Puppet Stayman	
						2♣ 2♦ -2ST-3X = Transfer	
2♦				Weak 6♥ or 6♠ Balanced 23-24	2♥= Relais 2♠= Positive in H 2NT= asking, forcing for 1 round	Over 2nt, 3♣ = ♥ 3♦=♠ 3hearts = clubs forcing game 3spades =diamonds forcing game	
2♥		6		Weak 5H + 5 cards any suit	2nt forcing	2♥- 2NT – 3♥= 5♥ + 5 ♠	
2♠		6		Weak 5 ♠ + 5 cards any minor	2nt forcing		
2NT				Boths minors weak or strong	3 to play		
3♣				Pre emptive			
3♦				Pre emptive			
3♥				Pre emptive			
3♠				Pre emptive			
3NT				Gambling			
4♣				10 tricks in ♥			
4♦				10 tricks in ♠			
4♥		7		To Play			

4♠  
4NT

	7		To Play			
			Minors	Blackwood asking for AKQ of ♣ & ♦		