

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
6+ HCP 5card+ suit at the 1 level,
10+ HCP 5card+ suit at the 2 level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 - 18 HCP 2 nd seat
10 - 14 HCP 4 th seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate 10 – 15 & 6 card suit. Except Non-Vul vs Vul 6-10 & 6 card suit.
Unusual 2NT = 5/5 in 2 lowest unbid suits 10 – 15 HCP
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
All 10 – 15 HCP.
Direct Cue bids of a Major = 5/5 in highest unbid Major and a minor.
Direct Cue bid of a minor = 5/5 Spades and the other minor
Jump Cue bid of a minor = 5/5 Majors.
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+ HCP. Penalty oriented
2H/S = 5M/ 4+ minor 10-14 HCP
2D = Single suited major, usually 6+ ,10 - 14 HCP
2C = 4+/4+ Majors 10 – 14 HCP
2NT = 5+/5+ any 2 suits, initially treated as minors. 10 – 14 HCP 3 level bids, natural, 6+ card suit.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout up to 4S, Overcalls natural 5+ card suit 10+ HCP
NT overcalls natural up to and including 3NT
4NT = 2 suited 5+/5+ suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1C : 1D = D and M at least 4/4, weak jumps
1H & 1S Natural. X = at least 4/4 majors. 1NT = at least 4/4 minors.
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+ HCP otherwise system on.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5 or attitude	
NT	Attitude	Attitude	
Subseq	Attitude	Attitude	
Other: Overlead all honours except AK doubleton.			
Honour leads can be top of an internal sequence.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Overlead except AK dblton	Overlead	
King	Overlead	Overlead	
Queen	Overlead	Overlead	
Jack Top	Overlead	Overlead	
10	Top &/or internal sequence	Top &/or internal sequence	
9	Top &/or internal sequence	Top &/or internal sequence	
Hi-X	1sts 3rds & 5ths	Attitude	
Lo-X	3rds & 5ths	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Reverse count	Reverse attitude
Suit 2	Reverse count		
3	Suit preference		
1	Attitude	Reverse count	Reverse attitude
NT 2	Reverse count		
3	Suit preference		
Signals (including Trumps): Hi Lo in trumps asks for ruff.			
DOUBLES			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X of Opening bids up to 4S Takeout.			
Responsive X up to 3S			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: Jenny Millington, Barry Jones
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 Game Force
Multi 2 Diamond
Transfer Responses over 1C
2M = 5M + 4/5 clubs
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2 Diamond
Transfer Responses over 1C
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H		1D = 4+ H. 1H = 4+ S. 1S = Transfer to 1NT (Can also be 6 - 9 HCP and 5+ D.) 1NT = 5+ D & 10+ HCP. 2C = 4+ C & GF 2D = 6+ Major and 3-7 HCP. 2H/S = 6+ card suit and 8-10HCP. 2NT = Natural. 3C = 5+C 6-9 HCP. 3D/H/S Splinters 5+ C. 3NT Natural 13- 15 HCP	Cue 1 st or 2 nd round controls RKC 0314	
1♦		4	4H		2C Natural and game forcing. 2D 10+ HCP 4+D does not deny 4card Major. 2H/S 3-7 HCP 6 card Major. 2NT Natural. 3C = 6 card suit 9 -12 HCP 3D = 4+D 6-9 HCP. 3H/S/4C Splinters. 3NT Natural 13-15 HCP	Cue 1 st or 2 nd round controls RKC 0314	
1♥		5	4D		1NT Forcing 6-12 HCP <4S. 2C/D Natural GF. 2S 3-7HCP 6+S. 2NT/3C/3D Bergen raises 4+H. 3S/4C/4D Splinters. 3NT =Natural 13-15 HCP 4S/5C/5D Voidwood	Cue 1 st or 2 nd round controls RKC 0314	Can open with 4 in 3 rd or 4 th seat 2C = Reverse Drury
1♠		5	4H		1NT Forcing 6-12 HCP. 2C/D/H Natural GF. 2NT/3C/3D Bergen raises 4+S. 3H/4C/4D Splinters. 3NT =Natural 13-15 HCP 4H/5C/5D Voidwood	Cue 1 st or 2 nd round controls RKC 0314	Can open with 4 in 3 rd or 4 th seat 2C = Reverse Drury
INT			4H	15-17HCP	2C Stayman may not contain major if rebid = 2NT 2D/H/S/NT = Transfers H/S/C/D. 3C = enquiry for 5card Major 3D = Minor Suit Stayman 3H/S = Singleton H/S GF 1 3 4 5 or 1 3 5 4 shape		
2♣	*	0		23+HCP or GF	2D + 9+ HCP. 2H = <9HCP. 2S/2NT/3C/3D = natural 5-8HCP		
2♦	*	0		Multi	6+Card Major 6-9 HCP or 20-21 Balanced		
2♥		5			5 H & 4/5 C. 7-11 HCP		
2♠		5			5S & 4/5 C. 7-11 HCP		
2NT				21-22 HCP	3C = Puppet Stayman. 3D /H Transfers. 3S = Minor Suit Stayman		
3♣		6		6-9 points 2 of top 3 honours	Change of suit natural and forcing		Long suit 6+ points
3♦		6		6-9 points 2 of top 3 honours	Change of suit natural and forcing		Long suit 6+ points
3♥		7		6-9 points	Change of suit natural and forcing		Long suit 6+ points
3♠		7		6-9 points	Change of suit natural and forcing		Long suit 6+ points

3NT				Gambling. Solid 7 card minor suit		
4♣		7		Preemptive		
4♦		7		Preemptive		
4♥		6		Preemptive		
4♠		6		Preemptive		
4NT				Specific Ace asl		
5♣		7		Preemptive	HIGH LEVEL BIDDING	
5♦		7		Preemptive	4C = Gerber over 1NT or 2NT	
5♥				Preemptive	4NT = RKCB	
5♠				Preemptive	Voidwood	