

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural - new suit Forcing 1 round - jump shift fit & good suit
Jump cue-bid splinter - 2 NT bad raise - jump raise fit + limit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 16-18 HCP, responses Stayman & transfers
4 <sup>th</sup> 10-15 HCP <b>GREEN VUL</b> , 13-15 HCP <b>RED VUL</b> , range Enquiry Stayman & Transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1♣/♦ 2♦ = majors    1♣ 2NT = ♥ + ♦    1♥ 2♥ = ♠ + ♣    1♥ 2NT = minors
1♥ 3♣ = ♠ + ♦    1♠ 2♠ = ♥ + ♣    1♠ 2 NT = minors
1♠ 3♣ = ♥ + ♦
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1 Any 3 Same = Asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
x = ♥ + minor
2♣ = majors
2♦ = ♠ + minor
2♥/♠ = nat
3♣/♦ = nat
4 <sup>th</sup> seat x for majors others natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O, Natural NOTRUMP bids, leaping Michael's
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1 forcing, 2 over 1 non-forcing
Redouble 10+ HCP

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	4 <sup>th</sup> best	4 <sup>th</sup> best
NT	4 <sup>th</sup> best	4 <sup>th</sup> best
Subseq		
<b>LEADS</b>		
Lead	Vs. Suit	
Ace	<b>AKx</b>	<b>AKx</b>
King	<b>KQx or AK bare</b>	<b>KQJx or KQ10x</b>
Queen	<b>QJx</b>	<b>QJ10x or KQx</b>
Jack	<b>J10x or Jx</b>	<b>J10x or Jx</b>
10	<b>109x or KJ10x</b>	<b>109x or A or K J10x</b>
9	<b>9 top of nothing or seq</b>	<b>9 seq or top of nothing</b>
Hi-X	<b>Doubleton</b>	<b>Doubleton</b>
Lo-X	<b>MUD-LEAD</b>	<b>MUD-LEAD</b>
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Discarding
1	Count	Reverse smith echo
Suit 2	Attitude	Count
3		
1	Count	Smith echo
NT 2	Attitude	Count
3		
Signals (including Trumps):		
Standard carding		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
3 other suites or 17 <sup>+</sup> HCP any Distribution		
Responses natural, only cue bidding is forcing		
Reopening: double either 3 other suites or 13 <sup>+</sup> HCP		
Responses natural, only cue bidding is forcing		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Responsive <b>DBL</b> ,		
Lightner <b>DOUBLES</b>		

W B F CONVENTION CARD
<b>CATEGORY</b>
<b>NCBO:</b>
<b>PLAYERS:</b> Maissa Farhani Goncalves Najeh Lenda
EVENT all events
<b>SYSTEM SUMMARY</b>
<b>2 Over 1 Game Forcing</b>
Major by 5, <b>better Minor</b>
2♣ Strong
2♦ = GF asking for control
2♥/♠ Weak 6 cards
1 NT forcing
1 NT (good 14 ) 15/17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Strong
2♦ = GF asking for control
2♥/♠ Weak 6 cards
3NT Solid minor
Truscott 2NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>According to Vulnerability, PASS could be forcing at high level</b>
<b>IMPORTANT NOTES</b>
<b>Frequent light opening in 3<sup>rd</sup> seat according to Vulnerability</b>
3 <sup>rd</sup> seat pre-empts are often weak
<b>PSYCHICS:</b> Rare but Possible / Aggressive Style

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Natural 10-21	2♣ nat 3cl weak		
1♦		4	4♥	Natural 10-21	2♦ nat 3D weak		
1♥		5		Natural 10-21	1NT FIR, 2NT truscott,	1♥-1NT-2NT =18 any distribution Not 5\5	Drury 3 card fit 4♣4♦ fit show
1♠		5	4♥	Natural 10-21	1NT FIR, 2NT truscott,		Drury 3 card fit 4♣4♦ fit show
INT			4♥	Ex (14) 15-17 HCP	2♣ Stayman, Smolen, garbage Stayman, Texas Xfer	range Enquiry	
2♣			7♥	Strong hand	2♦ = relay	After intervention Pass forcing X bad hand	
						If Double Pass forcing XX bad hand	
2♦			6♥	GF asking for control	Control response	2♥ = 0, 2♠ = ace 2 NT = 8 + no aces	
						3♣ /♦ aces 3♥ = 2 aces same rank 3♠ = 2 aces different rank	
2♥		6♥		Weak 5/11	2nt relay asking for range		
2♠		6♠		Weak 5/11	2nt relay asking for range		
2NT				(19) 20-21 HCP	3♣ Stayman, 3♦♥ transfer, 3♠ = minor or both	Smolen	
3♣		6+		Pre-empt			
3♦		6+		Pre-empt			
3♥		6+		Pre-empt			
3♠		6+		Pre-empt			
3NT							
	√	7+		Solid minor	4♣,4♦,5♣,5♦ = Pass or Correct		
4♣	√	8		Pre-empt			
4♦	√	8		Pre-empt			
4♥		7+		Pre-empt			
4♠		7+		Pre-empt			
4NT	√			Pick minor game value			
5♣		8+		Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦		8+		Pre-empt		RKCB:0.3 / 1.4, 5NT = 0-2-4 + void, 6♣ = 1-3-5+ void	
5♥		8+		Pre-empt		JOSEPHINE, DOPI ROPI same RKCB answers	
5♠		8+		Pre-empt			
5NT	√			Pick minor slam value			