

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level aggressive (can be 4)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 + holds all seats (14)15-18 +holds 4 th seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
8-12 green 10 – 14 red
Reopen: can be strong / 5 cards when partner has passed
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m – 3m (Both Majors)
1m – 2m (Spades + other m)
1m – 2N (lowest 2 unbid)
Constructive – generally 8-12
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
X = Penalties (15+)
2C = 5+/4+ Majors 10-15
2D = 8-12 6 Mjr (can be 5 green)
2H/S = 13-15 5+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Aggressive 1 st & 3 rd Green
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
CRO bar = X (2 same colour 5+/4+) 1D (2 same rank 5+/4+)
1N = (2 same shape 5+/4+)
14+ HCP = pass then bid
OVER OPPONENTS' TAKEOUT DOUBLE
XX strong sets up penalty X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude (low like)	Low for an Honor	
NT	Attitude (low like)	Low for an Honor	
Subseq	UCDA		
Other:	Overlead		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AKQxxx	
King	KQJ or AKxx	KQJx	
Queen	QJT _x or AQJT	QJT _x or AQJT	
Jack	JT9 _x or AJT9 or KJT9	JT9 _x or AJT9 or KJT9	
10	AT98 or KT98 or QT98	AT98 or KT98 or QT98	
9	T9xxx or J9xxx	T9xxx or J9xxx	
Hi-X	Second	Second	
Lo-X	Like	Like	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	UCDA	UCDA	UCDA
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
Smith Echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = take out to 4H			
X = power 3 situations			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Mixed Pairs
NCBO: New Zealand
PLAYERS: Johanna & Hamish
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
MOSCA:
Forcing unlimited 1 bids
Intermediate 2 bids
Weak NT (strong red 3 rd and 4 th)
2/1 Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer Responses to 1C
2C = 9-13 5+/4+ Majors
SPECIAL FORCING PASS SEQUENCES
All GF auctions
GT sequences below 2NT
IMPORTANT NOTES
PSYCHICS: on occasion

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	F 9+	2+		9-14 5+C unbal / 16+ balanced	1D = 4+H / 1H=4+S / 1S = 0-13 no Mjr	1N = 16-19 bal / 2D = strong relay / 2N = 20-21 bal / Pass = 5+C unbal	
				15+ 6+C / 15+ 5+C 4 another	1N = 14+ bal / 10-12 6+ suit / 2C = GF 5+C / 2D = GF 5+D 2H/S = 6-9 6+ / 3C 6+ preempt 3D/H = 13+ trans H/S 6+ / 3S = GF 5+/5+ mnrs		
1♦	F 14+	5+		Unbal when 13-15 Can be 4 when 4441 16+	1N = GF / 2C = 0-7 C / 3C = 8-10 C / 2N = 8-10 D 2H/S = 6-9 / 3D = 4-7 4D / 3M = splinter GF	1N = Gazzilli - gen 18+	
1♥	F 14+	5+		Unbal when 13-15	1N = 0-10 F / 2C = 2+ GF / 2D/H = 5+ GF	After 2C now 2D = 13-15 unbal	
					2S/2N = 8-10 Fit showing / 3H/S 4-7 4 cards	After 1S/1N now 2C Gazzilli – gen 18+	
1♠					Jump = GT or ST splinter	Short Suit GT	
INT				11-14 green 1 st – 3 rd / 12-14red			
				14-17 red 3 rd – 4 th 4441 5332 2336 2254 4225	2C = GT+ relay / 2D/H transfer / 2S GT or wk mnr 2N/3C/3D/3H = ST transfer / 3S = 5+/5+ mnrs	After 2C now 2D minimum	
2♣	9 – 13	5+/4+		Both majors at least 54/45	2D = enquiry / 2H/S = +2 in this Mjr against Other 3H/S = pre-empt	Shape relay	
2♦	9 – 13	5+		5+D unbalanced / 4M or 4+C or 6+D	2H = enquiry / 2S = 10-13 S / 2N = GT 3D/H/S GF transfer / 3C = D pre-empt or D ST	Shape relay	
2♥ / 2♠	9 – 13	5+		5+ suit unbal (can be 65 56) or 12 – 13 5332	Next step GT+ enquiry 3C/D/H/S = GF transfer (pre-empt in our suit)	Shape relay	
2NT	20–22			Balanced 5D/H/S	3C enquiry / 3D/H GF transfer / 3S 5+/5+ mnrs ST		
3♣/3♦				Pre-empts can be 6			
3♥/3♠				Aggressive 1 st green			
3NT				4 level mnr preempt			
4♣/4♦				9 playing tricks H/S 17+ HCP	Gap suit = 2+ key cards		
4♥/4♠				To play			

HIGH LEVEL BIDDING

Cue first and second / TURBO