

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8-16 or with a purpose
Sound when vulnerable or at 2 or 3 levels
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 with a hold in opponent's suit
12-16 in 4 th seat
Stayman/Transfers etc as over 1NT opening slight variation after A balancing 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 8-12 when vulnerable
Reopen: 8-12 in 4 th seat
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
After 1 of minor, cue shows both majors
After 1 of a major cue shows other major and minor
5-5 or longer and 9+ hcp (maybe shaded a little nv v vul)
After short (0-2) Precision 1D 2D natural
Jump cue minor = weak jump major stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
2C both majors 4+4+
2D single major
2H, 2S that major (5+) and 4+ minor
2NT 5+ 5+ minors or really strong other 2 suiter
3C,D 6 card suit opening values
3H,S more pre-emptive than constructive
X penalty style maybe shaded in 4 th seat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X take out cue 5+ 5+ in majors after a minor
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Suction 1NT, 2C,2D, 2H show suit above or next 2 suits above that
1D, 1H, 1S natural
X 2 suits C and H or D and S maybe 4-4
OVER OPPONENTS' TAKEOUT DOUBLE
No change to system xx looking to penalise 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude low like	Attitude low like	
NT	Attitude low like	Attitude low like	
Subseq	As above	As above	
Other: MUD	king for rev count if opening leader has bid suit		
	In NT King unblock honour or rev count		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Ask for rev att	
King	Asks for rev count if leading own suit..otherwise rev att	Unblock honour or rev count	
Queen	Denies king asks for rev att	May contain king rev att	
Jack	Denies queen asks for rev att	Deny queen rev att	
10	Denies jack rev att	Deny jack rev att	
9	Denies 10	Deny 10	
Hi-X	Ask rev att	Ask rev att	
Lo-X	Promise honour	Ask rev att	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att (on K rev count sometimes)	Rev count if given Not always given	Rev attitude
Suit 2	Rev count		Rev count
3	Suit pref nat		
1	Rev att (but K rev count or unblock)		Rev attitude
NT 2	Rev att except king		Rev count
3	Suit pref nat		
Signals (including Trumps): in following to trumps: middle down up no preference			
High low in trumps indicates liking for higher of unbid suits			
Low high may indicate lower or no preference. Nat Lavinthal: nat smith peter			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening hand though maybe 9-11 if very distributional			
Response cue 2 places to play or really strong single suiter 1RF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1C (1D) x 4+ hearts			
1C (1H) x 4+ spades			

W B F CONVENTION CARD
CATEGORY: Mixed
NCBO:
PLAYERS: Anna Kalma Richard Solomon
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Variable 1NT (11-14 NV 15-17 Vul)
2 over 1
Transfer responses to 1C
3 way Multi
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C 1D shows 4+ H
1C 1H 4+S
1C 1S 6-9 no major or 10+ with diamonds
1C 2D 9-11 5+ clubs
1D 3C 9-11 5+ diamonds
1C 3C and 1D 3D inverted minors 6-9 hcp
1 minor x or bid then 3 of a minor preemptive
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES

Except IC x xx rescue

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 ♣		2	4H	2+ normal	1D 4+H 1H 4+S 1S 6-9 no major or 10+ with D 1NT 9-10 no major 2C GF 4+ c may have 4 card major 2D 9-11 5+C no major 2H,S 0-5 6+ card 2NT 11-12 no major 3C 6-9 5+C 3D,H,S splinter 4C pre-emptive	1C 1D 1H 3 hearts but not 18-19 bal 1C 1D 2H 11-14 4 hearts 1C 1D 2S splinter 1RF	No difference except 2C 10-11 4+ C
1 ♦		4	4H	Up to 19 hcp	1H, 1S natural 1NT 6-10 no major 2C nat GF 2D 4+D GF may have 4 card major 2H,S 0-5 6+ cards 2NT 11-12 no major 3C 9-11 4+D 3D 6-9	Jump shifts splinters	No difference except 1D-2D as above
1 ♥		5	4D	Up to 19hcp	1S nat 1NT 6-11 no major 2C, 2D Game force nat 2H 6-9 3 hearts 2S 10-11 3 hearts 2NT GF 4+H 3C 6-9 4 hearts 3D 10-11 4 hearts 3H 0-5 4 hrts 3S,4C,D splinter 9-13 3NT 3 hearts 12-14 bal	After 1H-3C 3D min/max ask Long suit tries	1H 2C Drury
1 ♠						2NT after 1H-2H short suit try	1S 2C as above
INT			4H	11-14 NV 15-17 Vul may have any 5 card suit in 5332 style hand	Stayman, Transfers, 2S range finder/ weak minor/ short major GF 2NT at least 5-4 minors weak or strong 3suit nat slam try 4D=H 4H=S 4S=S	1NT 2C 2D then 3H/S show 4 card in that major and 5 card in other	
2 ♣		0	4H	GF or strong 18-21 single suited major 24+ if bal	2D neg or waiting 2H,S,3C,3D Nat pos 2NT 10+ bal 3NT 5-5 minors positive	2C-2D -3H,S only action which can be passed short of game	
2 ♦		0	4H	3 way Multi weak 2 major 20-21 BAL or 19 with 5 card suit	2H,2S, 3H,3S P/C 3C,D to play 2NT 13+ enq 3NT 4-7 occasionally a little stronger 4-4 in majors	Puppet stayman 3C after 2NT by opener	
				20-21 bal (or 19 with 5 card suit) or 18+ single suited minor			
2 ♥		5	n/a	5h 4+ minor (5+ minor if vul) 6-10 maybe less if nv against vul opps	2S,3D to play 2NT const enq 3C P/C 3H to play 3S nat invite 4C P/C	After 2NT 3C/D min 3H/S max	
					4D to play		
2 ♠		5	n/a	As 2H but with S	3D,3H,3S to play 2NT const enq 3C P/C	As above	
2NT			4H	22-23 bal	3C Puppet stayman 3D/H Tfrs 3S 5S 4H	After puppet and 3D by opener, major means 4 in other major	
					4C slam try in H 4D in S 4H in C 4S in D		
3 ♣		6	n/a	Standard pre-empt	New suit 1RF		
3 ♦		6	n/a	As above	As above		
3 ♥		7	n/a	As above	4 minor cue	4 minor cue	
3 ♠		7	n/a	As above	4 minor cue	4 minor cue	

3NT			n/a	Long solid minor no outside A or K in 1 st /2 nd seat	4C P/C 4D ask for shortage		
4♣		8	n/a	Pre-empt			
4♦		8		As above			
4♥		8		As above			
4♠		8		As above			
4NT				Spec ace ask			
5♣		8		As above		HIGH LEVEL BIDDING	
5♦		8		As above			
5♥							
5♠							