

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
(4)5+ suit at 1 level, 5+ suit at 2 level
In response: Jump raise in M: Mixed, 1NT: approx. 7-10(11) HCP cue shows a raise, new suit is NF below 3 level, when simple change of suit is NF then jumpshift is NAT F
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1st/2nd: 15-18 HCP, system on 4th: 12-15 HCP, system on
(1 Bid)-P-(1 Bid)-1NT: 15-18 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE over suit, constructive over weak 1NT, PRE over strong NT 2NT: 5+/5+ Minors (or spades and the other minor) weak or strong 4 th : Intermediate, 2NT: 20-22 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5+/5+, weak or strong over 1 level opening, constructive over 2+ level opening
VS. NT (vs. Strong/Weak; Reopening; PH) [12]
X: Penalties 2♣: Hearts & another, 2♦: Spades & a minor 2♥/2♠: Natural, tends to be 6, 2NT: minors Passed hand: No change (X shows max pass)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X: T/O Weak Lebensohl over 2M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: X: majors, 1NT: minors, weak jumps, Bid: Natural (Resp; 1NT ART F, 2NT: Good raise, Raise: NF) Pass then bid: good hand Vs 2♣: X: Clubs
OVER OPPONENTS' TAKEOUT DOUBLE
Little change, XX: 10+ HCP Pen interest or BAL 7 card fit 8-10 HCP 2♦-(X)-XX: Strong desire not to play 2♦ ^x , 2M-(X): New suit NF

LEADS AND SIGNALS
OPENING LEADS STYLE
Lead In Partner's Suit
Suit 3rd/5th 3rd/5th
NT 3rd/5th 3rd/5th
Subseq Attitude
Other: Occasional 4 th when 3 rd may cost eg KJ9x Possible attitude if raised partner's suit
LEADS
Lead Vs. Suit Vs. NT
Ace Overlead Overlead
King Overlead Unblock/rev count
Queen Overlead / interior Can be from K
Jack Overlead / interior Overlead / interior
10 Overlead / interior Overlead / interior
9 9x 9x
Hi-X 3rd/5th 3rd/5th
Lo-X 3rd/5th 3rd/5th
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
1 Odd = enc Rev count Odd = enc
Suit 2 Rev count Standard SP Rev count
3 Standard SP Standard SP
1 Odd = enc Rev count Odd = enc
NT 2 Rev count Standard SP Rev count
3 Standard SP Standard SP
Signals (including Trumps): Low even may be enc if no odd held, high-low in trumps may indicate a desire to ruff, possible suit preference
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
10+ HCP with excellent shape Responses: cue F to suit agreement, min suit 0-7/8 HCP, jump 8-11 HCP double jump below game 8-11 HCP with 5 card suit
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS
X: Can be game try X: Can be suggesting partner bid 3NT in cramped auctions X: Takeout of spades or strong vs Multi [13] X of Stayman or transfer is lead directional

W B F CONVENTION CARD
CATEGORY: Green NCBO: New Zealand EVENT: Mixed Trials (16/02/2024) PLAYERS: Annette Henry Stephen Henry
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Force Five card majors. 15-17 1NT, 3 card minors (1♣ with 3-3) [1] 2♦: 4+♠&another, Weak, NF May bypass diamonds after 1♣ opening unless GF strength [1]
1NT Opening: 15-17 HCP
2 over 1 Response: Natural GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦: 4+♠ & another, (0)4-7 HCP, NF 3NT: Any solid suit, no outside A or K Unusual 2NT weak or strong Michaels weak or strong Nat NF 3 level INV jump shifts over 1M
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES No change for passed hand bids although ranges can be a little lower eg P-1♦; 2♦ If forced to a certain contract then a bid of that contract is minimum 4th suit game forcing, PSYCHICS: Occasional

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Bids and Responses		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	4♥	Natural, 10+HCP [1]	Suit: NAT F (may bypass diamonds), 2/1: GF [8]	1NT: 12-14 HCP (then 2♣/2♦ checkback [2], 3♠: NAT NF)
1♦		3	4♥	normally 1♣ with 3-3m normally 1♦ with 4-4m	1NT/2NT: NF 5-10/11-12 HCP, 1m-2m: GF raise [3] 2♥/2♠: (0)4-7 HCP 6+ suit, jumpshift om: GT raise [4]	2NT Rebid: 18-19 HCP [2], 3NT Rebid: To play, 1M: Nat unbal, Reverse may be prepared [7]
1♥		5	4♦	Natural, 10+HCP [1]	New suit: NAT F, 2/1: GF [8], 1NT: NF 5-11 HCP,	1NT: 12-14 HCP (then 2♣/2♦ checkback [2], 3♠: NAT NF)
1♠		5	4♥		1♥-2♠: (0)4-7 HCP 6+suit, 2NT: INV+ Raise [5] 3M: (6)7-9 HCP 4+M 3♠/3♦: NAT INV NF [6], 1♠-3♥: NAT INV NF [6]	2NT Rebid: 18-19 HCP [2], 3NT Rebid: To play 1M-2NT; 3♣: Any Min (say 11-14 HCP), 3♦: 15+ no SPL, 3♥/3♠/3NT: 15+ SPL H/M/L, Jump: void 1M-INV Jumpshift: New suit: NAT F [6] Reverse may be prepared [7] After 2/1: NAT [8]
1NT		-	4♥	15-17 HCP, Approx BAL Can be 5/4m or 5M or 6m (may upgrade)	2♣: STAY, 2♠: Range Finder or 5+♣ 2♦/2♥/2NT: 5+♥/5+♠/5+♦ 3♣: Puppet STAY, 3♦/3♥/3♠: 3 suit ♦/♥/♠ SPL	1NT-2♦/2♥: 2NT/3M; excellent/good super accept [9] 1NT-2♠; 2NT/3♣: Min/Max, 1NT- 2NT; 3♠: super accept [9] 1NT-2♣; 2M: NF, 3m: NAT Inv, 1NT-2♦/2♥; New suit: GF
2♣	ART	0	4♥	ART GF or 22-24 HCP BAL	2♦: Neg, 2♠: BAL GF, 2NT: 5+♠ GF, Others: Nat GF	2♣-2♦: 2NT 22-24 HCP BAL, Others: NAT GF
2♦	ART	0	4♥	(0)4-7 HCP, 4+♠ & 4+other NF	2♥: P/C, 2+♠: NF, 2NT: NAT NF INV, 3♠: ART GF enq 3♦/3♥: Nat Inv NF	2♦-3♣: 3♦: 4+♥, 3♥: 4+♦, 3♠: 4+♠, 3NT: 5+♠ & 4+♦
2♥		(5)6	-	(0)5-9 HCP	2NT: ART INV+, New Suit: NAT 1RF	2M-2NT; 3♣: max & feature, 3♦: 5M min, 3♥: 6M min
2♠		(5)6	-	Natural (5)6 Card suit	Raise: PRE, 3NT: To Play	3♠: 5M max, 3NT: 6M max
2NT		-	4♥	20-21 HCP, Approx Bal (Frequent upgrades)	3♣: Puppet STAY, 3♦/3♥: ♥/♠, 3♠: ♣ 3NT: To play, 4♣: Gerber, 4♦: Nat F	After 2NT-3♣: 3♥/3♠ 5 card suit, 3NT: No major 3♦: 1 or 2 Majors (responder bids the one they don't have or 4♦ with both)
3♣/3♦		7 (6)	-	Pre-empt	New suit: Forcing	Opener not to go past 3NT without fit
3♥/3♠		7 (6)	-		3NT: To Play	
3NT	ART	0	-	Any Solid Suit (no other A/K)	4+♣: P/C	
4♣				Pre-empt	4♦: Cue, 4M: NF, 5♣ over 4♦: Cue	HIGH LEVEL BIDDING [10]
4♦					4NT: RKCB	RKCB (30/41), Cue 1 st /2 nd equally, 4NT/5NT in cue bidding shows extras
4♥				Pre-empt	New suit: Cue	Last train, non-serious 3NT
4♠					4NT: RKCB	PODI/PORI

