

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Constructive+, natural (one level overcall may be slightly weaker with a good suit) Responses: After Major: cue if avail = invite+, Jump in new suit = Fit Jump, 2NT GF ask. After minor: cue = invite+, jump cue if avail= GF
Reopening: intermediate jumps
<b>1NT OVERCALL</b>
15-18 (in 2 <sup>nd</sup> ) with stopper Responses: As per 1NT opening bid, (if doubled escape is the same)
Reopening: 11-16 (may not have stopper), range based responses
<b>JUMP OVERCALLS (single)</b>
2 Level Vul = Int, NV = Weak 3 Level = Int Intermediate over pre emptive bids in major 2NT overcall: 5/5 lowest two unbid suits, opening hand plus Reopen: Natural, Intermediate
<b>DIRECT &amp; JUMP CUE BIDS</b>
1m-2m: 5+♠/5+ other, constructive (opening hand plus) 1M-2M: 5+OM/5+ minor, constructive, values in suits shown Same in reopening seat
<b>VS. NT</b>
DBL: 15+, subsequent doubles = T/O, if a double is left in, all X's=PEN LANDY 2♣: ♥+♠ (2♦ response asks for longer Major) 2♦: 5+ suit in ♥/♠ 13+hcp; responses as per multi♦ opener 2♥/♠: limited o/call in major, no game interest, up to 12pts 2NT: intermediate in a minor 3♥/♠ and 3♣/♦ directly pre-emptive style Reopening: same style, (14)15+(Passed hand reopening – 2♦/♥/♠ Nat, X = 4M, 5+m)
<b>VS. PREEMTS</b>
Dbl takeout, (2H) 3H = stopper ask, leaping Michaels = constructive
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1♣) Dbl =takeout values, 1NT=4M/5+m responses are p/c 2NT=minors, 2♣= natural, weak jump o/calls (2♣) Dbl = both majors at least 5/4
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♦ (x) inv minors ON (also after 1m (1X) ), 1♣ (x) system on (1♦ = Nat) 1M (x) Fit Jumps (same for 1♥ (1♠), 1x (x) xx = 9+ points (except 1♣ (x) xx = 6-9 4+♣)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd + 5th	same	
NT	3rd + 5th	same	
Subsequent		same	
Other: vs Suit when leading from AK an Ace lead shows an odd number, a King lead shows an even number, we give reverse attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev att see above	Asks for reverse attitude	
King	AK/KQ see above	Rev count or unblock	
Queen	QJ	Same	
Jack	AJT... KJT... or JT...	Same	
10	Denies J	Same	
9	Denies 10	Same	
Hi-X		Same	
Lo-X	3rd + 5th	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Requested signal	Reverse count	Reverse attitude
Suit 2	Reverse count	Suit pref	Reverse count
3	Suit pref		Suit pref
1	Same	Same	Same
NT 2			
3			
<b>SIGNALS (INCLUDING TRUMPS):</b>			
Discard generally in suit we do not want OR can afford			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+ with emphasis on unbid majors 1NT (2♣ if s/s or ♣'s + another) X = stayman 1NT (2y) X = takeout Once a takeout double is left in all doubles = penalty			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
T/O up to and including 4S Redouble after our overcall shows either A or K in that suit Doubles are often used for game tries and redouble is usually for a willingness to compete.			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: New Zealand</b> <b>PLAYERS: Steph Jacob &amp; Tom Jacob</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>STANDARD</b> Short Club 2+
5 Card Majors – most jump shifts artificial.
15-17 NT (maybe off shape, can be 4441 shape with singleton honour, 5M, 6m)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
MULTI 2♦: weak 6 cd Major <opening hand or 20-21 semi-bal
WEAK 2M + MINOR (<opening hand, 5+m when VUL)
GAMBLING 3NT in minor
INVERTED MINOR RAISES F may contain a Major
BERGEN FOUR-CARD RAISES OF 1M: 1M – 3♣ = 7-9, 1M – 3♦ = 10-12, 1M – 3M = weak only when a non-passed hand and no interference
ESCAPING FROM 1NT DOUBLED: Pass = willingness to play or 4333 shape, xx=two places to play - opener may bid their own 5cd suit or 2♣, 2X = single suiter
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPEN-ING BID	ART?	MIN # CARDS	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2		2+clubs	1♦ – could just be 4-5♣ 6-10, Bypass 4+♦ to bid 4M less than a GF(12),1NT 11-12, 2♣ Inverted 10+, /3♣ *WEAK 5+♣; 2♦ /♥/♠ 3♦ /♥/♠ natural weak, 2NT GF 15+ flat, 3NT 13-14 bal	1NT rebid (11)12-14 AFTER CHKBACK: 2♦=minimum, rest=GF AFTER INVERT: 2♥=ART MIN with ♣ support, 2♠=ART GF, 2NT=18-19 bal 1m-1M-3NT= 18-19 with 4 cd support in major
1♦		4		4+ card - Might have 4 clubs	1NT – 6-9 no M; 2♦ Inverted 10+; 2♥/♠ natural weak; 2NT GF 15+ flat; 3♣ 4+D 6-9; 3♦ *WEAK 4+♦; 3♥/♠ Splinters; 3NT 13-14 bal	*only weak when not a passed hand and no competition then becomes a mixed raise Inverted is ON in competition as is 1m 2NT
1♥		5		5+ card	2♥ 3 card usually, 2♠ 3 card L/R, JACOBY 2NT GF raise with 4+♥, 3♣ 7-9 with 4♥, 3♦ L/R with 4♥, 3♥ *weak, other jumps splinter 9-12 stronger splinters go through 2NT, 4♥ PRE, 3NT ♦ SPL	1♥-2♥: 3♣ = ASK NLMH, 3♥ general invite, 2♠ NATURAL GF; 1♥-2♠: new suit nat game try. 1♥-2NT: NLMH responses, 4♥ minimum no shortage In competition we retain 2NT as GF, if cue below our M = limit raise
1♠		5		5+ card	Same style as for 1♥ (3♥ now 3 card support L/R) 1♠-3NT=H SPL 1♠-4♥= to play	Same style as for 1♥ (PASSED HAND: FIT JUMPS 2C=DRURY. 1M (X) XX DRURY )
1NT				(14)15-17 bal, may have singleton, 5M, 6m	2♣ Stayman, 2♦ 5+♥ (any), 2♥ 5+♠ (any)[5], 2♠ RF or single suit m (INV/STR), 2NT GF no slam interest, 3♣/♦ weak, 3♥/♠ 13M54mGF. 4♣/♦ TSF ♥/♠ (WEAK OR STRONG)	1NT-2♦(♥)-2♥(♠): minor natural GF, raise INV, and jump in new suit splinter. 1NT -2♣ -2♦ -2M 5M/4OM INV. 1NT- 2♣-2♦-3M 4M + 5/6OM GF Smolen 1NT-2♦-2♥-2♠ 5+/5+ INV, 1NT-2♥-2♠-3♥ 5+/5+ GF. Super accept 2NT=max 3M=min; after 2NT 3♣= ART shows a few values
2♣	Y			Game force or 25+ bal (may have singleton A/K, 5M, 6m)	2♦ neg or waiting, 2♥/♠=5+H 7+pts, 2NT=6+C 7+pts, 3♣=6+D 7+pts, 3♦=6+H 2-6pts, 3♥=6+S 2-6pts	Puppet stayman and transfers over a 2NT rebid, 2♣-2♦-2NT: Transfer? an acceptance of transfer promises 3+ support and asks for NLMH
2♦	Y			Weak 2 in major <opening hand OR 20-21 semi-bal/bal	2/3♥/♠ pass or correct, 2NT ask (invite or better), 4♣ bid suit under your major, 4♦ bid your major, 3m = F1	2♦-2NT-3♣ good with H, 3♦ good with S, 3♥, min H 3♠ min S, 3NT 20-21 normal stayman over this
2♥		5		Weak 5 card ♥ and 4+ minor NV Weak 5 card ♥ and 5+ minor VUL	New major suit natural F1, 2NT ask (invite or better), minor suit bids are correctible.	2M-2NT: 3♣ min with ♣, 3♦ min with ♦, 3♥ max with ♣, 3♠ max with ♦
2♠		5		Weak 5 card ♠ and 4+ minor NV Weak 5 card ♠ and 5+ minor VUL	As per 2♥ opening	By a passed hand: 2M - 2NT = M game invite: 3M = no, 3x = long suit trial.
2NT				22-24 bal/semi-bal (may have singleton A/K, 5M, 6m)	3♣ puppet Stayman, 3♦/♥ transfers, 3♠ minor suit Stayman, 4♣/♦ natural with slam interest: 4NT regressive, 4♥ = keycard in the minor	2NT-3♣: 3♦ 4M (one or both),3M natural 5 card, 3NT no 4/5M . 2NT-3♠: 3NT no interest, 4m natural with interest
3♣		6		Weak	New suit natural F1, 4♦ minorwood in clubs.	
3♦		6		Weak	New suit natural F1, 4♣ minorwood in diamonds	
3♥♠		6		Weak	New suit natural F1	
3NT	Y			Gambling style, 4 <sup>th</sup> seat to play	Minor suits correctable, majors to play, 4NT=RKCB	
4suit		7		Natural	4M over a minor = natural to play	
4NT	Y			Specific ace ask	5♣ no aces, 5♦/♥/♠ “natural”, 5NT ♣, 6♣/♦/♥ 2 C/R/O	

### High level bidding

RKCB (03/14) queen ask – first step says no Q/ others show that K plus Q, cue bidding first or second round, Minorwood after a jump to 4m or when in a GF and have the minor agreed. In other situations we can use the lowest major we can't possibly play in as an ask. Exclusion:0314

### Other agreements

4<sup>th</sup> suit forcing to game.  
After interference of our keycard: POD1, POR1. Interference over Jacoby ask or Invert sequence: if their bid is two steps over our bid: system ON if 3 steps or more system OFF, we answer in steps PASS 1st DOUBLE 2nd 3M ASK in GF situations: steps are NO LOW MED HIGH SHORTAGE  
After 2/1: 2NT = 3-way GF (GF support in responders suit/6+M/M+support/18-19bal) 3C is an ASK