

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd from even/low from odd	Same	
NT	4th best 2nd from weakness	Same	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax	A=attitude	
King	AK, KQ	K=power lead, asks for count and unblock	
Queen	QJx	QJ10/ Q109	
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude, high encourages		
Suit 2	Standard count		

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NCBO:

ALLISON HOWARD/ JOANNE WEINGOLD

EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision 1c= 16+ artificial

We tend to open light

Reverse Flannery over 1 d openings and 1d (x)

1d-3c 7-9 hcp and 9+ cards in the m's

Transfer advances over 1M (x) and x (1M) x

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1c = 16 +hcp

2c = 6+c 10-15

2d= shortness, 3 suited

Spiral

Unusual/unusual

DONT runouts

VS. NT (vs. Strong/Weak; Reopening; PH)	3 1 NT 2 3	
STRONG: Woolsy: x 4 card M/longer m, 2c=both M, 2D= one M, 2H=H =m, 2S= S=m		
WEAK: 2 C= both M, 2 d=h, 2h=S, 2S= S and m, 2NT=h and m		
x= strong no trump values		
	Signals (including Trumps): Standard present count Standard smith vs NT DOUBLES	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening) May be light with classic shape Support doubles and redoubles through 2h	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦ Double for the M's/ NT= minors NT bid by advancer is Qbid	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Negative doubles through 4h Game try doubles Responsive/ maximal	SPECIAL FORCING PASS SEQUENCES Pass + Pull strong with 2 places to play
OVER OPPONENTS' TAKEOUT DOUBLE Transfers often		IMPORTANT NOTES
		PSYCHICS: infrequent

OPENING	TICK IF AR TIF ICI AL	MIN. NO. OF CARDS	NEG.DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0		16= if unbalanced 17+ if balanced	1d= 0-7 , 2D balanced 8-11, 1 h/s 8+ hcp and 5+cards in that suit		

1♦		2	4h	10-15	Reverse flannery		
					1 nt semi forcing	2 way Drury	
1♥		5		10-15 hcp			
1♠		5		10-15 hcp	Same	Same	
INT				14-16	Jacoby/texas/puppet 3c/3d=5/5gf m/3h or 3s is fragment/ transfer leb over interference		
2♣		6		10-15 hcp	2 d asks for more information		
2♦		0		3 suited with 0/1 d	2nt asks for more information		
2♥		6		Preemptive.	2nt asks for feature	Preemptive kc if slam interest	
2♠		6		Preemptive	2nt ask for feature	Same as above	
2NT				21-22 hcp			
3♣		6		Preemptive			
3♦		7		Preemptive			
3♥		7					
3♠		7		Preemptive			
3NT				Gambling			
4♣		8					
4♦		8					
4♥		8					

4♠

4NT

5♣

5♦

5♥

5♠

8

Ace asking 0/4, 123

8

8

8

8

HIGH LEVEL BIDDING

KC= 14/30 DOPI DEPO

4d= KC either m

Preemptive KC for exclusion and preempts

5nt pick a slam

Splinters