

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level= normally 5+ (can be 4+); 2-level=5+ cards; Aggressive style NV;
Wide range (can be light)
NEW SUIT=F1 (unless by passed hand) ; CUE= 3+ SUPPORT FOR MINOR/ 3 CARD FOR MAJOR
JUMP RAISE=PRE; FIT JUMPS; DBL JUMP = SPLINTER
2NT=GOOD 4 CARD RAISE OF MAJOR (NAT WITH MINOR)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd/4th Live: 15-18- HCP; SYSTEM ON
Reopening: 11-14 HCP; SYSTEM ON
By passed hand: 55 in unbid suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suiter: WEAK
2-suiter: Michaels CUE BID Unusual NT shows 5+/5+ in lowest two unbid suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE BIDS (5+/5+, ANY NV, INT+ VUL)
JUMP CUE ASKS FOR STOPPER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = Penalty
2♣ = majors, normally 5/4 either way; 2♦ asks for better major
2♦ = single-suited M; responder 2N = artificial, invite+ enquiry (3♣ = non-min with hearts; 3♦ = non-min with spades; 3M = min with suit)
2♥/2♠ = 5M with 4+m; responder's 3M = preemptive; 2N = asks for minor
2N = 55+m
*After penalty X of 1N and opps initiate wriggle, next X = takeout and subsequent doubles are for penalty.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1M – (X) – 2M = 3 card raise; 2N = 4+ cards 10+ HCP; 3M/4M preemptive
After 1m – (X) – 2N shows good raise or better; preemptive raises
RDBL = 10 + (implying no fit and interest in penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4 <sup>th</sup>	Same	
NT	2nd/4 <sup>th</sup>	Same	
Subseq	Attitude	Same	
Other: MUD from three, low from Hxx			
A for Reverse attitude, K for reverse count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Ace asks for rev att	
King	Asks for rev count	King asks for rev count	
Queen	QJx (+) asks for rev attitude	QJx(+) asks for rev attitude/unblock	
Jack	J10x (+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109 (+)	10x (K/Q)109(+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Lo/Hi=EVEN	Low = ENCRG
Suit 2	Hi/Lo=EVEN S	S/P	S/P
3	S/P		
1	Low = ENCRG	Lo/Hi = EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps): Odd-even discard			
Suit preference in trumps			
DOUBLES			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg doubles thru 4H			
Support doubles/redoubles thru 3H			
Maximal doubles when no other convenient game try			
1N- (X = penalty) – XX = rescue, any single suit			
Lightner double – requests unusual lead to freely bid slam			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: USA &amp; Wales</b>
<b>PLAYERS: Morgan Sabourin &amp; Fu Cheung</b>
<b>EVENT: Women Team</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF
5CM, 15-17 1NT
NAT WEAK 2♦/2♥/2♠ (2-3-4 rule)
<b>SPECIAL BID9S THAT MAY REQUIRE DEFENSE</b>
Short club opening (2+)
Multi Landy vs 1NT
2♦/2♥/2♠ = weak, single-suited
Negative Free bid
Bergen (system on with X)
2 way checkback (also with 1C-1H-1H)
4SGF
FSF to game, except 1C – 1D – 1H – 1S which is NAT and F1. Here, 2S is FSF.
Lebensohl on 1NT being overcalled and opp weak 2 opening.
Vs Unusual NT= cue lower = inv+pd suit, cue high= 4th suit GF
Vs Multi 2D= X= balance hand or 16+, others nat
<b>SPECIAL FORCING PASS SEQUENCES</b>
Forcing Pass at 5 level
Pass is forcing when a GF has been established
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-19 HCP	1 SUIT NAT, 5+ HCP, 1NT=5-11 HCP; 2♣=5+♣, 10+HCP; 2♦= GF, 2♥/2♠= weak; 3♣=5+♣, 2-7 HCP; 3♦= invite, 6+♦, 3♥/3♠= SPL, 3N = 12-15 BAL	1♣-2♣-3♣=NF 2-way checkback	AFTER 2NT REBID = nmf
1♦		4		11-19 HCP	1M NAT, 5+ HCP, 1NT = 5-11 HCP, denies M, 2♣=4+♣, FG; 2♦=5+♦, 10+HCP, 2♥/2♠ = weak; 3♣ = 6+♣ invite, 3♦ = 5+♦, 2-7 HCP; 3♥/3♠ = SPL, 3N = 12-15 BAL	2-way checkback	AFTER 2NT REBID = nmf
1♥		5		11-19 HCP	1S = NAT, 1NT = Semi-Forcing, 2♣ = 2+♣, FG, 2♦ = 5+♦, FG, 2♥ = 3+♥, 2S = WJS, 2N = FG, 13+, 4 card raise, 3C=6-8, 4+♥, 3D =9-11, 4+♥, 3♥ = 0-5 4+♥, 4C/4D splinters, 4S= to play	Impossible 2S: 1H – 1NT – 2m – 2S = good raise of minor 1H – 1NT – 2H – 2S = minors	2C = DRURY. 3+ card support. Repeat suit is the weakest option. Other rebids by opener: 2D = normal opener 2/3X (non-jump) = game try 3X (single-jump) = singleton, slam try 3M = Slam try asking for controls 3N = 18/19 BAL 4M = to play 4X = VOID showing
1♠		5		11-19 HCP	Similar to 1♥. 4♥.= to play	Similar to 1♥.	Similar to 1♥.
INT				15-17 HCP can include 5M/6m/singleton	2♣=NON-PROM STAYMAN, 2♦/2♥=TRF, 2♠=♣ 2NT=♦; 3♣= 55mm NF 3♦=55mm, FG; 3♥=31(45), FG; 3♠=13(45), FG 4♣=GERBER, 4♦=♥, 4♥=♠	Smolen Transfer breaks: 1N – 2D/2H – 3X = 4 card, A, max 1N – 2S – 2N – Hxx+ in clubs, max 1N – 2N – 3C – Hxx+ in diamonds, max	System on after X and system off after opponent overcall. 1NT-(X)-XX transfer to C.
2♣	YES			20+ HCP or GF	2♦=0-1 control, 2♥=2 controls, 2♠=3 controls, 2NT= 4+ controls, 3X= 6+X, 2 honours+ in X.		
2♦		6 (5)		5-10 HCP; WEAK	2M/3C = F1; 3M=NAT, FG; 2N = Ogust		
2M		6 (5)		5-10 HCP; WEAK	2OM/3X = F1; 2N = Ogust		
2NT				20-21 HCP, 5M/6m possible	3♣=PUPPET, 3♦/3♥=TRF, 3♠= minors (slam try) 4♣=GERBER, 4♦=♥, 4♥=♠	SUPER ACCEPTS OVER JACOBY TRANSFER	2NT-(3X)-DBL=T/O
3X		7 (6)		Pre-emptive	3X = F1; 3NT=T/P; 4NT=KEYCARD		
3NT	YES			Solid minor, no outside A/K	4♣ = pass/correct, 4♦ = asks shortage	3NT – 4♦ - 4M/5m = SPL, 4NT = 22(27)	
4X		7+		Pre-emptive			
4NT	YES			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♣=ACE, 5NT=2 A's		
5X		7+		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
						Gerber 04-1-2-3	
						RKCB/ EXBW/ minorwood 03/14	
						DOPI over controls before 2NT / DEPO over 4NT	
						Specific Kings	
						Cue bid 1 <sup>st</sup> and 2 <sup>nd</sup> round controls equally	