

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1-level; Constructive at 2-level; Weak jumps; Ghestem (weak or strong) [2];
Unassuming Cuebids
Reopening: Natural, 4+ card suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 h.c.p.s; System on.
Protective: 10-14 h.c.p.s. System on.
Reopening: 10/11 h.c.p.s. System on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Suits - Weak when non-vulnerable and vulnerable;
Ghestem (weak or strong, depending on vulnerability) [2];
2NT only forcing response to all
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue = Ghestem (weak or strong) [2];
Jump Cuebid is stopper-asking for NT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
X of Strong = clubs; X of Weak = Penalty. Vs both - 2♣=diamonds or both majors;
2♦ = hearts or 4 spades with longer minor; 2♥=4 hearts with longer minor 2♠ = 5+ spades
2NT = both minors
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = takeout; cue = stopper ask for NT; cue of minor at 4-level = 5/5 Majors; Leaping Michaels; 3NT to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣ - X = takeout; 1♦♥♠ = natural; 1NT = higher Major +

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , MUD, Hi-lo (doubleton)	Low from 3/4 to an honour	
NT	4 <sup>th</sup> , MUD (from 3 or 4)	3/4, MUD, Hi-lo	
Subseq.	Original Count		
Other:	v NT High card lead discourages		
<b>LEADS</b>			
Lead	Vs Suit	Vs NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for count	Asks for count	
Queen	Asks for reverse attitude	Reverse attitude or unblock	
Jack	KJT; JTx+	AJTx+; KJTx+; JTx+; Jx	
10	Top of seq., or internal seq.; 10 x	As vs Suit	
9	9 x	As vs Suit	
Hi-X	xXxx, or Xx	xXxx, Xxx	
Lo-X	MUD; Hx̄x̄; Hxx̄x̄	MUD; Hx̄x̄; Hxx̄x̄	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Low encourages	Count	Suit Preference
2nd	Count	Suit Preference	Count
3rd	do.	Count	Count
NT: 1st	Same as Suit	Same as Suit	Same as Suit
2nd			
3rd			
<b>Signals (including Trumps):</b>			
Reverse Italian			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to, and including, 4♥; shape-showing; jump/cue bid = strong hand			
Reopening = 9+ h.c.p.s			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: LADIES</b>
<b>PLAYERS:</b>  VALARIE BURKE MORAN ANN O'CONNELL
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE:</b>
Natural
5-card Majors
1NT Opening - 15-17 h.c.p.s
2/1 forcing to 2NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦ [1]
2♥♠ Benjamin
Ghestem [2]
Texas Openings [11]
Smolen [3]
<b>SPECIAL FORCING PASS SEQUENCES</b>
In Slam zone, where we own the hand

higher minor, or, lower Major + lower minor; 2♣ = black suits; 2♦ = red suits; 2♥/♠ = weak, 6-card suit.	Support up to 2♠; Game-try; Lightener against 3NT or slam Support redouble up to 2♠.	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		<b>IMPORTANT NOTES</b>
Redouble = 9+ h.c.p.s, penalty-oriented; 1x = natural, forcing for one round; 2x = natural, non-forcing; 2NT = good raise in Major;		
		<b>PSYCHS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING

1♣ 1♦		2 4	4♥ 4♥	11+ h.c.p.s	Natural; w.j.s. in Majors; 3NT to play; Splinters	Natural [4]; New Minor Forcing [5]; 4 <sup>th</sup> suit forcing to Game; delayed Splinters	
----------	--	--------	----------	-------------	---------------------------------------------------	---------------------------------------------------------------------------------------------------	--

1♥ 1♠		5 5	4♥ 4♥	11+ h.c.p.s	Natural; 2-level response forcing to 2NT; w.j.s.; 2NT (10+ h.c.p.s and support); 3NT (12-15 h.c.p.s and support); Splinters; R.K.C.B. [10]	Natural; 4 <sup>th</sup> suit forcing to Game; delayed Splinters; cuebids; R.K.C.B.[10]	Reverse Drury [7]
INT			4♥	15-17 h.c.p.s	Staymanic [8]; 4 suit Transfers, with super-acceptance [9]; Smolen [3]; Quantitative; 3♣/♦ [6]		
2♣	✓		4♥	23+ h.c.p.s; Acol 2 in any suit; or, Game Force	2♦ = Negative; 2♥/♠ = 5-card Positive; 2NT = Positive (no 5-card suit). Positive = 8+h.c.p.s, or Ace and King.		
2♦	✓	4/4	4♥	Ekren: weak with both Majors 6 - 10 h.c.p.s [1]	2NT forcing enquiry		
2♥	✓	6	4♥	6-10 h.c.p.s	2NT forcing enquiry	Suit bid shows feature and maximum	
2♠	✓	6	4♥	6-10 h.c.p.s	2NT forcing enquiry	Suit bid shows feature and maximum	
2NT			4♥	20-22 h.c.p.s	Stayman; Transfers; Quantitative; Smolen; Puppet		
3♣/♦		7	4♥	Pre-empt; 2 top honours in 1 <sup>st</sup> and 2 <sup>nd</sup> seat [12]	New suit forcing; 3NT to play; Minor Suit Keycard [10]		
3♥/♠		7	4♥	Pre-empt [12]	New suit forcing; 3NT to play; R.K.C.B. [10]		
3NT	✓			Long solid minor, no outside stopper	4/5/6/7♣ for conversion		
4♣	✓	7		♥ pre-empt, 5+ Controls	Suit bid shows Slam interest [11]; 4♥ to play; R.K.C.B. [10]		
4♦	✓	7		♠ pre-empt, 5+ Controls	Suit bid shows Slam interest [11]; 4♠ to play; R.K.C.B. [10]		
4♥		7		Pre-empt, less than 5 Controls [12]	R.K.C.B. [10]		

4♠		7		Pre-empt, less than 5 Controls [12]	R.K.C.B. [10]		
4NT	✓			Asking for specific Aces	5♣ = 0; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2; 6♣ = ♣A		
5♣		8		Pre-empt		HIGH LEVEL BIDDING	
5♦		8		Pre-empt		R.K.C.B. (1/4 3/0)	
5♥		6		Bid 6 with top honour		D.O.P.I. [13]; R.O.P.I. [13]	
5♠		6		Bid 6 with top honour			