

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
General Style:- Sound when Vulnerable
Minor Suit O/Call - always good suit (lead directing)
Responses:- Direct Raise primarily barrage/pre-emptive
Unassuming Cue Bid – used as Invite.
Change of Suit/NT - Constructive
Jump Cue Bid:- Mixed Raise.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses)</b>
2 <sup>nd</sup> Pos 15-17 - Responses: Stayman & 4 Suit Transfers
4 <sup>th</sup> Pos 10-14 - Responses: Stayman & Transfers (Majors only)
If NT Overcall is Doubled:- <b>Systems ON – RDBL = Minor</b>
<b>If opener partner raises his suit to 2 Level – Lebensohl applies</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak – Pre-emptive, but can be up to minimum opening values in 3 <sup>rd</sup> Seat if partner has passed opening.
Responses: Natural, Pre-emptive, 2NT range enquiry (if available).
Unusual NT – Minors or other suits (if opps bid 2 suits).
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct:- Michaels – Over Minor shows majors, Over major shows Other major + unspecified minor - at least 5/5).
Responses:- Raise – Barrage, 2NT – Enquiry, 3C – pass/correct.
Jump Cue Bid:- Splinter.
<b>VS. NT (Note alternates VS Weak &amp; Strong NT).</b>
<b>Capelletti:-</b> Dbl = Penalty, 2C = Single suited hand, 2D = Majors, 2H = H + Minor, 2S = S + Minor, 2NT = Minors.
Responses:- 2NT generally range enquiry, Raises pre-emptive. All as above against Weak NT (12-14) ONLY.
<b>Versus Strong NT:- Dbl = Single Suited Hand, and 2C=Minors.</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = Take Out / Optional
3NT = To Play
New Suit = Suit + Values.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs Strong 1C - Truscott.
1D = D+H, 1H = H+S, 1S = S+C, Dbl = C+H, 1NT = D+S
All of the above with less than 13HCP.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+ HCP – denies length in openers suit.
Normal Bergen raises of Majors.
Raise = Preemptive/Natural
New Suit = Natural, NF if bid at 2 Level.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , Top Sequence,	If supported in auction	
NT	MUD, Second highest	Lead highest from 3 rags	
Subseq	From 4 Small. (All same)	Lowest from 3 otherwise.	
Other: Ace for Attitude, King for Count.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count	
Queen	Attitude	Attitude	
Jack	“	“	
10	“	“	
9	Doubleton or Singleton	Doubleton or Singleton	
Hi-X	Discouraging	Discouraging	
Lo-X	Encouraging	Encouraging	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Roman Discards
Suit 2	Count	Suit Preference	Odd = Encourage
3	Suit Preference	(Only when needed)	Even = Suit Pref
1	Attitude		
NT 2	Count	Same as for Suit	Same as for Suit
3	Suit Preference		
Signals (including Trumps): Suit Preference where appropriate.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style : Sound / Natural			
Responses:- Natural, Cuebid opener suit to request doubler to Choose demonination.			
Balancing Position:- Treat as 3HCP weaker than in direct seat.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative Doubles up to 4S			
Support Doubles (showing 3 card support for responders major) up to 2H.			

W B F CONVENTION CARD
<b>NCBO: C.B.A.I.</b>
<b>PLAYERS: LOUISE MITCHELL</b>
<b>LUCY PHELAN</b>
<b>Camrose Trials -October 2022</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
ACOL, 15-17 NT, 5 Card Majors, Benjamin 2's.
2 Over 1 Game Forcing (by unpassed hand in non-competitive Auctions only).
X-Y Notrump
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
After Opps have bid 2 suits, cuebid of Lower/Higher of their Suits shows at least 4-6 (lower) / 6-4 (higher) in other suits.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: VERY RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S	Response 3C = 0-9 & 5+ clubs 2C = 4+ clubs, 11+, no maj	1NT : 6-11 HCP, 2H/2S = 0-5 HCP + 6 trumps, 2C = 11+ HCP, 3D/3H/3S, 0-5HCP + 7 trumps.	1NT over 1C = 6-10 + and 4+ clubs.	
1♦		3	4S	2D = 4+ diam, 11+, no maj	2D = 11+ HCP, 2H/2S = 0-5 HCP + 6 trumps	1NT over 1D = 6-11 and no major	
				Response 3D = 0-9 & 5+ diams	3C/3H/3S = 0-5 HCP + 7 trumps.		
1♥		5	4S		Bergen Raises, 3H/3S = 3-6 HCP+4 trumps, 3D = 7-9, 3C=10-12, 2NT= 13+, 3NT= 13-15 and 4-3-3-3 shape, all with 4 card trump support.	After Bergen 2NT, 3 of a new suit = singleton or void, 4H/S = Min, no shortage 3NT=non- minimum, no shortage,	
1♠		5	4S		2C= Dreary (Either 3 Card Invite or Nat 2/1)	3H/S= Non-Min no shortage, extra length	
INT				15-17 Balanced	2C = Non-Promising Stayman,	Systems ON if Opps DBL INT	Lebonsohl over interference
				Can include 5 card Major	2S = Range enquiry OR Transfer to Clubs	3C/3D = 5/5 in Minors Weak/Strong.	
					2D/2H – Transfer, 2NT = Diamond Transfer.	3H/3S = Singleton of Suit Bid & 5/4 Minors.	
2♣	✓		4S	Artificial - Benjamin	2D Relay	2NT= 21/22 , 3NT = 25/26	
					Puppet Stayman & Transfers over 2NT rebid.	Suit = 8/9 Playing Tricks.	
2♦	✓		4S	Artificial – GF - Benjamin	2H Relay	2NT = 23/24, 3NT = 27/28	
					Puppet Stayman & Transfers over 2NT rebid.		
2♥		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, 3D = 7/8, 3H = 8/9, 3S = 9/10	In Third Seat Can be a little
						3NT = Suit headed by AKQ	Stronger – 6-12 HCP.
2♠		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, 3D = 7/8, 3H = 8/9, 3S = 9/10	- Ditto -
						3NT = Suit headed by AKQ	
2NT				19-20 – bal or semi-bal (can have singleton).	3C = Puppet Stayman 3D / 3H = Heart/Spade Transfer	After 3S - 3NT denies good clubs,	
3♣		6 / 7		6-7 card suit – pre-emptive	3S = Club Transfer, 3NT= Diamond Transfer	After 3NT – 4C denies good diamonds.	
3♦		6 / 7		6-7 card suit - pre-emptive			
3♥		7		Pre-emptive			
3♠		7		Pre-emptive			
3NT	✓	7		Long Solid Minor with not More than a Q outside.	4C / 5C / 6C = Pass or Correct.		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		7 / 8		Pre-emptive/ or to make			
4♠		7 / 8		Pre-emptive/ or to make			
4NT							
5♣		9		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		9		Pre-emptive		RKCB:- 14-30	
						Constructive Raise to 4 of a Minor = Slam Invite	
						Keycard DOPI/ROPI, Dbl/Rdbl = 0 or 3, Pass = 1 or 4, etc.	