

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-17, mostly 5 at 1 level
Opening hand at 2 level
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV vs Vul, 6 card, 8 loser
Equal Vul, 6 card, 7 loser
Vul Vs non, 6 cars, 6 loser
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = 2 highest suits
Jump = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = Majors
2D = 1 Major
2H = H + m
2S = S + m
Vs strong, X shows 1 minor
2N = Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X TO
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = D or both Majors
1D = 5+H or S & longer m; 1H = H & longer m
1S = S; NT = minors; 2C = C; Weak jumps
OVER OPPONENTS’ TAKEOUT DOUBLE
Bergen and Jacoby over 1M (X)
XX = Balance of points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	KQ+	KQ+	
Queen	AQJ+, QJ+, Qx	AQJ+, QJ+	
Jack	JTx+, Jx	JTx+	
10	HT9+, T9, Tx	T9x+	
9			
Hi-X	2 <sup>nd</sup> /4 <sup>th</sup>		
Lo-X	2 <sup>nd</sup> /4 <sup>th</sup>		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Count
Suit 2	Att	Att	Att
3	Suit Pref	Suit Pref	Suit Pref
1	Count	Count	
NT 2	Att	Smith	
3	Suit Pref	Suit Pref	
Signals (including Trumps):			
Hi Lo is ruffing interest			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are TO			
Support X & XX			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X, XX			
Generally low level X is TO			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CBAI
PLAYERS: Rana!d Milne & James Heneghan
EVENT Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Better minor, 5cM
15 -17 NT
Bergen, Jacoby, Drury, Gazzilli
Muppet stayman over 2NT, Kickback 03/41
Smolen
Rubensohl/Lebensohl
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem
SPECIAL FORCING PASS SEQUENCES
After GF
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		12+	Inv minor, weak 2's in suits above		
1♦		3		12+	Inv minor, weak 2's in suits above, 2C = GF		
1♥		5		11+	1N = NF; Gazzilli, Bergen, Jacoby		2-way Drury
1♠		5		11+	1N = NF; Gazzilli, Bergen, Jacoby		2-way Drury
INT			3S		Stayman, Tx, smolen		
2♣	X				2D = Waiting, Suit = positive, good suit		
2♦		5	No	Weak 2D	2N asks feature		
2♥		5	No	Weak 2H	2N asks feature		
2♠		5	No	Weak 2S	2N asks feature		
2NT				20-21	Muppet, Tx		
3♣		6		5-10	New suit = F1		
3♦		6		5-10	New suit = F1		
3♥		6		5-10	New suit = F1		
3♠		6		5-10	New suit = F1		
3NT				Long minor only, no king outside			
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Specific ace ask			
5♣						HIGH LEVEL BIDDING	
5♦						Kickback; 03/41; D=0/3; P=1/4	
5♥							
5♠							