

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide ranging at 1 level, sound at 2 level.
New suit forcing by unpassed hand
Cue shows support with about 10+
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 direct or live in 4 <sup>th</sup> seat. 10-14 in protective position
System on.
10-14 in protective position.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak with respect for vulnerability
2NT in fourth seat is about 19-21
Direct 2N is lowest two unbid suits 5+/5+
4th seat: intermediate 10-13 with 6+suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue of 1m is majors. Cue of 1M is 5+OM5+m
Jump cue is stopper ask – usually with a running minor + stopper(s)
Cue of weak 2 is 5/5 2-suiter (Other major +minor or majors)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
If 1NT range includes 14 or less, X in 2 <sup>nd</sup> or 4 <sup>th</sup> seat is 15+. Then takeout double of one suit.
2C both majors; 2D response asks better M; may be invite
2D one suited major; 2M response pass/correct; 2N ask
2H/S show 5 that suit 4+ either minor. 2N enquiry then 3C/D weak,
3H/S good with corresponding minor. 3C pass/correct
X by passed hand is majors or minors and about 9-11
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X takeout; Jump to 3M is about 15-17 good suit
(2M) 3M is 5OM+5m
(3m) 4m is majors 5+/5+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Strong club: X/1D show good hands with C/D. 1N/2C/2D=CRO
Strong 2C: X=majors, 2N=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=10+ subsequent Xs are penalty; new suit F1
Jumps are fit showing over 1D/H/S (X)
Jumps to 2 and 3 level are weak over 1C (X)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th/2nd From Poor Suits	4th/2nd From Poor Suits	
NT	4th/2nd From Poor Suits	4th/2nd From Poor Suits	
Subseq	Low to encourage continuation/high to discourage.		
Other: Low from Hxx and Txx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK asks attitude	AK asks attitude	
King	AK or KQ asks count	AK or KQ Asks count	
Queen	KQ or QJ asks attitude	same	
Jack	(H)JT(x+)	(H)JT(x+)	
10	(H)T9(x+)	(H)T9(x+)	
9	H98(x+) or 9x	H98(x+) or 9x	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Standard count	Even enc, Odd SP
Suit 2	Current count	Suit preference	Current count
3	Suit preference		Suit preference
1	Reverse attitude	Standard count	Even enc, Odd SP
NT 2	Current count	Suit preference	Remaining count
3	Suit preference		Suit preference
Signals (including Trumps):			
When following with low trumps we show suit preference			
Hi-low is even or discouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or about 18+ HCP			
Can be as weak as 9 HCP with ideal shape			
First double from both sides is takeout except after we pre empt or			
in forcing auctions.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX: opener's X or XX when responder has shown a major shows			
3 cards if we can still play at the 1 or 2 level.			
Game try X - if we've bid and raised a major, and there's no space for game			
try (e.g. 1S (P) 2S (3H) - X is a game try.			

<b>W B F CONVENTION CARD</b>	
<b>CATEGORY: GREEN</b> <b>NCBO: CBAI</b> <b>PLAYERS:</b> <div style="text-align: right;"> Louise Mitchell  David Walsh </div>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Mini NT (10-13) non vul, strong (15-17) NT vul and 4th seat.	
1C = clubs or balanced	
5 Card Majors 1D = natural	
2/1 Game Forcing	
Third in hand openings are wide ranging and can be light with a good suit	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1NT 10-13 non vul in seats 1,2,3	
2D = both majors weak or 18/19 balanced	
2C = weak diamonds OR 22+ balanced OR any GF	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When we're in a GF. When we bid game constructively.	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: Rare</b>	

OPEN ING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	5S	Clubs or balanced (14-17 nonvul in 1.2.3 seat, 12-14 otherwise)	1N 6-11 NF 4+ clubs; 2♣ GF with 4+ clubs; 2D/H/S weak; 2NT About 8-11 5+♣; 3C 5+ clubs 4-9 points	Natural	New suit F1, Support X/XX of 1M if we can still play 2M
1♦		4	5S	4+diamonds	Natural. 2D=4+D GF. 2M weak. 2N=nat inv. 3C=8-10 4Ds. 3D=4-7 4+D. 3M/4C=shortage GF.	Natural	“
1♥/♠		5	5S	5 cards in 1/2/4 seat, can be good 4 in third seat	2m=nat GF. 1H2S or 1S/3H=3 card limit. Single raise 3 card 6-9, jump raise weak, 3C/D=4 card raise 10-11/7-9. 2N 4 card support GF	Natural	2C/2D by passed hand is 9+ with 3 or 4 card support
1NT			4H	10-13 non vul in 1,2,3 seat	Stayman, 4suit transfers. 3m=55 minors inv/GF 3H 3=1=(4-5) GF; 3S 1=3=(4-5) GF	After 2 level overcall, X cards/takeout	X=TO/cards.
			4H	15-17 vulnerable and 4th seat		Break M transfer with good support. Accept m transfer with fit.	
2♣	x			weak with diamonds or 22+ balanced or any GF	2D=to play if weak, 2N=inv+ ask 2H/2S/3C=inv 3D/H/S = nat GF	If opener rebids a suit, next suit up shows misfit with <6 points	After overcall, X=penalty, new suit = F.
2♦	x	5		weak both majors or 18/19 balanced	2M to play opposite the weak hand, 3M=inv, 4M to play. 2NT inv+ enquiry	2D-2M-2N=18/19 bal	After X pass is to play 2DX After overcall, X penalty
2♥		5		6 cards 3-10 HCP. 5 cards possible 1 or 3 seat non-vul	2S constructive, 3new suit F1. 2N ask	Over 2N show feature if good. 4 new=65	After overcall, X penalty
2♠		5			New suit F1. 2N ask	Over 2N show feature if good. 4 new=65	After overcall, X penalty
2NT				20-21	Baron, 4 Suit transfers,	Transfer then 4N=quant.	X=takeout
3♣		6		Preempt	New suit F1	-	
3♦		6		Preempt	New suit F1		
3♥/♠		6		Preempt	New suit F1		
3NT	x			Solid minor in 1 or 2 seat. To play in 3 or 4 seat	4C pass/correct. 4D asks singleton. 4M to play 4N asks length	Over 4D, 4H no shortage, then show in steps. Over 4N, 5C=7, 5D=8.	
4♣/♦		7		Usually 7-4 or 8 cards with 3 or fewer controls (A=2 K=1)	4M to play. 4N keycard		
4♥		7					
4♠		7					
4NT				Specific ace ask	5C none 5D/H/S that Ace. 5N=CA. 6C=2Aces		
5♣		7		Preempt	New suit = cue	HIGH LEVEL BIDDING	
5♦		7		Preempt	New suit = cue		
5♥		7		11 trick hand missing top 2	Raise with top honour	After interference, X or XX is the first step	
5♠		7		11 trick hand missing top 2	Raise with top honour	When no space to show steps, X/XX shows 1/3 and pass shows 0/2/4	