

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1-level and opposite passed partner
New suit forcing except after (bid) bid (bid)
2NT = mixed raise with 4+M
2Cue = constructive+ raise with 3M
3Cue = stronger raise with 4+M
3M = weak raise with 4+M
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) in direct or sandwich seat
Reopening vs 1M: 15-17(18)
Reopening vs 1m: (11)12-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps, vulnerability dependent, but not (1M) 3♣
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) 2M = 5+oM + 5+♣
(1M) 3♣ = 5+oM + 5+♦
(1x) 2NT = 5+ 5+ LUBS [5+♥ 5+om vs short 1m openings]
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = Penalties
2♣ = ♥ + ♠
2♦ = ♥ or ♠
2M = 5+M + 4+m
2NT = ♣ + ♦
3m = NAT, strength depends on vulnerability, position and NT size
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, lebensohl over 2M
Leaping and non-leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = ♥ + ♠
NT = ♣ + ♦
1NT advance usually 3X SUP, 2NT advance 4X, 3♣ strong 4X
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+, Penalties
Suits = Nat, F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	Same	
NT	Attitude	Same	
Subseq	Attitude	Same	
Other: At 5-level or higher: Ace usually seeks Rev ATT for the King or S/P, King usually shows Ace or Queen and asks for Reverse Count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Top (except 5 level+)	AK or broken suit	
King	Top (except 5 level+)	KQ or ask UNBLK Q	
Queen	QJ(+), Q(x)	QJ or ask UNBLK J	
Jack	J10(+), KJ10(+), J(x)	J10+, (A/K)J10+	
10	109(+), K/Q109(+), 10(x)	109+, (A/K/Q)109+	
9	9(x), KJ9(x/xxx)	Q98+, J98+, or discouraging	
Hi-X	Xx, xxXx, xxXxxx	Usually discouraging	
Lo-X	xxX, xxxX	Usually encouraging	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev ATT	Rev CNT	Rev ATT
Suit 2	Rev CNT	Standard S/P	Standard S/P
3	Standard S/P		
1	As above	Rev SMITH	As above
NT 2		Rev CNT	
3		Standard S/P	
Signals (including Trumps):			
LOW=ENC, LOW=EVEN, Standard Suit Preference, LOW=LIKE LED			
SUIT VS NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Cue = forcing to suit agreement except by passed hand			
Lebensohl over (2M) X and similar			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X and XX			
Game try X with suit agreement			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: New Zealand
PLAYERS: Ashley Bach - Nick Jacob
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
♣♦♥♠
1NT = (14)15-17
1♣ = 2+♣, if balanced can have longer diamonds
1♦ = 4+♦, normally 5+♦ or (44)4(1) in 1st/2nd seat
1M = 5+M, rarely shorter in 3rd seat NV
2♦ = 6M, less than 2M opening
2M = 6M, 8-11
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to 1♣ opening
2♦ opening = 6M, less than 8 HCP
Third seat openings can be very light
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		(9)10+ 4+♣ if UNBAL; 2+♣ (10)11-14 or (17)18-19 if BAL	1♦=4+♥, 1♥=4+♠, 1♠=♦ or no M, 1NT=10-12 no M 2♣=4+♣ GF, 2♦=5+♣ INV, 2M=NAT INV, 2NT=6+♣ Mixed, 3X=PRE X	2-way CB over any 1M or 1NT rebid	
1♦		4		(9)10+ 4+♦ if UNBAL; usually 5+♦ if BAL	1M/1NT/2♣=NAT, 2♦=4+♦ GF, 2M=NAT INV, 2NT=INV, 3♣=4+♦ INV, 3♦=Mixed, 3M=SPL		
1♥		5		(9)10+ 5+♥	1NT=NF opp WEAK NT, 2♣=2+♣ GF, 2♦=NAT GF, Jump oM=NAT INV, 3♣=4+M Mixed, 3♦= 4+M INV, 2NT=4+M GF, 3M+1=10-12 any SPL	1♥-3NT=void ♠ 1♠-4♥=void ♥	
1♠		5		(9)10+ 5+♠			
INT				(14)15-17 5M or 6m OK, 4441 rare	Stayman, 4*transfers, 3♣=puppet, 3♦=♣+♦, 3M=SPL, 4♣/4♦=4♥/4♠		
2♣	✓			GF or 22-24 NT	2♦=waiting		
2♦	✓			6♥ or 6♠ weaker than 2M	2M/3M=P/C, 2NT=ENQ, 4♣=xfer to M, 4M=to play	2♦-2NT: 3♣=min ♥, 3♦=min ♠, 3♥=max ♠, 3♠=max ♥	
2♥		6		6♥ 8-11	2♠=ENQ	Min w/ SPL, Max w/ SPL, Max w/o SPL Min w/o SPL	
2♠		6		6♠ 8-11	2NT=ENQ		
2NT				(19)20-21 NT same constraints as 1NT	Puppet Stayman, Transfers, Minor Suit Stayman 4♣/♦/♥/♠=♥/♠/♣/♦ Slam try+		
3♣		6					
3♦		6			Suits NAT F		
3♥		6					
3♠		6					
3NT	✓			1st/2nd=Solid minor no outside A/K, 3rd/4th=To play	Minors=P/C, Majors=NAT		
4♣		6					
4♦		6					
4♥		6					
4♠		6					
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						4NT=1430, Exclusion=01122, 1st/2nd controls	
5♥							
5♠							