

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
(4)5+ suit at 1 level, 5+ suit at 2 level
In response: Jump raise in M: Mixed, 1NT: 7-10(11) HCP cue shows a raise, new suit is NF below 3 level, when simple change of suit is NF then jumpshift is NAT F
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1st/2nd: 15-18 HCP, system on 4th: 12-15 HCP, system on
(1 Bid)-P-(1 Bid)-1NT: 15-18 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Intermediate over suit or weak 1NT, PRE over strong NT or strong 1♣, Strong vs Pre-empt 2NT: 5+/5+ Minors (or two lowest over m) constructive 4 <sup>th</sup> : Intermediate, 2NT: 20-22 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m 3+)-2m: 5+/5+ majors, (1M)-2M: 5+OM&5+m constructive (1m <3)-2m: NAT [15]
<b>VS. NT (vs. Strong/Weak; Reopening; PH) [13]</b>
X: Penalties incl vs strong 1NT 2♣:♥ & ♠ (then 2♦: Ask for longer M), 2♦: Natural, 2♥/2♠: Natural, 2NT: minors
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X: T/O Lebensohl over 2M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1♣)- or (1♣)-P-(1♦)- X: majors, 1NT: minors, weak jumps (2♣)- or (2♣)-P-(2♦)- X: majors, 2NT: minors, weak jumps Pass then bid: good hand
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX: 10+ HCP Pen interest or BAL 7 card fit 8-10 HCP

LEADS AND SIGNALS
<b>OPENING LEADS STYLE</b>
Lead In Partner's Suit
Suit 3rd/5th 3rd/5th
NT 3rd/5th 3rd/5th
Subseq Attitude
Other: Occasional 4 <sup>th</sup> when 3 <sup>rd</sup> may cost eg KJ9x Possible attitude if raised partner's suit
<b>LEADS</b>
Lead Vs. Suit Vs. NT
Ace Overlead Overlead
King Overlead Unblock/rev count
Queen Overlead / interior Can be from K
Jack Overlead / interior Overlead / interior
10 Overlead / interior Overlead / interior
9 9x 9x
Hi-X 3rd/5th 3rd/5th
Lo-X 3rd/5th 3rd/5th
<b>SIGNALS IN ORDER OF PRIORITY [18]</b>
Partner's Lead Declarer's Lead Discarding
1 Rev attitude Rev count Rev attitude
Suit 2 Rev count Standard SP Rev count
3 Standard SP Standard SP
1 Rev attitude Rev count Rev attitude
NT 2 Rev count Standard SP Rev count
3 Standard SP Standard SP
Signals (including Trumps): Trump plays may be suit preference or interest in ruff
<b>DOUBLES [17]</b>
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>
10+ HCP with excellent shape Responses: cue F to suit agreement, min suit 0-7/8 HCP, jump 8-11 HCP, double jump below game 8-11 HCP 5 card suit
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
X: Can be game try in cramped auctions X: Can be suggesting partner bid 3NT in cramped auctions X of (1NT)-P-(3NT) or similar asks for a heart lead X of Stayman or transfer is lead directional X of splinter suggests a sacrifice X of Multi 2♦: takeout of spades or strong [14]

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: New Zealand</b>
<b>EVENT: Open (27/11/2024)</b>
<b>PLAYERS: Dwayne Crombie Stephen Henry</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>2/1 Game Force</b>
12-14 HCP 1NT, 1 Suit Opening 5♣5♥4♦2♣ [1]
1♠: 2+ or 18-19 HCP BAL, 2♣: ART GF, 2♦: Flannery
2M. Weak
Possible bypass of diamonds after 1♣ opening
<b>1NT Opening: 12-14 HCP</b>
<b>2 over 1 Response: Natural GF</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♠: 2+ suit, may be 18-19 HCP BAL with any 5332
2♦: 11-16 HCP, 4+♠ & 5+♥ (hearts always longer)
3NT: Good major suit pre-empt [10]
NF Invitational jump shifts at the three level
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
A bid of a contract when forced to that contract is min 4th suit game forcing (1♣-1♦; 1♥-2♠: 4SF with 1♠: NAT)
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Bids and Responses		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2	4♥	Natural, 10+HCP [1]	Suit: NAT F (may bypass diamonds), 1m-3m: Mixed [8]	1NT: 15-17 HCP. 3NT: To play, 1♣-1 Suit; 2NT: 18-19 BAL
1♦		4	4♥	or 18-19 HCP BAL (incl 5M) normally 1♦ with 4-4m	1NT/2NT: NF 5-9/10-12 HCP, 1m-2m: INV+ raise [2] 2♥/2♠: (0)4-7 HCP 6+ suit, 1♦-3♣: NAT NF INV	1♦-1X; 2NT: INV+ with 4 card support or 3 card with 6♦ [6] 1M: Nat possible BAL
1♥		5	4♦	Natural, 10+HCP [1]	1♠: (4)5+♠, New suit at 2 level: GF, 1NT: NF 5-11 HCP	1NT: 15-17 HCP, 3NT Rebid: To play
1♠		5	4♥		1♥-2♠: (0)4-7 HCP 6+ suit, 2NT: ART INV+ Raise [3], 1M-3M: Mixed raise, Jump-shift: NAT NF INV, Double jump-shift SPL, 3NT: To Play	1♥-1♠; 2NT: INV+ with 4+♠ or 3♠ with 6♥ [6] 1♥/1♠-2NT; 3♣: Any Min (11-14 HCP), 3♦: 15+ no SPL, 3♥/3♠/3NT: 15+ SPL H/M/L, Jump: void [3]
						After 2/1: 2 of openers suit: Catchall, often minimum [7]
1NT		-	4♥	12-14 HCP, Approx BAL (5M possible)	2♠: Stayman, 2♠: Size ask or 5+♣ 2♦/2♥/2NT: 5+♥/5+♠/5+♦, 3♣: Puppet Stayman 3♦: GF 5m5m, 3♥/3♠: 31(mm)/13(mm) 4♠: Gerber	Stayman then new suit GF except 2 level NF after 2♦ resp 1NT-2♦/2♥: 2NT/3M; excellent/good super accept [8] 1NT-2♦/2♥: New suit by responder NAT GF 1NT-2♠/2NT; Step 1: Min, Step 2: Max [8] then suit is SPL
2♣	ART	-	4♥	ART GF or 23+ HCP BAL	2♦: Negative or waiting, 2♠: BAL GF, 2NT: 5+♠ 2♥/3♣/3♦: Good suit GF	2♣-2♦/2♠; 2NT: As over 2NT opening
2♦	ART	-	-	11-16 HCP, 4+♠ & 5+♥ (♥ always longer than ♠)	2♥/2♠: To play, 2NT: ART GF, 3♦: ART INV in M 3♣: NAT NF, 3♥/3♠: Mixed raise, 4♣/4♦: RKCB for ♥/♠	2♦-2NT: 3♣/3♦: FRAG, 3♥: 4522 Min, 3♠: 4522 Non-min 3NT: 4522 good mm. 4♣: 4♠&6♥, 4♦: 5♠&6♥ [9]
2♥		(5)6	-	4-9 HCP, 6 Card suit	2NT: ART INV+, New Suit: NAT 1RF	2M-2NT; 3M: Minimum, 3NT: Max no SPL, Other: SPL
2♠		(5)6	-	(occasionally 5 card suit)	Raise: PRE, 3NT: To Play	
2NT		-	4♥	20-22 HCP, Approx BAL (Possible upgrades)	3♣: Puppet Stayman, 3♦/3♥: ♥/♠, 3♠: Both minors 3NT: To play, 4♣/4♦: NAT F, 4♥/4♠: To Play	After 2NT-3♣: 3♥/3♠ 5 card suit, 3NT no 4+M 3♦: 1 or 2 Majors (3M shows OM, 4♦ shows both M)
3♣/3♦		6	-	Pre-empt	New suit: Forcing	Opener not to go past 3NT without fit
3♥/3♠		6	-		3NT: To Play	
3NT	ART	-	-	Good major suit pre-empt	4♣: ART ♥ ST, 4♦: ART ♠ ST, 4M: P/C, 4NT: Blackwood	3NT-4♣/4♦: [10]
4♣		7		Pre-empt	New m: cue, 4M: NF	HIGH LEVEL BIDDING [11]
4♦		7			4NT: RKCB	Kickback/RKCB (14/03), Cue 1 <sup>st</sup> /2 <sup>nd</sup> equally
4♥		7		Pre-empt	4♠: NF, Other new suit: cue	Last train, PODI/PORI
4♠		7			4NT: RKCB	After GF SPL next step (not 3NT) asks for void/keycards