

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: Natural; Responses: 1/1 F1; 2/1 NF; 2/2 F1; Cue = Force
Reopening: Natural
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd position: 15-17; 4 th position: 5/4; Reopening position: 11-14
Responses: weak Stayman/tsf
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual NT = lowest suits
Reopen: Weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
All Cue = Highest + another
VS. NT (vs. Strong/Weak; Reopening;PH)
X: ♣ or Majors
2♣: Diamonds
2♦: One Major suit
2♥/♠: ♥/♠ + one minor
2NT: minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X: Take-out until 4 hearts
Jumps & NT bids: Natural strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
XX: 10+; 2NT: sound raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Standard count	Standard count	
NT	Standard count	Standard count	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK short	AK short	
King	AK long/KQ...	Good suit, asks to unblock	
Queen	QJ	KQ short, AQJ.../QJ...	
Jack	KJ10.../J10	AJ10.../KJ10.../J10...	
10	K109.../Q109.../109...	10..., H (not Q) J10...	
9	9x	9..., H (not J) 109...	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Upside down att	Std count	Odd=encouraging
Suit 2	Std count		Even=suit preference
3	Suit preference		
1	Upside down att	Std count	Suit preference
NT 2	Std count		
3	Suit preference		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Natural; Responses: Natural (Cue = Force)			
Reopening: Natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
A lot of responsive § value doubles; Lightner double ...			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: 4846 BOIRS Luc – 4661 REMY Ferdinand
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards ♥ ♠ - ♦/4 - ♣ maybe 2 cards
1NT: 15-17 maybe 5 cards M
2♣: F1
2♦: GF
2♥/♠: Weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT: Gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Light 3 rd hand opening

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		C 4	4♥ 4♥	Natural, may be 2 cards Natural	Natural – Weak single jumps Natural – Weak single jumps	Walsh, Roudi, Checkback, 3 rd suit, 4 th suit Walsh, Roudi, Checkback, 3 rd suit, 4 th suit	Weak single jumps Weak single jumps
1♥ 1♠		5 5	4♦ 4♦	Natural Natural	Natural, 1NT F1 on 1 st and 2 nd opening, 1M-2M(8-10), Bergen Natural, 1NT F1 on 1 st and 2 nd opening, 1M-2M(8-10), Bergen	Roudi, Checkback, 4 th suit, splinters 4 th suit, splinters	Inverted Drury Inverted Drury
INT				15-17	Weak Stayman with 3 responses, 2 & 2NT TSF	2NT Stayman if overcall; Smolen	
2♣	X		Penalty X	F1(22-23 Bal) or 8(1/2) tricks	2♦ relay or any good suit		
2♦	X		Penalty X	Any GF	2♥(0-7) rest Aces		
2♥		(5) 6		Weak	Natural F1; 2NT: Strong relay		
2♠		(5) 6		Weak	Natural F1; 2NT: Strong relay		
2NT			4♥	20-21	Puppet Stayman; TSF		
3♣		(6) 7		Natural weak			
3♦		(6) 7		Natural weak			
3♥		(6) 7		Natural weak			
3♠				Natural weak			
3NT				Gambling minor suit			
4♣		(7) 8		Natural weak			
4♦		(7) 8		Natural weak			
4♥		(7) 8		Natural weak			
4♠		(7) 8		Natural weak			
4NT				2 suiter's minors			
5♣		(8) 9		Natural weak		HIGH LEVEL BIDDING	
5♦		(8) 9		Natural weak		KCBW 41-30 with Q ask	