

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural and constructive at 1 level – opening hand+ values
Overcalls at 2 level sound with values in suit bid
Change of suit non forcing, Jump in new suit Fit
Protective doubles may be light with shortage in overcalled suit.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 in 2 nd and 4 th position
Responses as over 1NT opening (stayman & transfers)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls. 6+ card suit. Change of suit forcing.
Leaping Michaels
(1x) – P – P – 2NT = Lower 2 suits / 20-22
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
3m – 4m = MM
VS. NT (vs. Weak/Strong)
Vs. weak NT X = 15+, Multi Landy (X in 4 th weaker)
Vs strong NT X = minor, Multi Landy
VS. short Club
1D = either weak NT or diamonds. X=16+; 1H/S natural:
2D multi landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X= takeout – Lebensohl
Cue bid = shortage, NT = strong (17-19) with double stop
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1Club 1NT Minors; Dbl Majors; Weak jump overcalls
Over 2 Clubs - Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Bids at 1 and 2 level forcing. 2NT = good raise / 4 card
XX at most doubleton, looking for penalties

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th	Same but low from xxx	
NT	2 nd & 4 th . Strong K and 10's	Same but low from xxx	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx		
King	KQx	KQJx	
Queen	QJ10	QJ10x	
Jack	Jx or J10x	J10x	
10	10x	HJ10	
9	9x or 109x	9x or 109xx	
Hi-X	2 or 4	2 or 4	
Lo-X	Usually 3 (5)	Usually 3 (5)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude A/Q leads	Normal Count	Rev attitude
Suit 2	Normal Count		
3			
1	Normal Count	Normal Count	As above
NT 2			
3			
Signals (including Trumps):			
Peter will look for ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ in protective seat			
Low level doubles for takeout, e.g. sputnik, responsive.			
Game try doubles. Lightner. Lebensohl response to some t/o X's			
Cue bids forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Liz Atkinson & Chris Rochelle
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4 card majors. Weak NT (12-14)
Benjaminsed (reverse) Acol
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
After penalty X of 1NT.
IMPORTANT NOTES
1S-2H-2S-3H is now strong and forcing
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	11-19	Standard limit bids. 1NT = 6-9 2NT 15/6 + with 4 clubs	2C/2D/3C checkback	
1♦		4	4D	11-19	As over 1C		
1♥		4	4D	11-19	Standard limit bids. 2NT slam try. Splinters	Over 2NT slam try 3 level bids second suit. 4 level bids 1 st or 2 nd round control	
1♠		4	4D	11-19	As over 1H		
INT	12-14			May have 5 card major	Stayman, transfers, 2S limit bid. 3 level invitational 2C stayman non prom – can be slam try minors	Lebensohl (stop through 2NT). “wriggle” over 1NTX – XX two suited, 2 bids natural except clubs.	
2♣	✓			Game force	2D = neg / relay (no slam interest). Suit bids good usually A/Kxxx		
2♦	✓			8 pl tricks or 23/24 NT	2H = relay		
2♥		6			2NT asks. 3C= weak points & suit; 3D= weak but better suit; 3H=top end poor suit; 3S= good.		
2♠		6			As 2H		
2NT	20-22				5 card puppet stayman, red suit transfers. 3S = both minors. 3NT to play		
3♣		6		Pre-emptive	Change of suit forcing		
3♦		6		Pre-emptive	Change of suit forcing		
3♥		6		Pre-emptive	Change of suit forcing		
3♠				Pre-emptive	Change of suit forcing		
3NT		7+		Long minor, little else	4/5/6 clubs pass or correct. 4D slam try		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				Asks for specific Aces			
5♣		8+		To Play		HIGH LEVEL BIDDING	
5♦		8+		To Play		4NT = RKCB (3014); 5NT asks for Kings (bid got with 1, not got with 2)	
5♥						DOPI/ROPI = step responses as RKCB 30/14	
5♠						Cue bid below game 1 st or 2 nd round control	
						Cue bid above game level 1 st round control	
						Cue bid X – XX = 1 st round control, Cue bid – X pass = no control	
						Exclusion Key Card - step responses	