

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound at 2 level; up to 18 HCP; New suit F1 unless PH; JUMP IN NEW SUIT is FIT-SHOWING (FIT) NF; CUE-BID RESPONSE is a good raise INV, CUE in RESP suit STR raise with stopper and denies a stopper in opener's suit if above opener's suit; XX after X shows a raise to the two-level without a top honour so that a simple raise promises a top honour; JUMP RAISE=PRE
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 balanced; system on 11-14 in balancing seat (may be 15 after 1♠ opening); system on 4 th LIVE= WK T/O for the other two suits with the cheaper suit usually being shorter
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls (except in balancing seat); 2NT response is GIR; 8 playing tricks in balancing seat
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
JUMP CUE ASKS FOR STOPPER DIRECT CUE BID= Michaels around spades (any strength, always 5+5+)
VS. NT (vs. Strong/Weak; Reopening;PH)
vs strong: DON'T (X= any single suited hand, 2♣=♣+another, 2♦=♦+M, 2♥=♥+♠, all 11+ HCP), any suit by RESP P/C and 2NT=GIR
vs weak: X= PEN; suit= either the next suit up or the two suits above the next suit up (P/C responses, 2NT =GIR) PH= X shows clubs, else the same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X= T/O. 4NT/4♠ = any two-suiter. 4♥/3♥= ♠+m. 4NT/3♥=♣+♦ 4NT/3♥=♣+♦ but weaker. [8] LEAPING MICHAELS GF; LEB-SLOW / WK2x [8]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VUL: X= ♦ or both M, suit= the next suit up or the two suits above the next suit up, NT= ♣ and ♥ or ♦ and ♠. All RESP P/C, NT= GIR NV: X= ♣ or ♦ and ♥, suit= NAT or the next two suits above
OVER OPPONENTS' TAKEOUT DOUBLE
New suit F; JUMP raise= PRE/M LIMIT/m JUMP to game in M may be MIXED raise, FSJs. 2NT/M= LIMIT raise. JUMP in a M/m= very weak two (< 6HCP)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3+/5/LOW (showing CT)	Same	
NT	4 th ; 2 nd from weakness	LOW from xxx(+)	
Subseq	Small encouraging	same	
Other: LEAD DIRECTING X: in 1NT-3NT asks for hearts. X of SPL asks for the lower-ranked of the remaining two suits.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	STND, but asks ATT	Asks UB	
King	STND, but asks CT	Asks for the queen, partner encourages with the queen	
Queen	STND	Asks UB (CT if cannot UB)	
Jack	STND	Denies a higher honour	
10	3 rd highest or highest	2 or none above	
9	3 rd highest or highest	STND	
Hi-X	3/5 showing CT or top	2 nd highest unless 4 th best	
Lo-X	3/5 showing CT	4 th best or 2 nd from weakness	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (reverse)	Count (reverse)	Attitude (reverse)
Suit 2	Count (reverse)	Suit preference	Count (reverse)
3	Suit preference		Suit preference
1	Attitude (reverse)	SMITH	Attitude (reverse)
NT 2	Count (reverse)	Count (reverse)	Count (reverse)
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps): All signals except SMITH are REVERSE			
ATT at T1 is based on the obvious shift principle [7]			
TRUMP SIGNAL shows count, or ability to ruff, or suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape has top priority. May be light with classic shape.			
RESP DBL up to 4♥ (but 1♥-X-1♠-X is PEN)			
1NT= 6-10, stopper			
2NT= Two places to play if forced to bid at the two-level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG and RESP DBLs up to 4♥, SUPP DBLs and RDBLs, COMP DBLs, G/T DBLs, REV RKRNZ RDBL			
4 TH SUIT DOUBLE of 3 rd suit= 4 th suit+tolerance			

W B F CONVENTION CARD
CATEGORY: Natural - RED NCBO: New Zealand PLAYERS: Murat <u>Genç</u> (63283) John <u>Patterson</u> (46924)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 5-card M with short club with 1 Brown Sticker (BS) Convention
2 OVER 1 Responses: FG/1M except rebid [1] F 1NT/1♠, INVERTED 1♠/1NT RESPONSES to 1♥ [2]
Many FIT-SHOWING JUMPS (FIT) F1 1NT Opening: 15-17 VUL, 12-14 NV
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = "MOULDY" [5] (BS)
GAMBLING 3NT (may have outside King)
WEAK JUMP RESPONSES in a M after 1m opening
FIT-SHOWING JUMPS (FIT) F1
COMP CUE=LIMIT+ RAISE, JUMP RAISE=PRE, JUMP CUE=SPL
THREE-WAY GAME TRYs [9]; NF REVERSES [11]
SCRAMBLE 2NT after partner's T/O X
LEBENSLOH-SLOW [4]
4NT Opening is a very good PRE in a m
ESCAPING FROM 1NT DOUBLED [4]
4SF
LEAPING MICHAELS GF
TWO-WAY CHECKBACK
"WOLFF ADJUNCT" [12]
SPECIAL FORCING PASS SEQUENCES
Pass by RESP after our 1NT X [4]
IMPORTANT NOTES
PSYCHICS: rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	2	4♥	11-20 HCP, no 5-card major	2♣= IMR F1; 2♦= limit raise; 2M= 6+ in the suit, <6 HCP; 3♣= PRE; 3M=SPL GF; M first if WK	After 1♣ - 2♣; 2NT =stopper in both majors and asks for shortage. 2♦= doubleton ♣	2♣ response is now a limit raise
1♦		4	4♥	11-20 HCP, no 5-card major	3♣= limit raise, rest same as after 1♣ opening	As above except 2♦ rebid	2♦ is now a limit raise
1♥		5	4♥	11-20 HCP	INVERTED 1♠/1NT RESPONSES [2]; 2♥= CONST (8-10 HCP) with 3+ support; FSJs F1; SPLs; JACOBY 2NT; 3NT=13-15 HCP with exactly 3-card support and stopper in all suits NF	2 OVER 1 FG except rebid [1]; SERIOUS 3NT; Picture jumps by RESP [3]; 4SF	1♠ and 1NT responses are now natural; 2♣ =REV DRURY (FIT)
1♠		5	4♥	11-20 HCP	F 1NT. Same as above otherwise	Same as after 1♥ opening	1NT= NAT. 2♣= as above
1NT				12-14 HCP NV, 15-17 V, BAL	2♣= STAY but may be GF (R). "JTB"s. 2♠= RF. 2NT= Minors (5+/5+)	See Notes [4]	No change
2♣	✓	0	4♥	Any game force or 23+ BAL	2♦= ART 6+ HCP; 2♥=any <6 HCP; 2NT= 5+♥ FG	3♣ by responder is 2 nd negative	No change
2♦	✓	0		Either Weak 2M+MINOR or 20-22 flattish with 5(6)-card M	2NT= GIR; 2/3/4-any = P/C except 4♠ is to play	After GIR: 3♣ = ♣ & ♥ ; 3♦=♦ & ♠ ; 3♥= ♦ & ♥ ; 3♠= ♠ & ♣ ; 3NT= 20-22	No change
2♥		5	4♥	6-10 HCP, 5(6)♥	Raise= to play ; 2NT= GIR; New suit F1; Jump = LACKWOOD; 4NT = WEAKWOOD	Opener shows a feature with a MAX after 2NT, FG, RESP relays for shape	
2♠		5	4♥	6-10 HCP, 5(6)♠	As above	Opener shows a feature with a MAX after 2NT, FG, RESP relays for shape	
2NT				20-22 HCP BAL	3♣= STAY, JTBS. 3♠ = minor suit stayman		
3♣		7(6)		STND PRE	3♦=(R) for 3-card M; 3♥/♠ =NAT F; 4♦ =RKCW; 4M= LACKWOOD		New suit is fit-showing, F, may be lead directional
3♦		7(6)		STND PRE	3M= NAT F; 4♣=RKCW; 4NT= BW; 4M/5♣= LACKWOOD		New suit is fit-showing, F, may be lead directional
3♥		7(6)		STND PRE	3♠= NAT F; 4♦= LACKWOOD; same as above		As above
3♠		7(6)		STND PRE	4♥= NAT; else the same as above		As above
3NT	✓			Gambling, no outside ace	4M= NAT; m= P/C		No change
4♣		7		STND PRE	4♦= RKCW; 4M=NAT		No change
4♦		7		STND PRE	4NT= RKCW; 4M= NAT		No change
4♥		7		STND PRE	4NT= RKCW; new suit= LACKWOOD		No change
4♠		7		STND PRE	4NT= RKCW; new suit= LACKWOOD		No change
4NT	✓			Good 5-level minor PRE	Minor= P/C; 5♥/♠ = CUE in the M and other m; 5NT= CUE in both Ms		
5♣		8		STND PRE		HIGH LEVEL BIDDING	
5♦		8		STND PRE		RKCB 1430, SPIRAL SCAN, RKCW, LACKWOOD [10], GERBER 1430 CRO	
5♥		8		STND PRE		LEAPING MICHAELS FG	
5♠		8		STND PRE		CUE up the line, SPLs	
						SERIOUS 3NT	
						New suit by RESP over OPPT X of our 3 PRE is FIT-SHOWING F1	