

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Overcalls 7-16. New suit forcing by advancer UPH.
Advancer cue = invitational+ with support.
Advancer 1NT = 8-11
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position direct 1NT= 15-18 points; responses as per 1NT opening
Re-opening 1NT= 10-14 points; responses as per 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, typically 5-10 with 6+ suit, but wide ranging opposite...
...passed hand.
Reopening jump = Intermediate, 10-14 with 6+ suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels = hearts + another or cue of hearts = spades + another.
Michaels 5/5 or better weak (5-10) or strong (8+ tricks).
Jump cue asks for 3NT with stopper.
VS. NT (vs. Strong/Weak; Reopening;PH)
Pottage: 2♣ = any 1-suiter, 2♦ = majors, 2♥♠ = major + minor, 5+/4+. DBL = 15+ if the 1NT max is 16 or less; DBL = both minors if the 1NT max is 17 or more or by passed hand.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = t/o thru 4♥. Michaels. Jumps invitational.
NT bids natural, same responses as 1NT opening.
Lebensohl in response to DBL of weak-2.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Suction over artificial 1♣, 1♣-p-1♦, 2♣, 2♣-p-2♦: DBL=♦♣, NT=♠♥
OVER OPPONENTS' TAKEOUT DOUBLE
1♣-X: P=0-4, 1♦=5-6, RDBL=7-8, others usually natural positive [note 8]
1♦-X: new suits natural forcing, 1NT=6-11, 2♦=11+ forcing.
1M-X: new suits natural forcing, 2M weak, 3M preemptive [note 1]

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour or low from Hxx; 2 nd top from 4+ small.		
NT	Top from xx. MUD from xxx vs suit, but top vs NT.		
Subseq	Same throughout.		
Other: vs NT A or Q asks for unblock or count; K asks attitude.			
J denies higher honour & 9/10 = 0/2 higher.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	Asks unblock or count	
King	AK, KQ, KQx(+)	Asks attitude	
Queen	QJ, QJx(+)	Same as suit	
Jack	J10, J10x(+),	Same as suit	
10	10x, 109x(+), KJ10x(+), AJ10x(+)	Same as suit	
9	9x(+), 98(+), H109(+)	Same as suit	
Hi-X	Xx(+), xXx, xXxx	Xx(+), Xxx, xXxx	
Lo-X	HxX, HxxX	Same as suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High/low = odd number		
Suit 2	Unusually high = encouraging		
3	Standard suit preference		
1	Same as suit		
NT 2	Same as suit		
3	Same as suit		
Signals (including Trumps): Trump high/low = odd number & desire to trump.			
In sum: Reverse count, standard attitude, emphasis on count.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Direct t/o DBL=11+, all unbid majors or extra values.			
Neg DBL = unbid major(s) or runout suit			
Resp DBL = values to bid but no suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg DBL thru 4♥ after 1♣♠♥♠, 2♣♦ openings, & thru 2♠ after 1NT opening.			
Support DBL shows 3-card M support after 1♦-p-1M-suit overcall.			
(support DBL not obligatory).			

W B F CONVENTION CARD
CATEGORY: Strong Club
NCBO: New Zealand
PLAYERS: Graeme Stout (16340) Jeff Miller (63239)
Version of 5 July 2009 (Sao Paulo)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision: 1♣ = 16+, forcing, natural positive responses.
1NT opening: 13-15 in 1 st /2 nd ; 14-15 in 3 rd /4 th .
1♥, 1♠, 2♣=11-15 with 5+ in suit
Forcing 1NT/1M
1♦-2♦ & 1♦-3♦ = Inverted
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ opening=11-15, may be as short as singleton ♦
3NT opening=gambling with no outside A or K.
Good-Bad 2NT in competition
2NT opening = both minors, weak or strong
"Swiss" Responses / 1M [note 1]
In Competition: Cue=Limit+ Raise, Jump Raise=Preempt, Jump Cue=Splinter
Lebensohl: Slower shows stopper
Checkback Stayman
Gotcha runouts from 1NT Doubled [note 5]
New minor and 4 th suit forcing to game
2♦ opening = weak 2 in either major (includes strong balanced... option only if required by conditions of contest).
2♥♠ opening = weak, 5-card suit & 4+ in a minor.
Defence to ambiguous interference over our 1♣ [note 8]
SPECIAL FORCING PASS SEQUENCES
Pass by RESP after our 1NT X [note 5]
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	0	4♥	16+, any shape, can be less with good playing strength	1♦=0-7, 1♥/♠/NT/2♣/♦= natural positives 5+, 2♥/♠/3♣/♦= 4441 positives, jump in singleton.	1♣-1♦-1♥=19+ [note 4]	2NT resp to 1♣ = 10 HCP
1♦	?	1	4♥	11-12(13) balanced, or 4+♦, or any 4441.	2♦ = 10+ forcing, 3♦ = preemptive (inverted) Weak jump shifts	1NT rebid = 11-12 bal (11-13 in 3 rd /4 th seat).	
1♥ & 1♠		5	4♥	11-15, can be less with good playing strength	1NT forcing (may be start of weak raise) [note 2]. Direct single raise constructive. Swiss [note 1]. 2 minor = 9+ natural. Splinter = 11-15.	Reverse or jump = 14-15 or playing strength.	
1NT		2 per suit	2♠	1 st /2 nd : 13-15. 3 rd /4 th : 14-15. May contain 5-card minor.	Stayman. Jacoby transfers, Lebensohl, etc. [note 3] 2NT & 3♣/♦ invitational (♣/♦ need help).	Super-accept transfer with 4 trumps & 14-15.	
2♣		5	4♥	11-15, 6+♣ or 5♣&4M	2♦ & 3♦ artificial, others natural & nonforcing. 2♦ followed by a new suit is forcing.	2♣-2♦: 2M with 4, 3♣=11-13, 2NT=13-15	
2♦		0	4♥	Weak 6-card major. (If required 21-22 bal. with 5-card major)	2 major = pass or correct, 3 minor forcing. 2NT asks further description.	Resps to 2NT: 3♣/♦ = min with ♥/♠. 3♥/♠ = max with ♥/♠.	
2♥ & 2♠		5		Weak, also promises 4+ minor.	3♣ = pass or correct. 2NT asks further description. New suits forcing.	Resps to 2NT: 3♣/♦ = min with ♣/♦. 3♥/♠ = max with ♣/♦.	
2NT		5/5		Minors, weak or strong			
3♣		6+					
3♦		6+					
3♥		7					
3♠		7					
3NT				Gambling: No outside A or K opposite UPH.			
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Specific ace ask	5♣=no ace. 5♦♥♠ & 6♣ = ace. 5NT = 2 aces.		
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RKCB: 4NT, 4 of an agreed minor, & kickback sometimes used to ask. Step replies: 1 st = 0/3, 2 nd = 1/4, 3 rd /4 th = 2 without/with Q of trumps.	
5♥		7				Gerber over: 1NT opening, 1NT/2NT resp to 1♣, 1/2NT rebid by 1♣ opener, &... ...2♦ resp to Stayman.	
5♠		7				Grand slam force: 6♣ = 0, 6 suit = 1, 7 suit = 2	
						Rolling cues [note 7]	