

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Occasional 4 card suit at 1 level or balancing
2+ level overcalls sound
New suits forcing by UPH
Jump raise weak
Leaping Michaels over WK 2X (4m = m + M, 4X = MM or oM+m)
Advancer's DBL=tolerance for overcall suit, plus 4th suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, systems on
INT Balancing = 11-17, with Range Ask Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2NT = 2 lowest unbid suits
Jump in a new suit is preemptive
Reopen: 2NT = 18-20 Balanced
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cuebid over a minor suit opening = Hearts and Spades
Direct cuebid over a Major suit opening = oM and Clubs or Diamonds
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2 Clubs = D or M+m
2 Diamonds = MM
2H = Hearts
2S = Spades
Double = Equivalent or better hand
2NT = mm
PH DBL = Clubs
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels after 2M: 4m=5+m and 5+oM, after 2D: 4D=H&S, 4C=C&one Major
Unusual vs Unusual
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Modified Cappelletti at the 2 Level or higher:: 2C= D or M/m, 2D= H&S, 2H=H, 2S= S, 2NT=C&D, 3C=C
(over 2C opener, dbl=relav to 2D, either D or M/m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL= 10+, After 1m-DBL: 2NT=PRE, JS om=11+, 4+supp.
After 1M-DBL, 2NT = BAL INV, 3C=10-12, 4supp, 3D=7-9, 4supp.
After P-P-1M-DBL, 2C=limit, 3upp, 2D=limit 4supp

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Lead	In Partner's Suit		
Suit	4th or low from xxx	low from xxx if no raise	
NT	4th	top from xxx	
Subseq	as above		
Other: Vs NT, A or Q asks attitude, K asks count			
Vs suits A from AK: K from AK vs game contracts or double contracts			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, except vs game level or doubled contracts, which asks attitude	unblock or ATT	
King	Kx, KOx	CT	
Queen	Ox, OJ, OJx	ATT	
Jack	J10, KJ10,	top of sequence	
10	109, K109, Q109	top of sequence	
9	9x, 98x	top of sequence	
Hi-X	doubleton	xx, xxx (+)	
Lo-X	3+ length	Hxxx, HHxx, Hxxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	count (Hi-Lo even)	count (Hi -Lo even))	Hi = encourages
Suit 2	suit preference		
3			
1			
NT 2	count (hi = even#)	low 1st round=ENC ATT to opening lead	Lo=discourage
3			
Signals (including Trumps): trump suit preference			
Reverse Smith vs NT by both partners (low in declarer's 1st suit led = pos ATT to opening lead)			
Trump suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Equal Level Conversion: T/O DBL of 1H or 1S may be short Clubs, with 5 Diamonds			
Negative and Responsive Doubles thru 4H			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBLs & RDBLs thru 3S. Maximal (Inv) and Elwell DBL (lead H vs blind NT)			
Double of Splinter asks lead lowest unbid suit.			
Advancer's DBL=tolerance for overcall suit, plus 4th suit thru 2 LVL			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: Canada</b>
<b>PLAYERS: Judy Harris-Julie Smith</b>
EVENT Women
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
Two Over One Game Forcing
Sometimes light openings in third seat
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Escaping 1NT Doubled:RDBL=weak one suit, 2LVL bid=suit bid plus higher suit, 3LVL bid preemptive
Sandwich NT by PH only; distributional takeout, can be weak.
Major suit raises : 3 C = 10-12, 4supp, 3D =7-9, 4supp, 3M = 0-5; 3oM = spl
3NT Opening = Gambling 3NT. preemptive in a minor suit.
Trf over a 2NT rebid by Opener.
New Minor forcing one round, invitational plus values
Vs. Strong Club (Dbl=H&S, 1NT=C&D., 2C=Ds or M/m, 2D=H&S, 2H=H, 2S=S, 2NT=C&D, 3C=C)
Vs 1NT overcall of our 1 minor opener, DBL=penalty, 2C=D or M/m, 2D=H&S, 2H=H, 2S=S, 2NT=C&D)
Vs 2NT opener, (DBL=C, 3C=D or M/m, 3D=H&S, 3H=H, 3S=S, NT=C&D)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Two Clubs Opening - (any interference) - Pass = Forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: very rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	NAT, 11+	2C=6-10 with Clubs, 2D=11-12 with Clubs, 3C=weak with Clubs, 2NT=11-12, 3NT=13-15		
1♦		3	4H	NAT, 11+	2D=6-10 with Diamonds, 3C=11-12 with Diamonds, 3D=weak with Diamonds, 2NT=11-12, 3NT=13-15		
1♥		5	4D	NAT, 11+	2NT=GF, 4+Hearts, 3C=10-12, 4supp, 3D=7-9, 4supp, 3H=preempt, 3NT=preempt with 3 controls, 4C/D=splinter		Drury: 2C=3cd limit raise, 2D=4+cd limit raise. 2NT bal invite
1♠		5	4H	NAT, 11+	2NT=GF, 4+Spades, 3C=10-12, 4supp, 3D=7-9, 4supp, 3S=preempt, 3NT=preempt with 3 controls, 4C/D/H=splinter		Drury: 2C=3cd limit raise, 2D=4+cd limit raise. 2NT bal invite
INT			3LVL	Bal 15-17, 5cd Major possible, 6Cd minor possible, (5422) possible, no singleton H	2C=Stayman, 2D/H trfrs, 2Spades=C, 2NT=D, 3C=5C/5D weak, 3D=5C/5DGF 3H=5H/5S inv, 3S=5H/5SGF	After 1NT=2C, 2D, 3H=5S, 4H and 3S=4S-5H. 1NT-2C-2H/S, then 3oM, 4C,4D all slam interest. After Major suit trfrs, 2NT, 3C, and direct 3 of the Major=fit bids.	
2♣	X			Strong, any shape	2D = at least one A or K, 2H = no A or K		
2♦		6	4H	NAT 5-11	NS=forcing, 2NT asks strength and suit quality, 4C=modified keycard	After 2NT: 3C=bad/bad, 3D=bad hand, good suit, 3H=good suit/bad hand, 3S=good/good, 4 LVL=SPL	
2♥		6	4D	NAT, 5-10	NS=forcing, 2NT asks strength and suit quality, 4C=modified keycard	After 2NT: 3C=bad/bad, 3D=bad hand, good suit, 3H=good suit/bad hand, 3S=good/good, 4LVL=SPL	
2♠		6	4H	NAT, 5-10	NS=forcing, 2NT asks strength and suit quality, 4C=modified keycard	After 2NT: 3C=bad/bad, 3D=bad hand, good suit, 3H=good suit/bad hand, 3S=good/good, 4LVL=SPL	
2NT				19+-21 HCP	3C=Puppet, 3D/H=TRF, 3S=TRFr to 3NT (to play or with strong minor hand), 3NT=game with at least 5/4 or 4/5minors, 4D/H=TRF	Following 3S-3NT relay: 4C/D=slam invite in suit bid, 4H=mm, S/T, short in H. 4S=mm, S/T, short in S.	
3♣		6+		preempt	new suit F1 4D=modified KCB		
3♦		6+		preempt	new suit F1, 4C=modified KCB		
3♥		7		preempt	new suit F1, 4C=modified KCB		
3♠		7		preempt	new suit F1, 4C=modified KCB		
3NT	X	7+minor		long minor, usually no outside A or K.	any further minor suit bid=pass or correct. 4H=RKC for clubs, 4S=RKC for diamonds		
4♣	X	7+H		long Hearts, 8-8 ½ playing tricks	4D=TRF to H, 4H=to play, 4S=RKC	After TRF to opener's suit, a new suit bid=control ask in that suit	
4♦	X	7+S		long Spades, 8-8 ½ playing tricks	4H=TRF to S, 4S=to play, 4NT=RKC	After TRF to opener's suit, a new suit bid=control ask in that suit	
4♥		7+H		preempt			
4♠		7+S		preempt			
4NT				Ace Ask	0-4, 1, 2, 3		
5♣		8+			5 Diamonds=RKC	<b>HIGH LEVEL BIDDING</b>	
5♦		8+			5 Hearts =RKC	1430 RKC kickback all suits Exclusion Blackwood responses 3-0, 1-4)	
5♥		9+			5 Spades = RKC	Gerber responses 0-4, 1, 2, 3	
5♠		9+			5NT = RKC	DOPI, DEPO	