


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Natural, cue = sound raise, jump cue = mixed raise, new suit = constructive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd/4th live, responses as 1NT opening
11-16 reopening, 2♣ = enquiry, 2♥♥ transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (intermediate reopening)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michaels (sound), NAT reopening.
VS. NT (vs. Strong/ Weak; Reopening; PH)
x=PEN, 2♣=both Ms
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
x=TO
Others NAT, cue=2-suiter
VS. ARTIFICIAL STRONG OPENINGS
v strong ♣ dbl=Ms, 1NT=ms, others NAT
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+, suits NAT, F
Jumps fit, but PRE if partner opened 1♣
2NT=sound raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	2nd/4th	2nd/4th	
NT	2nd/4th	2nd/4th	
Subseq	same	same	
We may lead 6th in suits where we have shown 5+ cards in the bidding.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x..)	AK(x..)	
King	AK, KQ(x..)	AKJ(x..), KQJ(x..), KQ10(x..)	
Queen	QJ(x..)	KQ(x..), QJ(x..)	
Jack	J10(x..), KJ10(x..)	J10(x..), KJ10, AJ10	
10	109(x..)	109(x..), A109, K109, Q109	
9	9x	9x	
Hi-x	xSxx, xSx, Sx	xSxx, xSx, Sx	
Lo-x	HxS, HxxS, HxxSx	HxS, HxxS, HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi = odd	Hi = odd
	2	Hi = disc	Hi = disc
	3	Hi = SP for high suit	Hi = SP for high suit
NT	1	Hi = odd	Hi = odd
	2	Hi = disc	Hi = disc
	3	Hi = SP for high suit	Hi = SP for high suit
Att given in potential Bath coup pos. Also on A/Q v NTs, A v 5+level,			
A in middle of play			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Standard			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			

WBF Convention Card



♠ ♥ ♦ ♣

Category: Green

NCBO: England EVENT: All events

PLAYERS: Heather Dhondy & Rob Cliffe

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 card majors 15-17 NT (1♣ may be 2 cards, occasionally 1)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦♥♣ = weak 2s
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	OF CARDS MINUS NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2(1)	NAT or 12-14 bal or 18-19 bal or 4441 12-14	Walsh style when <11. 2♣ = NAT, F, ART resps. Strong jump shifts	1♣2♣2♦ = ♣s (12-14 bal, or ♣ & ♦, or minimum ♣s) 1♣2♣2♥ = NAT ♣ & ♥ or 18-19, transfers over jump 2NT rebid	
1♦		4	Usually 5+ except 4441s (sing M♣) or 18-19	NAT, Splinters Strong jump shifts	1NT rebid = 12-16 transfers over jump 2NT rebid	
1♥		5		NAT, 2NT=FG raise, Splinters Strong jump shifts	1NT rebid = 12-16 transfers over jump 2NT rebid	
1♠		5		NAT, 2NT=FG raise, Splinters, Strong jump shifts		
1 NT			15-17	Stayman, 4 suit transfers, 3 level = NAT slam try		
2♣	✓		23+ or FG hand	2♦ = neg		
2♦		5	5-9	2NT asks for long suit feature, change of suit F		
2♥		5	5-9	2NT asks for long suit feature, change of suit F		
2♠		5	5-9	2NT asks for long suit feature, change of suit F		
2 NT			20-22	Puppet Stayman		
3 bids			NAT			
3NT			Std Gambling			
4♣			NAT			
4♦			NAT			
					HIGH LEVEL BIDDING	
					RKCB (30, 41), DOPI	