

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
7-17 points – can be 4 card
New suit response to an overcall is one round force (except if overcall by passed hand)
Jump bids over major overcall same as over our opening major bid (except if responder to opener has bid)
Law raises
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 points (transfers etc.)
10-14 points in 4 th seat
Lebensohl over intervention
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single jump: intermediate, preemptive over NT
Double jump: preemptive
2NT: Majors over ♣/♦, Minors over ♥/♠
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue over 1 level bid = Michaels style – suits same rank & other rank – constructive
Direct cue over natural 2 level bid = directional ask
Jump cue = directional ask
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+ points
2♣ = any single suiter, 2♦ = majors, 2♥ = 5 hearts & 4+ minor
2♠ = 5 spades & 4+ minor, 2NT = touching suits, 3 suit = preemptive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout, except (4♠) X = penalty, (4♣) 4NT = takeout
Cue bid = 2 five card suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2♣
Over 1♣ & 1♦ response: X = majors, 1NT = minors, weak jumps
X of 2♣ or 2♦ shows that suit
OVER OPPONENTS' TAKEOUT DOUBLE
1m – 3m = preemptive, normal responses when major opened
New suit – non-forcing
XX = 9+ points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Reverse attitude	Reverse attitude	
NT	Reverse attitude	Reverse attitude	
Subseq	Reverse attitude	Reverse attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	Asks for attitude	
King	Asks for count	Asks for count	
Queen	Asks for attitude	Asks for attitude	
Jack	Top or interior	Top or interior	
10	Top or interior	Top or interior	
9	Top or interior	Top or interior	
Hi-X	Reverse attitude or doubleton	Reverse attitude	
Lo-X	Reverse attitude	Reverse attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude
Suit 2	Reverse count	Reverse count	Reverse count
3	Suit preference	Reverse count	
1	Reverse attitude	Reverse count	Reverse attitude
NT 2	Reverse count	Reverse count	Reverse count
3	Suit preference	Reverse count	
Signals (including Trumps): Reverse count in trumps looks for ruff			
1 st discard = reverse attitude, subsequent discards = reverse count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout to 4♥			
Over our opening 2♥, 2♠, 2NT and preempts X = penalties			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing: Lightner – standard use			

W B F CONVENTION CARD
CATEGORY: Natural – Green
NCBO: New Zealand
PLAYERS: Barry Palmer Andrew Tarbutt
20039 5384
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol with 5 card majors
Multi 2 level bids
1NT opening: (11)12-14, may contain 5 card major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦, 2♥, 2♠, 2NT – multi bids
3NT - gambling
4♣, 4♦ - Texas transfers
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-20 points	2♣ = 5 cd 5-7 pts, 3♣ = 5 cd 8-10 pts, 2♦, 2♥, 2♠ = 3-7 pts, other responses standard	1NT rebid = 15-17 pts, may contain major	Same
1♦		4	4♥	11-20 points	2♥, 2♠ = 3-7 pts, other responses standard	1NT rebid = 15-17 pts, may contain major	Same
1♥		5	4♦	11-20 points	2♠ = 4 cd ♥ 7-9 pts no shortage, 2NT = 4 cd ♥ 7-9 pts mini-splinter, 3♣ = 4 cd ♥ GF, 3♦ = 4 cd ♥ 10-11 pts, 3♥ = 4 cd ♥ 0-6 pts	Short suit trials, enquiry over 2NT, over 3♣/3♦ bids show shortage	Same
1♠		5	4♥	11-20 points	Same principles apply as responses to 1♥	Same as over opening 1♥	Same
1NT			4♥	(11)12-14 pts, can have 5 cd M	2♣ = Stayman or GF relay, transfers, 2♠ = range finder or transfer to minor, 2NT = invitational with 4 cd ♥	2NT minimum, 3♣ any maximum	Same
2♣	✓	0	4♥	8-9 Playing Tricks in M, Game Force or 23-24 points balanced	2♦ = negative or waiting, 2NT = 8-10 points balanced, no 4 card major, 3NT = 11-12 4333 shape, no 4 card major	Suits natural, 2NT rebid = 23-24 pts 3NT = 25-27 pts Over 2NT rebid: 3♣ asks for 4 or 5 cd M	Same
2♦	✓	0	2♠	Weak Major, or strong minor, or 20-22 points balanced	2♥/2♠ = NF relay, 2NT = 11+ forcing enquiry, 3♣/3♦ = natural, NF, 3♥/3♠ = correctible, NF, 3NT 4/4 majors, NF, 4H 5/5 majors, NF	Over 2NT enquiry: 3m = good weak 2 in M, or 8-9 PT minor 3M = bad weak 2 in M Over 2NT rebid: 3♣ asks for 4 or 5 cd M	Same
2♥		5	No	5♥ & 4+ minor, 6-10 points	2NT = forcing enquiry, 3♣ = correctible, 3♦/3♠ = natural, NF	Min/max with tied minor suit	Same
2♠		5	No	5♠ & 4+ minor, 6-10 points	2NT = forcing enquiry, 3♣ = correctible, 3♦/3♥ = natural, NF	Min/max with tied minor suit	Same
2NT	✓		No	5♣ & 5♦, 6-10 points	3♥/3♠ = invitational ♣/♦		Same
3♣		6	No	Preemptive	New suit forcing below game	Show support if possible, otherwise bid 3NT	Bid of new suit non forcing
3♦		6	No	Preemptive	New suit forcing below game	Show support if possible, otherwise bid 3NT	Bid of new suit non forcing
3♥		7	No	Preemptive	Cue bids	Cue bids	Bid of new suit non forcing
3♠		7	No	Preemptive	Cue bids	Cue bids	Bid of new suit non forcing
3NT	✓		No	Solid minor, up to a king outside	4♣ = correctible		
4♣	✓	0	No	Good 4♥ bid, outside defence	4♦ = cue, 4♥ = to play, 4NT = RKCB		
4♦	✓	0	No	Good 4♠ bid, outside defence	4♥ = cue, 4♠ = to play, 4NT = RKCB		
4♥		7	No	Preemptive, no outside defence	4NT = RKCB		
4♠		7	No	Preemptive, no outside defence	4NT = RKCB		
4NT	✓				5♣ = 0, 5♦/♥/♠ = that Ace, 5NT = 2 Ace, 6♣ = A♣		
5♣		7	No	Preemptive		HIGH LEVEL BIDDING	
5♦		7	No	Preemptive		Gerber over NT	
						Roman Key Card Blackwood	
						Cue bidding	
						5NT = Grand Slam Force	
						Splinters	