

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
7+ HCP, lead directional
Cue enquiry
Co-op dbl's
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18 natural, same resp as opening NT
4 <sup>th</sup> 10 –14 natural, same resp as opening NT, (may not have hold)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Intermediate, 6+cd 10-15 HCP
2NT = two lowest suits
Reopen: Similar
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct = Michaels, (highest M + another)
Jump = asking for hold.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Suit = Natural
2NT = 5/5 m or 5/5 M
Dbl = penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl =t/o rest natural. Cue = t/o M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Suction. ♣=♦ or M, ♦ = ♥ or black, ♥ = ♠ or m, ♠=♣ or red
NT = others.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = values without support. Rest natural, weak jumps

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Counting, 3/5 style	Counting, 3/5 style	
NT	Attitude	Attitude	
Subseq	Attitude	Attitude	
Other:	Suit Preference		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude Request	Attitude Request	
King	Count request	Count request	
Queen	Attitude Request	Attitude Request	
Jack	Count request	Count request	
10	T98/7... or H10 9..	T98/7... or H10 9..	
9	T9xx, 986..	T9xx, 986..	
Hi-X	xxxx(x) or xx	xxxx(x) or xx	
Lo-X	Hxx, Hxxxx, xxx	Hxx Hxxxx, xxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Count
Suit 2	Attitude	SP	SP
3	SP		
1	Count	Count	SP
NT 2	Attitude	SP	Count
3	SP		
Signals (including Trumps):			
Reverse count & attitude.			
SP vs NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Generally takeout or co-operative up to 4 level over standard openings.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
INT:X:XX = single suit takeout, INTer bid 2♣			
INT:X:P:XX:P: 2♣ = ♣ & ♥ weak			
2♦ = ♦ & ♠ weak			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO:</b>
<b>PLAYERS: L Frater (58620) &amp; D Mikaera (58650)</b>
Canterbury Open
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Acol with modified two's
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = 3-way multi
2♥/♠ = weak two-suited
3NT = ♥/♠ big two-suited
Suction overcalls against strong artificial openings
<b>SPECIAL FORCING PASS SEQUENCES</b>
NT : X : P =forcing to XX if RHO passes
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4♥	11+ HCP Natural	2♣ = 10+ F & 3♣ = weak NF Rest Natural F1	Natural, Feature showing, Splinter/Cue	Natural & NF
1♦		4	4♥	11+ HCP Natural	2♦ = 10+ F & 3♦ = weak NF Rest Natural F1	Natural, Feature showing, Splinter/Cue	Natural & NF
1♥		4	4♦	11+ HCP Natural	2NT = 4+♥ & 10+ HCP 2♠, 3♣/♦ = mini-splinter, 8-10 HCP, 4+♥ Rest Natural	3♣/♦ = Long suit trial, 3♠, 4♣/♦ = cue Sign-off or cue bid	Same
1♠		4	4♥	11+ HCP Natural	2NT = 4+♠ & 10+ HCP 3♣/♦/♥ = mini-splinter, 8-10 HCP, 4+♠ Rest Natural	As above Trial bids, Sign off or cue bid	Same Natural & NF
INT			3♦	(11)/12-14 Balanced	Stayman, 2♦/♥/NT = Transfers 2♠ = 11+ strength enquiry 3 m/M GF	Superaccept's with 4cd support, (2NT = max, 3M = min New suit at min level after trf nat & F1	Same
2♣	✓		4♥	Strong opening generally GF	2♦ = Neg, denies 3 AK controls, F1 Rest Natural with 3 AK controls. GF	Natural raises, Trial bids, cues etc	Same
2♦	✓		3♥	<10 HCP & 6♥/♠ 20-22 HCP Balanced 8 Playing tricks any suit	2♥ NF enquiry. 2♠ inv in ♥. 2NT F enquiry 3♣/♦ to play opp weak M 3/4♥ to correct	Over 2NT enq 3♣/♥ = weak 2♥, 3♦/♠ = weak 2♠ rest show strong options. After 2NT rebid, 3♣=Baron, 3♦/♥=Trf, 3♠=5♠ & 4♥	2♥/♠ same
2♥		5	3♦	5♥/4+ another, (if ♠ only 4)	2NT F enquiry 3♠ = Pass or correct 3♣ etc to play	3♣/♦ min suit, 3♥ min ♠, 3♠/NT etc max	2♠ Pass or correct
2♠		5	3♥	5♠/4+ another, (if ♥ only 4)	2NT F enquiry. 3♣ = Pass or correct 3♦ etc to play	3♣/♦ min suit, 3♥ min ♥, 3♠ max ♥/NT etc max	3♣ Pass or correct
2NT				20 – 22 semi bal wit one 5cd	3♣ enquiry, 3♦/♥ trf. 3♠ = 5♠/4♥ F	Natural, cue etc	Same
3♣		6		<10 HCP natural	New suit F1	Natural, cue etc	Natural NF
3♦		6		<10 HCP natural	New suit F1	Natural, cue etc	Natural NF
3♥		7		<10 HCP natural	New suit F1	Natural, cue etc	Natural NF
3♠		7		<10 HCP natural	New suit F1	Natural, cue etc	Natural NF
3NT	✓			6/5 M <10 HCP	4♣ = M 2/2 or worse 4♦ = M 3/3 or better or waiting bid. 4M to play.	Bid longest M	Same
4♣		7		Natural Pre-empt	4 M Natural to play	Natural, cue etc	Natural NF
4♦		7		Natural Pre-empt	4 M Natural to play	Natural, cue etc	Natural NF
4♥		7		Natural Pre-empt	New suit = Cue	Natural, cue etc	
4♠		7		Natural Pre-empt	New suit = Cue	Natural, cue etc	
4NT	✓			m or M/m two suited, 5/5 +	Bd best m at 5+ level		
5♣		7		Natural Pre-empt	New suit = Cue	<b>HIGH LEVEL BIDDING</b>	
5♦		7		Natural Pre-empt	New suit = Cue	RKCB, Spilnters, Cues, Slam invite,	
5♥		8		Natural Pre-empt	New suit = Cue		
5♠		8		Natural Pre-empt	New suit = Cue		