

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8-15hcp; occasional 4-card suits; often lead-directional
Responses: (1M)-3M 4-card support, pre-emptive;
(1M) – 2NT sound 4-card raise
unassuming cue bids
X =t/o thru' 4H; responsive X=t/o
reopening – 1NT 10-14hcp; suits undefined
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 hcp (may hold 6-card m, singleton), Stayman, transfers, r/f
4 th position 10-14hcp (may not have full stopper, may be off-shape)
Stayman, transfers, R/f
JUMP OVERCALLS (Style; Responses; Unusual NT)
usually 6-card suit; weak if favourable vul, else intermediate
Reopen: undefined
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CRO Michaels weak or very strong
jump cue: intermediate Michaels (other M + either m)
VS. NT (vs. Strong/Weak; Reopening;PH)
vs weak: X=15+hcp, 2C=minors, 2D=majors, 2NT=minors, 3-level bids 6+suit, natural, constructive
vs strong: X=single suit, opening values, else same.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=t/o thru' 4H, Cue = stronger t/o; 3NT to play
over 3M 4m=5+/5+ in that suit and other M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣
X=Ms (4/4, 5/4, suits natural, 2-level bids 2-suited pinpoint on H,
1NT=Clubs, 3-level bids pre-emptive
after (1C) p (1D) X=M, 1NT either m; Pass then bid = strong hand
OVER OPPONENTS' TAKEOUT DOUBLE
support bids pre-emptive, XX=9+hcp (with or without support, suit non-forcing. Jump in new suit shows length, nf
1M (X) 1NT = 8-9hcp, 3-card support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd s, 5 th s	top, 3 rd s, 5 th s	
NT	3 rd s, 5 th s (from hons) else reverse attitude	top card if no hon, and length can be inferred, else 3 rd s, 5 th s	
Subseq	4 th s		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	asks for att	asks for att	
King	asks for count	asks for count or unblock	
Queen	for att	for att	
Jack	denies higher	denies higher	
10		shows internal seq	
9		may hold 10	
Hi-X	likely count card (nat)	reverse att	
Lo-X	count (3 rd , 5 th)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	att	count	1 st if odd encourages
Suit 2	count		
3	suit preference		
1	att	count	1 st if odd encourages
NT 2	count		
3	suit preference		
Signals (including Trumps): 1 st if odd encourages in that suit; other 1 st			
discards may be suit preference (nat); use trumps for suit preference if practical			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O thru' 4H in most sequences; After 1C opening and overcall X by responder shows 9+hcp; 1H (1S) 2H (2S) X (by opener) shows game interest			
1H (1S) 2C (3S) X (by opener) asks for stop.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In competitive auction X may or may not be standard t/o – instigates relay			
After 1C (1 or 2 any) X shows 9+ hcp; suit is limit (5-8hcp), NT natural;			
after 1NT (X) all subsequent X are t/o			

W B F CONVENTION CARD
CATEGORY: Blue
EVENT: Interprovincials 2006
PLAYERS: Bob Hurley, Evelyn Hurley
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision Club; nat 1D opening; frequent weak competitive raises; frequent non-penalty X; artificial 2NT in competitive auctions
Nat count, attitude;
1NT 12-14 hcp
2-over-1 (M) non-forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C
2D
SPECIAL FORCING PASS SEQUENCES
Compulsory re-opening X follows 1C, 1D, 1H, 1S, unless holding length in over-called suit or extreme shape
IMPORTANT NOTES
PSYCHICS: seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	0	4H	15+hcp (precision style)	1D=0-8hcp	2C game force, relay follows; 1H/S could have longer m	n/c
1♣	√				1H,S,2C,D 5+suit, 9+hcp	next suit relay for shape; next NT positional/ relay for shape	n/c
1♣	√				1NT 9+hcp, flat, could have 5-card minor	stayman/relay to full shape follows	n/c
1♣	√				2H,S 5-7hcp, 6-card suit	2NT asks for singleton	
1♣	√				3C/D 4441 black/red singleton 9+hcp	next suit relay	
1♦		4	4H	10-14 hcp often unbalanced	natural, including 4 th suit forcing 2H,S to play, Bergen raises	4C=RKC (on Diamonds)	n/c
1♥/1♠		5	4H	10-14hcp	1NT forcing/relay; 2C/D to play, splinters/mini-splinters; Bergen raises	relay to full shape, controls (AKQ) and denial cues	n/c
INT			4H	12-14 hcp	2C=stayman/relay; transfers, 2S=r/f or xfer to m	relay to full shape, controls (AKQ) and denial cues	n/c
2♣		5	4H	10-14 hcp 5+C; if only 5 will contain 4-card M	2D=relay (7+hcp); 2NT invitational, 3C to play	2NT=max, 6C, 3C=min 6C; else natural	n/c
2♦	√	0	all x=pen	both M (4/4 thru' 5/5)	2NT="good" hand, 3C/D to play	relay to define shape	n/c
2♥		5	all x=pen	weak (5-9)	2NT="good" hand; new suit to play	3C/D=4-card suit, 3S=6H and 3S; 3NT=5332 (any)	
2♠		5	all x=pen	weak (5-9)	2NT="good" hand; new suit to play	3C/D=4-card suit, 3H=6S and 3H; 3NT=5332 (any)	
2NT	√			5+/5+m 5-10 hcp	3H/S natural, forcing		
3♦		6		rule of 2,3,4&5 (more or less)	suits below 3NT natural forcing; 3D asks for shortage		
3♦		6		rule of 2,3,4&5 (more or less)	suits below 3NT natural forcing; 4C for shortage		
3♥		6		rule of 2,3,4&5 (more or less)	suits below 3NT natural forcing; 4C for shortage		
3♠		6		rule of 2,3,4&5 (more or less)	suits below 3NT natural forcing; 4C for shortage		
3NT	√			Gambling – long running m	4C correctable		
4♣				rule of 2,3,4&5 (more or less)			
4♦				rule of 2,3,4&5 (more or less)			
4♥				rule of 2,3,4&5 (more or less)			
4♠				rule of 2,3,4&5 (more or less)			
4NT				Specific A ask	5C=none		
5♣				rule of 2,3,4&5 (more or less)			
5♦				rule of 2,3,4&5 (more or less)			
5♥				rule of 2,3,4&5 (more or less)			
5♠				rule of 2,3,4&5 (more or less)			
HIGH LEVEL BIDDING							
RKCB on last bid suit; 4NT for M, 4C for D, 4D for C; resp:1/4, 0/3. etc.							
After Q ask (if required), next step for specific Ks							
(4S) X (p) – bid with 6-card suit, 4NT=2 x5-card suits							