

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 Level: 5+, 7/8 to 15
2 Level: 5+ 11 to 15
Cue of openers suit by responder requests quality of hand
Law raises; 2NT is invite or long suit of own
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 to 18
2♣: Stayman
2♦ / 2♥: Transfers; 2♠: Range finder; 2NT: Transfer to Minor
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Variable: Weak non vul; Intermediate vul
Cue by responder: one round force
2NT: 2 suits same rank not including overcalled suit
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct: Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Weak NT
X: 16+ Penalty orientated 2C: Majors
Vs. Strong NT
X: 16+ Penalty orientated 2C: Majors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X: 16+; NT: 12 to 15 T/O; Cue: Michaels Style – 2 suited♣
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣: Badger – X: ♥ & Another; 1♦: ♠ & Minor
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Law Raises
After 1 Major Opening: 2NT is invite in suit or long suit of own

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Attitude	A; top of seq; low from honour; MUD	
NT	Attitude	Low from honour, MUD	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A; AK; AKx(x)	Long running suit	
King	KQ10x or similar	KQ10x or similar	
Queen	Top of sequence	Top of sequence	
Jack	Top of sequence	Top of sequence	
10	Internal sequence, or shortage	Internal sequence	
9	2 <sup>nd</sup> of 4 or shortage	2 <sup>nd</sup> of 4+	
Hi-X	Attitude or shortage	2 <sup>nd</sup> of 4 +	
Lo-X	Attitude or shortage	Attitude – from 4 or more	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Natural Count	Natural Count	Negative & Count
Suit 2			
3			
1	Natural Count	Natural Count	Negative & Count
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+ usually with little in opened suit			
Cue by responder is one round force			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1NT – X – XX: T/O shows 5+ card suit Forces 2♣ if able			

W B F CONVENTION CARD
<b>CATEGORY: Senior</b>
<b>CENTRE: Waikato Bays</b>
<b>PLAYERS: Joanne Snowden Norm Silcock</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Symmetric Relay
<b>1<sup>st</sup> &amp; 2<sup>nd</sup> Seat:</b>
1C: 13+ Any Shape
1D to 2H: 9 -12 with 2+ Controls
<b>3<sup>rd</sup> &amp; 4<sup>th</sup> Seat</b>
1C: 16+ Any Shape
1D to 2H: 11 – 15 with 2+ Controls
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣
1♦
2NT
3♣
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Never</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣ (3 <sup>rd</sup> & 4 <sup>th</sup> seat)	X	0		13+ Any shape	1♦: 0 to 11; 1♥: 12+ 4+♣; 1♠: 12+ 4+♥: 1NT; 12+ bal; 2♣: 12+ 5+♣ or 3 suiter; 2♦: 12+ 5+♦ 2♥ on: 12+ Shape showing 2 suits After positive – relay auction	1♥: 16+ Any shape - 1♠ 0 to 8 Followed by 2♣'; 19+ Any; 2♦ : 0 to 5 Responses other than 1♥: 5+ Suit 13 to 15 1NT 13 to 15 Bal	
1♣ (3 <sup>rd</sup> /4 <sup>th</sup> )	X	0		16+ Any Shape	1♦: 0 to 7; 1♥up as above but 8 HCP or 9+ with < 2 Controls	1♥: 19+ Any shape - 1♠ 0 to 5 Followed by 2♣'; 22+ Any; 2♦ : 0 to 3 Responses other than 1♥: 5+ Suit 16 to 18 1NT 16 to 18 Bal	
1♦	X	0	2♠	9 to 12: 2 or 3 suited; ♦ may be void 3 <sup>rd</sup> / 4 <sup>th</sup> seat: 11 – 15 ♦ may be void	1♥: 8+ Major interest, or Game Force any shape 1NT: Asks for Minor preference 2NT: Asks for Minor preference, shows more minor cards/ points or pre-emptive Other Bids: Natural 5+ suit non forcing	Shape and Control Relay Sequences	1♥: 8 or 9+ without 2 Controls Major interest 1NT: Asks for Minor preference 2NT: Asks for Minor preference, shows more minor cards/ points or pre-emptive Other Bids: Natural 5+ suit non forcing
1♥		5	2♠	9 to 12 3 <sup>rd</sup> / 4 <sup>th</sup> Seat: 11 to 15	1NT: Game Force Other Bids natural non forcing	Shape and Control Relay Sequences	Natural responses – no relay
1♠		5	2♠	9 to 12 3 <sup>rd</sup> / 4 <sup>th</sup> Seat: 11 to 15	1NT: Game Force Other Bids natural non forcing	Shape and Control Relay Sequences	Natural responses – no relay
1NT			2♠	9 to 12 Balanced – no 5 card major 3 <sup>rd</sup> / 4 <sup>th</sup> seat: 12 to 15	2♣: Stayman – may have 5♥ or major/ longer minor hand 2♦: Game force Relay 2♥: Transfer; 2♠: Range finder; 2NT: Transfer to Minor; 3♦: Transfer	Shape and Control Relay Sequences	2♣: Stayman 2♦ / 2♥: Transfer 2♠: Range Finder 2NT: Transfer to Minor
2♣		6		9 to 12 6+♣ 3 <sup>rd</sup> & 4 <sup>th</sup> seat: 11 to 15	2♦: Game Force Other Bids: Natural non forcing	Shape and Control Relay Sequences	Natural Responses – No relay
2♦		6		9 to 12 6+♦, no other 4 card suit 3 <sup>rd</sup> & 4 <sup>th</sup> Seat: 11 to 15	2♥: Game Force Other Bids Natural non Forcing	Shape and Control Relay Sequences	Natural Responses – No relay
2♥		5		9 to 12 5+♥/5+♠ 3 <sup>rd</sup> & 4 <sup>th</sup> Seat: 11 to 15	2NT: Game Force Relay Other Bids: Natural Non Forcing	Shape and Control Relay Sequences	Natural Responses – No relay
2♠		5		6 to 8 / 9; 5+♠ / 5+ Another	2NT Asks for other suit		Natural Responses – No relay
2NT	X			6 to 8/9: 5+♥ / 5+ Minor	3♣: Pass or convert		Natural Responses – No relay
3♣	X	5		6 to 8 / 9 5+♣ / 5+♦			
3♦		7		Pre-emptive			
3♥		7		Pre-emptive			
3♠		7		Pre-emptive			
3NT				Gambling – Long Strong Minor	4♣ / 5♣ / 6♣: Pass or convert		
4♣		7/8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Less than 13HCP - <15 in 3 <sup>rd</sup> /4 <sup>th</sup> seat			
4♠		8		Less than 13HCP - ,15 in 3 <sup>rd</sup> / 4 <sup>th</sup> seat			

4NT  
5♣  
5♦  
5♥  
5♠

		Specific Ace Ask	5♣: No Ace; Bid lowest of any Ace held		
	9	Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
	9	Pre-emptive			
		No Agreement			
		No Agreement			