

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Up to 17hcp
Responses: New suit is forcing
UCB with 3 card support & 10+ pts; 2NT with 4+ support & 10+ pts
(1nt) – P – (xfer) : xfersuit is takeout
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos: 15-17 sys on
4 th pos: 10-14 sys on (with Crowhurst)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: weak
2-Suit: Ghestem any strength; 4 th suit nat, forcing;
Reopen: 11-15 hcp, 6+card
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue is Ghestem
Cue in balancing position shows strong 2 suiter hand
VS. NT (vs. Strong/Weak; Reopening;PH)
ANTI: 2C= 5+D or both majors; 2D = 5+H or 4S and longer minor;
2H = 4Hs and longer minor; 2S = Spade suit
X is penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs weak2: leb after X; 2NT 16-18 sys on; leaping Michaels
Vs multi 2D: 2M 4+, 2NT 16-18 sys on
Vs 2-Suit overcalls e.g. Michaels: X pen, Inv cue bids
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Stg club (with weak option) X= 5+D or both majors; 1D = 5+H or 4S and longer minor; 1H = 4Hs and longer minor; 1S = Spade suit
OVER OPPONENTS' TAKEOUT DOUBLE
XX hand ownership; 8/9+ points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th , MUD	Count or Honour	
NT	4 th , MUD	Count or Honour	
Subseq			
Other: Rusinow honour leads			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK+; KQ+	AK+; KQ+	
Queen	KQ+	KQJ+; KQT+	
Jack	QJ+	QJ10+; AQJ+	
10	J109+; KJ109+	J109+; A/KJ109+	
9	109x; 9x	109x; 9x	
Hi-X	Doubleton	Doubleton	
Lo-X	Mud or 4th	Mud or 4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Attitude	Rev Count	O+2=Enc; E-2=S/P
Suit 2	Rev Count	Suit Pref	
3	Suit Pref		
1	Rev Attitude	Rev Count	O+2=Enc; E-2=S/P
NT 2	Rev Count		
3			
Signals (including Trumps):			
Re Att, Rev Count, Odds+2 & Even-2, rev smith peters, suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 5Ds			
7 loser hands or better			
Resp: cue is GF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X through 5D (1 level 6+pts, 2 level 8+pts, 3 level 10+pts)			
SOS XX			
X of artificial bid shows that suit			
Lightner X for slams			

W B F CONVENTION CARD
CATEGORY: NATURAL (Green)
NCBO: Ireland
PLAYERS: Hilary Dowling-Long & Gilda Pender
Jan 2018
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors (semi-F 1NT), open heavy 1-bids; respond very light; 2/1 GF
Weak NT; 11-14;
Inverted minors
2C – 9+ playing tricks, balanced 23+
2D/2H/2S – weak; < opening bid
2NT – balanced, 20-22
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening bid of 4C = strong 4H; 4D = strong 4S.
8 or 8.5 playing tricks:
LEBENSOHL-SLOW
ESCAPING FROM 1NT DOUBLED - DONT
SPECIAL FORCING PASS SEQUENCES
Opps overcall a suit (or X) over our Cue/SPLinter/Art. Bid
X (or R) 1 st round control of the opp's suit
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	5D		1D 3+ cards ;1NT 8-10; Inv minor, 2NT 13-15; 3NT 16-18	1 NT 15-17; 2NT 18-19	
1♦		3	5D		1M 3+ cards 1NT 8-10; Inv minor, 2C F1; 2NT 13-15;		
1♥		5	5D		1NT 6-12; 2x GF; 2NT 13-15; 3C = J2NT 3M-1 limit 3M+1 Str Spl		
1♠		5	5D		1NT 6-12; 2x GF; 2NT 13-15; 3C = J2NT 3M-1 limit 3M+1 Str Spl		
INT				11-14, maybe single honour; 6 card minor; 5 card major	4 suit transfers; texas	Lebensohl-Slow over interference	
2♣	✓	0	N\A	All strong hands inc 9+ playing tricks and 23+ balanced	2D 0/1 control, 2H 2 controls, 2S 3+ controls,	2C-2D-2H GF; puppet stayman over 2NT	
2♦		5	N\A	Weak with 5+ ♦; usually 6+	2NT enquiry; new suit is F1R 3C singleton ask	Feature or 5+ side suit showing	
2♥		5	N\A	Weak with 5+ ♥; usually 6+	2NT enquiry; new suit is F1R 3C singleton ask	Feature or 5+ side suit showing	
2♠		5	N\A	Weak with 5+ ♠; usually 6+	2NT enquiry; new suit is F1R 3C singleton ask	Feature or 5+ side suit showing	
2NT			N\A	20-22 Balanced	3C-puppet, 3D\H – Trx, 3S – both minors or minor slam try		
3♣		6	N\A	Weak with 6+ ♣; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♦		6	N\A	Weak with 6+ ♦; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♥		6	N\A	Weak with 6+ ♥; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♠		6	N\A	Weak with 6+ ♠; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3NT	✓		N\A	Long minor with at most one outside stopper			
4♣	✓			Namyats			
4♦	✓			Namyats			
4♥				Pre-empt		RKC-M 1430 inc void responses	
4♠				Pre-empt		RKC-m 3014 inc void responses	
4NT	✓			Specific Ace Ask		5NT specific K ask	
5♣				To Play		Cues 1 st 2 nd below game; 1 st above game	
5♦				To Play		Forcing Pass	
5♥							
5♠							