

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Cue = good 3 card raise. 2NT = good 4-card raise New suit = forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd , 10-15 in protective, System on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, can be wide ranging especially opposite a passed hand, general style aggressive NV. Unusual 2NT – two lowest unbid suits, Protective: 11-15, six-card suit. 2NT is 18-20.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids. Wide ranging, 2NT = INV+ enquiry for minor. Jump cue - stop ask, usually with running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties 2♣ = H + ?, 2♦ = S + ? Same after partner opens 1♣ and RHO overcalls 1NT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout. After weak 2, Lebensohl after partner doubles, 2NT = 15-18, cue bid Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 10+ 2NT good raise after 1D/H/S New suit = forcing Jump in new fit jump

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour, 2 nd with no	3 rd /5 th	
NT	honour, Top of doubleton,		
Subseq	low from Hxx		
Other: Strong Ks & 10s vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Usually has king		
King	Shows queen, denies ace unless AK doubleton	Asks for unblock or rev count signal	
Queen	Shows J, no K	Asks for rev attitude signal	
Jack	Shows 10, no Q (unless doubleton)		
10		Asks for unblock or rev count signal	
9	9x	9x/109x	
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx (unless partners suit)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = odd	High = odd	High = odd
Suit 2	High = discouraging	Suit preference	High = discouraging
3	Suit preference		Suit preference
1	As vs suit other than variations for honour leading as above		
NT 2			
3			
Signals (including Trumps) More often suit pref in trump suit if appropriate			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May double without doubleton in opponent's suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles where raising partner to 2M is possible. Game try doubles if no room for trial bid			

W B F CONVENTION CARD
CATEGORY: Women NCBO: England PLAYERS: Heather Dhondy and Sally Anoyrkatis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14-16 NT, Short club, 5-card majors, 3 weak 2s
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
When we've bid constructively to game (showing HCP not distribution)
IMPORTANT NOTES
PSYCHICS: rare

OPENING	A R T ?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	4♥	1 only if 4,4,4,1	1M can have longer ♦ if below GF values Inverted Minors 2♦/♥/♠ = weak (4-8)	NT rebids can have four-card major. 2 way Checkback 2♣. 1♣:1M, 1N:2♦ = GF 2NT enq over weak jump, as per opening weak 2s	Cue bid is a good raise Inverted 2♣ even after intervention Support doubles and redoubles in majors in obvious situations (2 level only) Aspro over 1NT overcall
1♦		4	4♥		Inverted minors, 2♥/2♠/3c = weak 2NT 10-11 balanced	4 th suit forcing to game 2 way checkback 2♣/2♦ to 1NT 2NT enq over weak jump, as per opening weak 2s	Cue bid is a good raise Support doubles and redoubles as above in obvious situations
1♥ 1♠		5	4♥		Mini Fit jumps 2NT = 4 trumps GF 1♥-3♠/4♣/♦ and 1♠-4♣/♦/♥ splinter	Over Jacoby:3♣ shows any minimum (11- 14), 3♦ shows 15+ with no singleton 3♥/♠/NT shows a singleton or void ♣/♦/M respectively, 4m shows 5-5. 4 th suit forcing to game	In competition, 2NT = good 4-card raise, cue = good 3-card raise. Jump in new suit fit jump 2C Drury by passed hand
1NT		-	4♥	14-16	Stayman, transfers, 2♠ = clubs, 2NT = diamonds, 3X = natural slam-try	We break a major suit transfer with most hands with 4 card support. We break a minor suit transfer (by bidding 2NT/3♣) if we have Q+ in that suit Transfer to a minor then new suit = natural, 5-4 at least and a slam try	X = takeout, lebensohl - if 3 possible bids 2X weak, 3X forcing, 2NT then 3X INV. Thru 2NT denies stop After 1NT-X everything is natural
2♣	yes	-		23-24 balanced or gf	2♦ = negative, 0-8 All else positive	2NT over 2♦ = 23-24 2♣-2♦-2♥ is a Kokish relay and partner is forced to bid 2♠	
2♦ 2♥ 2♠		5		4 th 10-14, to play 0-9, 1 st & 3 rd NV very aggressive	2NT Ogust New suit non-forcing at two-level, forcing at three- level	3♣ bad hand, bad suit, 3♦ bad hand, good suit, 3♥ good hand, bad suit, 3♠ good hand, good suit	
2NT		-		20-22	5 card puppet Stayman, transfers to M at 3 level, 3♠ minor stayman, 4NT quant, 4X = nat slam try; transfer then 4nt = keycard	Over 3C, 3D would guarantee either 3+S or 4H (ie a fit with 'problem' hand 5S, 4H), otherwise bid 3NT	X = penalty
3♣ 3♦ 3♥ 3♠		6		preempt	New suit = forcing		
3NT	yes	-		running minor, no more than a queen outside	4/5♣ pass or correct, 4M to play.		
4♣/♦/♥/♠		6		preempt	4NT RKCB		
4NT		-		Specific Ace Blackwood	5C = 0		
5♣/♦		7		preempt		HIGH LEVEL BIDDING	

						RKCB 1430, 5NT king ask (bid the king you have or the king you don't) 3NT more encouraging when we've agreed a major suit fit 4NT more encouraging when we've agreed a minor suit fit
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