

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive with a wide range, may be as strong as bad 18HCP May be a good 4 card suit
Raises Natural; not forcing; may be pre-emptive New suit; natural and forcing unless passed hand Jump Cue is mixed raise – LOTT, shapely rather than HCP Forcing raise goes via cue
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 with Stayman, Puppet Stayman & transfer responses, ♦>♥, ♥>♠, ♠>♣ or Range probe, 2NT >♦ Re-opening 1NT = 10-14, no stopper promised. Same responses 2NT Overall – System on as per 2NT opening but no super accepts [1x]-P-[1Y]-1NT=other 2 suits 5+/4+ either way weakish
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Natural and pre-emptive
2NT = 5/5 Minors over 1M or 2 lower over 1m, unlimited
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue of minor = ♥/♠, 5/5, unlimited Direct cue of major = other major/minor, 5/5; unlimited Jump cue (if opener's suit = 3+) = stopper ask
Cue after opponents bid 2 suits at one level - in 4 <sup>th</sup> seat, either cue is natural Cue after t/o X = Inv+, contract undetermined, maybe both ♥/♠
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Over weak NT (<16) - X = 15+; Over strong NT - X = 4M/5+m 2♣ = ♥/♠ 5+/4+ either way; 2♦ = single suited ♥ or ♠ 2♥/♠ = 5M/4+m; 2NT = ♣/♦ usually 5/5 3♣/♦ = semi-pre-emptive as can't show single suited minor
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3♣ thru 4♥ - X = T/O. 4♠ - X = Good hand; 4NT = T/O >4♠, X = Penalty
3NT to play then 4♣ = Baron, 4♦/♥ = transfer, 4♠ = tfr to other minor or both minors if M pre-empt, 4NT=INV
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=2 suits same Colour, 1♦=2 same Rank, 1NT=2 same Shape
[1♣]-P-[1♦]- X=Colour, 1NT=Rank, 2♣=Shape
Same defence but one level higher over 2♣ opening.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+ HCP and denies primary support, subsequent X = T/out
1M-(X) - ? = Ignore X, system on by non-passed hand 1m - (X) - 2m/3m = Ignore X, system on by non-passed hand

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Overlead, 3 <sup>rd</sup> from even, low from odd, top of doubletons	same	
NT	Overlead, 4 <sup>th</sup> , 2 <sup>nd</sup> from 4 small, Top of 3 small	same	
Subsequent	Reverse attitude	Reverse attitude	
Other: Ace asks for attitude; King for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	Asks for attitude	
King	Asks for count	Asks for count or unblock	
Queen	Asks for attitude	Asks for attitude or unblock	
Jack	Top of sequence or shortage	Top of sequence or shortage	
10	Top of sequence or shortage	Top of sequence or shortage	
9	Doubleton, singleton, 3 <sup>rd</sup>	No interest in suit	
Hi-X	Xx, 3 <sup>rd</sup>	No interest in suit	
Lo-X	3 <sup>rd</sup> from even, low from odd	4 <sup>th</sup> from honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude
Suit 2	Reverse count	Reverse count	Reverse count
3	Reverse count	Reverse count	Reverse count
1	Reverse attitude	Reverse count	Reverse attitude
NT 2	Reverse count	Reverse count	Reverse count
3	Reverse count	Reverse count	Reverse count
Signals (including Trumps):			
Reverse attitude NT/Suit. Suit preference where obvious			
Hi-Lo in trumps = Reverse count with ruffing interest or Suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening values, less with classic shape opposite passed hand			
If opponents bid over our T/O X; X = take out; cue shows 5+ in that suit			
X followed by cue = Game interest and forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
XX of their X of our bid suit (e.g., lead directional) = 1 <sup>st</sup> round control			
X of a cue of our bid suit shows strength or asks for different lead			
1NT –(X) – XX = any single suited hand; partner to bid 2♣'s; now responder will pass or correct. Other is suit bid plus one higher.			
Support X and XX to 2 or our Major			
XX of X of a TRF bid = offer to play			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: AUSTRALIA – MIXED TEAMS</b>
<b>PLAYERS: STEPHEN FISCHER - PELE RANKIN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Two-Over-One Game Force; Semi-Forcing 1NT (5-11)
1♣/♦ 3+ 11+ HCP                      1♥/♠ 5+ 11+ HCP
1NT Opening: 15-17 (5-card Major or 6-card minor possible)
2NT Opening: 20-21; 2♣ = 22+ HCP Balanced or FG any
2♦ = weak ♥+♠, may be 4/4 non-vul, 5/4 vul
2♥/2♠ = 6 card suit, 5-(10), 4 <sup>th</sup> seat 9-13
Carding: UDCA
Keycard response: 1430
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1m–2m = FG. Opener bids range 11-13, 14-16, 17+. Then step=shortage ask. Bypass 2NT with shtge. Other own shtge
1M – 2NT Jacoby. Opener bids range 11-13, 14-16, 17+. Then step = shortage ask, other own shortage LMH
Shortage responses are None, Low, Middle, High
Defence to 1NT: X Strong NT =4M/5+m; X Weak NT=15+, 2♣ = both majors, 2♦ = single suited M, 2♥/2♠ = 5+M/4+m, 2NT = ♣/♦ 5/5
1M – Jump shift = Natural, invitational
1M - 2♣ = Inv in M; Clubs FG; Bal FG
Drury over 3 <sup>rd</sup> /4 <sup>th</sup> seat M openings. Opener 2M = No game int
Good/Bad 2NT over X of 2M and over 2♦/2♥/2♠ in comp
Over interference of our 1NT opening – Lebensohl and take out doubles. Values X over artificial interference
<b>SPECIAL FORCING PASS SEQUENCES</b>
RCKB interference: P0X1 Pass 0/3 X 1/4
RCKB high level interference: POXE Pass Odd X Even
<b>IMPORTANT NOTES</b>
<b>RKCB for spades. Kickback for other suits.</b>
<b>PSYCHICS:</b> very rare

	A r t	M i n	Neg X thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣ 1♦		3	4♥	3+ Card suit, 11+ HCP. When 4/4, usually open 1D	1NT=6-10 no 4 card major; 2m = 4+ 12+ jump shift other m=INV, 5+support 2M=INV 6 card suit; 2NT=10-12 Bal; 3m= 5+ 6-9 3M = SPL; 3NT = 13-15 natural 4m = Pre-emptive; 4M = To play.	After 1m – 2m, 2m+1=11-13; 2m+2=14-16; 2m+3=17+; Step now=shortage ask with none, low, middle or high; Other is own shortage apart from 3m/2NT=NF if 11-13 4♦ RCKB for ♣ and 4♥ RCKB for ♦	1m - 2m=max pass. 1m - jump shift other m=more distributional
1♥ 1♠		5	4♥	5 Card suit, 11+ HCP	1NT=6-11 semi-forcing; 2M=3+ 5-9; 2♣ = 3+ support, INV OR GF ♣s OR GF balanced 2x = 5+, GF 2NT=4+ GF; 3M=4+ <6 HCP; 4M=To play 1♥–3NT=♦ SPL; 1♠–3NT=♥ SPL; 1♥–3♠/4♣=SPL, 1♥–4♦=Void, 1♠–4♣/♦=SPL (SPL=10-12) 1♥–4♠, 1♠–4♥ & 1M–5♣/♦= To play 1♥–2♠, 1♠–3♥ and 1M–3♣/3♦=6+ Invitational	1M – 2M; Step=Game try; Other=Natural-ish, slam try  After 1M – 2NT, 3♣=11-13; 3♦=14-16; 3♥=17+; Step now=shortage ask with none, low, middle or high; Other is own shortage.  4♠=RCKB for ♥s and 4NT=RKCB for ♠s	Opposite 3 <sup>rd</sup> & 4 <sup>th</sup> seat Major opening, 2♣ by responder = <b>Drury</b> : 1M-2♣= 3+ card support, 9-11. 2M by opener = minimum. Further new suit by responder is shortage.
INT				15-17, may contain any 5 card major or 6 card minor	2♣ = Stayman; 2♦/♥/NT = Transfers; 2♠ = Clubs or range probe; 3 any=systemic; 4♣/4♦=Transfer to 4♥/4♠; 4NT = Invite	Super-accepts – Major - 2NT = 4+max; 3M = 4+min. Minor – 3m = Any 3 to A or K OR 4 any	Same
2♣	X	0		GF or 22+ balanced	2♦ = ART relay; 2♥/2♠/3♣/♦ = 5+ at least 2 of top 4 2NT=5♣/5♦ GF	2NT = 24+ Bal, then puppet Stayman Via 2♣-2♦-2♥-2♠ = 22-23 Bal	Same
2♦	X	0		Less than opening hand, ♥+♠ May be 4/4 NV, at least 5/4 or 4/5 Vul	Major = to play; 2NT = range/shape ask; 3♣ = Nat NF; 3♦ = Nat, inv to 3NT; 4M=To play	After 2NT enquiry 3C=min, 3♦ = 5/5; others max shape-showing	Same
2♥		6		Less than opening hand	2♠/3♣/3♦=F1; 2NT = Shortage ask; 3♥=To play; 3♠=Natural, GF; 4M=To play	After 2NT = Enquiry 3♥=min, no shortage; 3♣/3♦/3♠=shortage; 3NT=max, no shortage	Same
2♠		6		Less than opening hand	2NT = Shortage ask; 3♣/3♦/3♥=F1; 3♠= to play; 4M=To play	After 2NT = Enquiry 3♠=min, no shortage; 3♣/3♦/3♥=shortage; 3NT=max, no shortage	Same
2NT				20-21 balanced	3♣ Puppet Stayman – Responses are 3♦=at least 1 4 card major now 4♣=4♥/4♠ slam interest; 4♦=4♥/4♠ game only. 3♥=<4 either M; 3♠ = 5♠; 3NT = 5♥; 3♦/3♥=TRF; 3♠ = minor suit stayman. Slam interest TRFs:4♣/♦ to ♥/♠, 4♥/4♠ to ♣/♦; 5♣/5♦=To play, weak. 4NT=Inv	After 3♦ TRF - 3♥=2♥s, 3♠=3♥s, 3NT=4+♥s After 3♥ TRF - 3♠=2♠s, 3NT=3♠s; 4♣=4+♠s May re-transfer, cue or KC	Same
3♣♦♥♠		(6)7		Usually 7 card suits	4 of cheapest minor = RKCB; 3♣ - 4♦ = RKCB		
3NT	X	7		AKQxxxx ♣/♦, no outside A or K	4♣ pass or correct, 4♦ bid your suit including 5♦		3 <sup>rd</sup> /4 <sup>th</sup> seat opening may have extras
4♣♦		7		Pre-emptive	4M = To play; 4NT = RKCB	<b>HIGH LEVEL BIDDING</b> Cues 1 <sup>st</sup> or 2 <sup>nd</sup> . RKCB/Kickback response 1430 After RKCB response 1430, step is Q ask and step+1 asks for lowest K (steps not including trump suit) POXI Pass 0/3 X 1/4 POXE Pass <b>Odd/X Even</b> if Interference over 5 of trump suit Lightner X = against slam asks for unusual lead or dummy's first bid suit. 4 <sup>th</sup> suit = Game Force	
4♥♠		6		To play	4♠ over 4♥ = RKCB; 4NT over 4♠ = RKCB		
4NT	X			5+/6+ either way ♣/♦	Semi pre-emptive as do not want to miss a slam		
5♣ / 5♦				To play			
5♥ / 5♠				To play			