

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
(4)5 + suit at 1 level, 5 + suit at 2 level
In response: 1NT: approx. 7-10(11) HCP
cue shows a raise, new suit is NF below 3 level, when simple change of suit is NF, then jumpshift is NAT F
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1st/2nd: 15-18 HCP, system on
4th: 12-15 HCP, system on
(1 Bid)-P-(1 Bid)-1NT: 15-18 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE over suit, constructive over weak 1NT, PRE over strong NT
2NT: 5+/5+ Minors (or spades and the other minor) weak or strong
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5+/5+, weak or strong
VS. NT (vs. Strong/Weak; Reopening; PH) [12]
X: Penalties
2♣: Hearts & another, 2♦: Spades & a minor
2♥/2♠: Natural, tends to be 6, 2NT: minors
Passed hand: No change (X shows max pass)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X: T/O
Weak Lebensohl over 2M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X: majors, 1NT: minors, weak jumps
Pass then bid: good hand
OVER OPPONENTS' TAKEOUT DOUBLE
No change, XX: 10+ HCP Pen interest or BAL 3 card raise 8-10 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	Attitude		
Other:	Occasional 4 th when 3 rd may cost eg KJ9x		
	Possible attitude if raised partner's suit		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Overlead	Overlead	
King	Overlead	Unblock/rev count	
Queen	Overlead / internal	Can be from K	
Jack	Overlead / internal	Overlead / internal	
10	Overlead / internal	Overlead / internal	
9	9x	9x	
Hi-X	3rd/5th	3rd/5th	
Lo-X	3rd/5th	3rd/5th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd = enc	Rev count	Odd = enc
Suit 2	Rev count	Standard SP	Rev count
3	Standard SP		Standard SP
1	Odd = enc	Rev count	Odd = enc
NT 2	Rev count	Standard SP	Rev count
3	Standard SP		Standard SP
Signals (including Trumps):			
Low even may be enc if no odd held, high-low in trumps may indicate a desire to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ HCP with excellent shape			
Responses: cue F to suit agreement, min suit 0-7/8 HCP, jump 8-11 HCP			
double jump below game 8-11 HCP with 5 card suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X: Can be game try			
X: Can be suggesting partner bid 3NT in cramped auctions			
X: Takeout of spades or strong vs Multi [13]			
X of Stayman or transfer is lead directional			

W B F CONVENTION CARD
CATEGORY: Green NCBO: New Zealand EVENT: Mixed – World Champs (28/09/2021) PLAYERS: Annette Henry Stephen Henry
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Force (unless responder repeats suit)
Five card majors. 15-17 1NT, preferred minor (1♣ with 3-3) [1]
2♦: ♠+another, Weak, NF
May bypass diamonds after 1♣ opening unless GF strength [1]
1NT Opening: 15-17 HCP
2 over 1 Response: Natural GF unless repeat suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦: ♠+another, (0)4-7 HCP, NF
3NT: Any solid suit, no outside A or K
Unusual 2NT weak or strong
Michaels weak or strong
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
If forced to a certain contract then a bid of that contract is minimum
4th suit game forcing,
PSYCHICS: Occasional

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Bids and Responses		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	4♥	Natural, 10+HCP [1]	Suit: NAT F (may bypass diamonds), 2/1: GF unless resp rebids suit [8], 1NT: 5-11 HCP, 1m-2m: GF raise [3]	1NT: 12-14 HCP (then 2♣/2♦ checkback [2], 3♠: NAT NF)
1♦		3	4♥	normally 1♣ with 3-3	2♥/2♠: 0-7 HCP 6+ suit, jumpshift om: GT raise [4]	2NT Rebid: 18-19 HCP, 3NT Rebid: To play, 1M: Nat unbal
						Reverse may be prepared [7]
1♥		5	4♦	Natural, 10+HCP [1]	New suit: NAT F, 2/1: GF unless responder rebids suit [8]	1NT: 12-14 HCP (then 2♣/2♦ checkback [2], 3♠: NAT NF)
1♠		5	4♥		1NT: NF 5-11 HCP, 2NT: GF Raise [5], 3M: 0-5HCP 4+M	2NT Rebid: 18-19 HCP, 3NT Rebid: To play
					3♠: 6-9 HCP 4+ raise, 3♦: GT 4+ raise: [6]	1M-2NT; 3♣; Any Min (say 11-14 HCP), 3♦: 15+ no SPL,
					1♥-2♠/1♠-3♥: 3 card GT+ raise [6]	3♥/3♠/3NT: 15+ SPL H/M/L, Jump: void
						1M-3♠: 3♦ = range ask, then 3M is min, 4M max [6]
						Reverse may be prepared [7]
						After 2/1: 2 of openers suit is catchall, 2NT: 6+ suit [8]
1NT		-	4♥	15-17 HCP, Approx BAL	2♣: STAY or BAL GT	1NT-2♠/2NT: 2NT/3♣:super accept [9]
				Can be 5&4 m or 5M or 6m	2♦/2♥/2♠/2NT ♥/♠/♣/♦	After STAY: 2M: NF, 3m: NF GT
				(may upgrade)	3♠: Puppet STAY, 3♦/3♥/3♠: ♦/♥/♠, 3 suit SPL	After transfer: new suit is game forcing
2♣	ART	0	4♥	ART GF or 22-24 HCP BAL	2♦: Negative, Others: Nat GF	2♣-2♦: 2NT 22-24 HCP BAL, Others: NAT GF
2♦	ART	0	-	(0)4-7 HCP, 4+♠ & 4+other	2♥: P/C, 2+♠: NF, 2NT: NAT NF GT, 3♠: ART enquiry	2♦-3♠: 3♦: 4+♥, 3♥: 4+♣, 3♠: 4+♦, 3NT: 5+♠ & 4+♦
				NF	3♦/3♥: Nat F	
2♥		(5)6	-	(0)5-9 HCP	2NT: ART GT+, New Suit: F	2M-2NT; 3♣: max & feature, 3♦: 5M min, 3♥: 6M min
2♠		(5)6	-	Natural (5)6 Card suit	Raise: PRE, 3NT: To Play	3♠: 5 max, 3NT: 6 M max
2NT		-	4♥	20-21 HCP, Approx Bal	3♣: Puppet STAY, 3♦/3♥: ♥/♠, 3♠: ♣	After 2NT-3♠: 3♥/3♠ 5 card suit, 3NT = no major
				(Frequent upgrades)	3NT: To play, 4♣: Gerber, 4♦: Nat F	3♦: 1 or 2 Majors (responder bids the one they don't have or 4♦ with both)
3♣/3♦		7 (6)	-	Pre-empt	New suit: Forcing	Opener not to go past 3NT without fit
3♥/3♠		7 (6)	-		3NT: To Play	
3NT	ART	0	-	Any Solid Suit (no other A/K)	4+♣: P/C	
4♣				Pre-empt	New m: forcing, 4M: NF	HIGH LEVEL BIDDING [10]
4♦					4NT: RKCB	RKCB (30/41),
						Cue 1 st /2 nd , 4NT/5NT in cue bidding shows extras
4♥				Pre-empt	4♠: NF, Other new suit: cue	Last train
4♠					4NT: RKCB	PODI/PORI