

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6+HCP with 5+ suit. 10+HCP at 2 level sound if VUL
New suit forcing for 1 Round
SWISS raises after 1M overcall
Cue = 10+ normally support
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP system on
10-14 HCP reopening seat, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jumps -5-10 HCP with 6+ suit
2NT = 5-10HCP or 16+ HCP with 5+/5+ other rank
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE = 5-10HCP or 16+HCP with 5+/5+ in same rank and one of other rank
Responses are Pass or Correct at all levels
Jump Cue asks for hold for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
vs WK X =15+HCP, Suit is TRF or other two suits
vs STG X = ♣ or ♦+♥, Suit is TRF or other two suits
Responses to bid showing suits are all pass or correct at all levels
By passed hand X of weak NT = ♣ or ♦+♥
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O
Cue = ask for hold, Jump in minor = 5+ suit and 4M
4NT = two suited
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = next suit or other two suits, Responses are all pass or correct
Suit = TRF or other two suits, Responses are all pass or correct
NT = Two non touching suits, responses are all pass or correct
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing (except after 1♦), XX = 10+HCP
1♣ (X) XX = 8+ HCP, 1♦ = 5-7HCP any
After 1♦ (X) any suit is NF, XX = 10+HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /2 nd /4th	1 st /2 nd /4th	
NT	1 st /2 nd /4th	1 st /2 nd /4th	
Subseq			
Other: A/Q = ATT – High ENC/Low DISC			
K/J = REV CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	ATT	ATT	
King	REV CT	REV CT	
Queen	ATT	ATT	
Jack	REV CT	REV CT	
10	Top or internal sequence	Top or internal	
9	Top/MUD or internal	Top/MUD or internal	
Hi x	MUD /Doubleton/ Singleton	MUD	
Lo x	4 th /MUD/Doubleton/Single	4 th /MUD	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	REV CT or Std ATT	REV CT	REV CT
Suit 2	Suit Pref	Suit Pref	ATT
3			
1	As above	Hi ENC opening lead	As above
NT 2			
3			
Signals (including Trumps):			
Std ATT, REV CT, Std Suit Pref,			
Vs – NT – High card on declarers play encourages opening lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound and Major orientated			
Normal responses and jumps			
1♣ – (up to 2♦) – DBL = 5-7HCP any shape or 8+ HCP no hold for NT			
1♣ – (2♥ and over) – DBL = normal T/o style no 5 card suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1 st and 2 nd X are normally T/O 3 rd X is PEN			
If X has been passed for PEN then all X are PEN			
X in COMP after suit agreement is INV			
X = PEN if we have passed and OPPT balance			
If opponents overcall our opening with 1NT – X = 10+ HCP			

W B F CONVENTION CARD
CATEGORY: RED NCBO: NEW ZEALAND PLAYERS: Jo Simpson/Sam Simpson EVENT: Mixed 60920 – 62998
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Strong Club 16+ HCP, 1 ♦ = 11-15 HCP with 1+ ♦ always unbalanced 1 ♥/♠ = 11-15 HCP with 5+ suit 1NT = 12-15HCP– Transfers and Relays 2♣ = 11-15 HCP with 5+♣ may contain 4M some Relays 2♦ = 5-10 HCP with 4+♥/4+♠ some Relays 2♥/♠ = 5-10 HCP with 6M some Relays
SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1♣ = 16+HCP any shape 1♦ = 11-15 HCP with 1+♦ always unbalanced SWISS raises over M opening with 4+ card support (SUPP notes) 2♣ = 11-15 HCP with 5+♣ may contain 4M 2♦ = 5-10 HCP with 4+♥/4+♠ 2NT = 5-10HCP or 16+ HCP with 5+♣/5+♦ 3NT = Gambling with no outside A or K
SPECIAL FORCING PASS SEQUENCES Pass is forcing for RDBL after 1NT (X) – RDBL maybe passed
IMPORTANT NOTES - SWISS raises steps, all 4 card support Mini SPL or 16+HCP SPL, 6-9 HCP, 10-12 HCP, 15+ HCP, 0-5 HCP
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0		16+HCP any shape	1♦ = 0-7HCP any, Suit = 8+ HCP 5+ suit	1♥ = 19+HCP and shape – then 1♠ = 0-4HCP	1NT RSP by passed hand = 8-11
					1NT = 8+HCP BAL, Jumps are 1444 in suit bid	After Suit 1NT does not deny support	Cue bid= 8+ no hold balanced
					Double jump in M = 3-5HCP and 7+ in suit	After 1NT response or rebid then 2♣ = may start Relay	
1♦	✓	1		11-15HCP maybe short as 1♦ Always unbalanced	Suits = 5+ HCP natural, Jump in minor = pre-empt 2♦ = 10+ HCP -5+♦ Jumps M = 3-8HCP	1NT = 5+♦/4+♣ or 1444 over 1♠ response 2♣ = 5+♣/4♦ or 5/5m	
1♥		5		11-15 HCP 5+ suit	1 level = 6+HCP suit, 2 level new suit = 10+HCP Simple raise = 6-9 HCP 3 card support	After 2 level response in new suit jump = SPL	SWISS raises still apply after 1 level interference
					1NT = 6-9	After 2 level response in new suit = 1RF	
1♠		5			SWISS raises with 4 card support (SUPP notes)		
INT				12-15 HCP	2♣ = Stayman or GF relay, 2♦/♥ = TRF	2NT by 2♣ bidder is GF relay asking for shape	No GF relay by passed hand
					2♠ = RF, 2NT = Both m may have 1M hold 3m = WK, 3M = singleton in suit not 4 in other M		2NT = Lebensol after interference
2♣		5		11-15 HCP 5+♣ may have 4 card M	2♦ = Relay, 2♥/♠ = suit NF, 2NT = 10-12 3♣ = 6-9HCP and 3+♣ 4♣ = pre-emptive	After 2♦ – 2M =suit,2NT = MAX 6+♣ scattered values 3♣ = MIN 6+♣	After 2♦ - 2M – 2NT starts full shape GF relay if by unpassed hand
2♦	✓	0		5-10 HCP 4+♥/4+♠	M any level = to Play, 2NT = Relay	After 2NT - 3♣ = equal length, 3♦ = WK longer ♥, 3♥ = WK longer♠ 3♠ = STR longer ♥, 3NT = STR longer♠	PODI PORI
2♥ 2♠		6 6		5-10 HCP 6 card suit	2♠ over 2♥ or 2NT over 2♠ = Relay 3 level raise is semi invite Except after 2♥ (X) 2♠ = Nat to play	After 2♠ or 2NT Relay, steps show Wk with shortage, STG with shortage, WK balanced, STG balanced	PODI PORI
2NT				5-10 or 16+ HCP 5+♣/5+♦	All m suits are to play,4♥/♠ = Weakwood in ♣/♦	After 3 level bid a raise shows 16+, 4 of other Minor is RKCB in responded m	
3♣		6		5-10 HCP 6+ ♣	3♦ asks for 3 card M, 3♥/♠ = 6+ suit F		
3♦		6		5-10 HCP 6+ ♦	New suit forcing		
3♥		7		5-10 HCP 7+ ♥	New suit forcing		
3♠		7		5-10 HCP 7+ ♠	New suit forcing		
3NT				Gambling minor no outside A or K	Minor suit is Pass or Correct		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		7		To play			
4♠		7		To play			
4NT				Both Minors very wild			
5♣				To play		HIGH LEVEL BIDDING	
5♦				To play		4m in GF = RKCB (0314), 4NT = RKCB in agreed or last suit	
5♥				Asks P to bid 6 with A or K ♥		PODI, PORI, Cues = 1sts	
5♠				Asks P to bid 6 with A or K ♠			
