

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS – EMPHASIS ON SUIT QUALITY	OPENING LEADS STYLE			CATEGORY: Women's
Responding to overcalls – Bergen raises for majors	Lead In Partner's Suit			NCBO: NZBridge (Canterbury)
Responder may Cue Bid if wanting partner to continue bidding	Suit	3 rd / 4 th / 5 th to one honour / Top of touching honours / Top of Sequence		PLAYERS:
Jump Bid in Major = Weak 2 values and distribution		Top of Doubleton Honour		Kay Nicholas 7641 / Lesley Andrew 1572
Double and rebid suit shows 16+	NT	3 rd / 4 th / 5 th to one honour / Top of Sequence		SYSTEM SUMMARY
	Other: MUD / Doubleton / Second top from Top of Nothing			GENERAL APPROACH AND STYLE
INT OVERCALL (2nd/ 4th Position)	LEADS			MODIFIED PRECISION – 1C / 16 + any distribution / or strongly distributional with 4 losers
14+ / Stayman & Transfers apply	Lead	VS Suit	VS NT	<ul style="list-style-type: none"> 1D Opening – may be short as no diamonds <ul style="list-style-type: none"> May also have 5 clubs (11-15) 1H or 1S Openings / 5 + cards (11-15) 1NT Opening / 12 – 15 HCP – denies a four card major 3NT / 2 x 5 card minors or better (10 – 15 HCP) 3S – Gambling 3 No Trump Texas Transfers – 4 level openings
	Ace	AKQ sequence / if AK only will lead K then A	Only if Top of a Sequence	
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQ / KQ sequence	K	
<ul style="list-style-type: none"> Jump Bid / Major = Weak 2 values and distribution Jump bid / Minor at 2 or 3 level = 10 to 13 HCP Jump bid / Minor at 4 level = 14 / 15 HCP with 2 / 3 honours 	Queen	QJ10 / QJxx	Q	
2NT = Michael's Cue Bid	Jack	J109x / J10xx	J	
	10	109 / 1098 /	10	
	9	9853	8	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Hi - Low	doubleton	doubleton	Pottage over opponents opening 1NT – see VS NT
Direct Cue Bids = Michael's Cue Bid	X	3 rd / 4 th / 5 th / to one honour	3 rd / 4 th / 5 th to a single or double honour	Transfers & Lebensohl when interference over our 1NT
VS NT / Strong or Weak – Double = penalty – 14+ HCP	SIGNALS IN ORDER OF PRIORITY			<ul style="list-style-type: none"> 2H & 2S / 6-10 HCP – shows 5 cards in major and 4 or more of a lower suit 2C Opening – 5 cards & 4 card major or 6 + Clubs 2D – either 6 card diamond suit & 13 -15 HCP <p>or Weak two in either major</p>
POTTAGE 8- 14		Partner's Lead	Declarer's Lead	Discarding
2C – a single suited hand to be announced / 2D the Relay	Suit	Attitude	Suit Preference	Low – Encouraging High – Discouraging
2D – Both majors at least 4 / 4	No Trumps	Attitude then Count	Count	Low – Encouraging High – Discouraging
2H or 2S – at least five spades and a 4 card minor	Signals (including Trumps)			
2NT – 5 / 5 in the minors	<ul style="list-style-type: none"> Low – Encouraging / High – Discouraging / Suit Preference Count – Even holding – Descending / Odd holding – Ascending Ruffing Signal – High / Low 			
POTTAGE 14+ & two 5 card suits	DOUBLES			
3C – clubs & another / 3D – diamonds & hearts / 3H – hearts & spades / 3S – spades & diamonds	<ul style="list-style-type: none"> Negative Doubles / 9+ points Penalty doubles / Can be as low as at 1 level 			
VS. TRANSFER PRE-EMPTIVE BIDS	TAKEOUT DOUBLES (Style; Responses; Reopening)			ASKING BIDS
<ul style="list-style-type: none"> Double of Suit Opened = Penalty Double of that Suit Bid of the Suit the Opening Bid implies is for Take-Out 	<ul style="list-style-type: none"> Take-Out over Opponent Opening / 12+ points Re-opening – 9+ points 			<ul style="list-style-type: none"> Roman Key Card Blackwood / CRO Minorwood / Key Card Ask in Minors Gerber if Opening bid was 1NT Trump & Ace Asking
VS. PRE-EMPTIVE BIDS				SPECIAL FORCING PASS SEQUENCES
<ul style="list-style-type: none"> Double = Opening Points No Trumps / To Play 				<ul style="list-style-type: none"> Forcing pass is played when our 1NT is doubled – may be weak or strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				IMPORTANT NOTES
<ul style="list-style-type: none"> Over 1♣ may overcall with strong 4 card suit 				<ul style="list-style-type: none"> See Full system
OVER OPPONENTS' TAKEOUT DOUBLE				PSYCHICS
<ul style="list-style-type: none"> Redouble / 9+ points 				<ul style="list-style-type: none"> None

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	RESPONDER'S REBID
1♣	✓	0		16+ any distribution	1D / negative / 0-7 points any distribution	1H / 19+ any distribution (if opponents interfere a double by opener shows 19+ points also)	1S / 0-4 any distribution 1NT / 5-7 both majors 4 / 4 2C / 2D / 5-7 may not be 4 card suit 2H / 2S / 5-7 & 5 card suit
1♣	✓	0		16+ any distribution	2H/2S = 4-7 with 6 card suit // 3H/3S = 4-7 with 7 card suit 3C/3D = 9+ points / singleton in black or red suit i.e. 3C=Black		
1♣	✓	0		16+ any distribution	1H / 1S / 1NT / 2C / 2D = 8 + points	Opener is certain of game at least so bids appropriately for game or slam	
1♦		0 see front page		11-15 may have 5 clubs	2D – 4 diamonds } 11+ points / no major / asks for holds in the 2C – 4 or 5 clubs } majors for No Trumps	Bid the holds at 2 or 3 level according to point count	
1♥ / 1♠		5		11-15	Bergen Raises with 4 card support (3 cards on occasions) 2NT = 12+ / Game or Slam interest	Opener bids shortage (singleton or void) then cue bids or Roman Key Card	
1♥ / 1♠		5		11-15	Bergen raise with 4 card support 3S = 0-6 or bad 7 / 3D = 7-9 / 3C = 10-11 <ul style="list-style-type: none"> ▪ In competition – 3 of partner's suit is Bergen ▪ 2NT = 12+ / Game or Slam interest ▪ New suit at 3 level = 13+ points 	Opener decides final level	
INT				12 – 15	2C / Asking re Partners Minor distribution & Points – Following Partner's answer response Relay to find suit 2D / 2H = Transfers – Weak or Strong 2S = 10 points / Rangefinder or weak takeout to minors or strong hand wanting to know opener's strength		
2♣		5		11-15 with either 5 clubs & 4 card major or 6 or more clubs	<ul style="list-style-type: none"> ▪ 2D / 11+ Forcing – asks Opener to describe hand <ul style="list-style-type: none"> ▪ 2H or 2S / 5 card suit / 8-10 / Non Forcing ▪ 2NT / 11-12 balanced with no major / Non Forcing ▪ 3C / 8-10 points / good 3 card support / no 5 card major ▪ Jump Shift / 14+ points / good 5 card or longer suit / Game Force 	<ul style="list-style-type: none"> ▪ 2H or 2S – 4 card suit 11 / 13 points ▪ 2NT 6 clubs / stopper in 2 of 3 side suits 11 / 13 points ▪ 3C / 6 clubs and 1 outside suit stopper 11 / 13 points ▪ 3D / minor 2 suiter 6 / 5 or 6 / 4 ▪ 3NT / Solid 6 card suit 14 / 15 points ▪ 4C / long broken suit 14 / 15 points 	
2♦	✓	6 if ♦ suit		13-15 if ♦ suit or 6-10 & a Weak Major	<ul style="list-style-type: none"> ▪ 2H forced relay – pass or correct – no more than 2 hearts 	Pass with weak 2♥ / Bid 2♣ with weak two in spades / Bid 3♦ with diamond suit	
					<ul style="list-style-type: none"> ▪ 2S – no more than 2 spades 	Pass with weak 2♠ / Bid 3♥ with weak two in hearts / Bid ♦ with diamond suit	
					<ul style="list-style-type: none"> ▪ 2NT – either a good hand or good shape – Forcing 	3♣ shows good weak two & then Responder bids 3♦ which is a relay asking which suit 3♦ shows diamond option 3♥ = hearts / 3♠ = spades / shows weak suit	
2♥ / 2♠		5 cards		6-10 with at least 4 cards in lower suit	<ul style="list-style-type: none"> ▪ 2NT – Forcing 		
Transfer Pre-empts							
2NT	✓	6 or 7		6-10 / suit is clubs		When New Suit Bid instead of Transfer / Forcing	
3C	✓	6 or 7		6-10 / suit is diamonds		When New Suit Bid instead of Transfer / Forcing	
3D	✓	7		6-10 / suit is hearts		When New Suit Bid instead of Transfer / Forcing	
3H	✓	7		6-10 / suit is spades		When New Suit Bid instead of Transfer / Forcing	