

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural 7 – 17 hcp
Michaels
2NT = two lower unbid
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-19/11-14: system ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT: lower 2 suits weak or strong
Reopen: Same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (weak & strong); 11-15 simple overcall
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy 2C majors, 2D single major suit, 2M-major and minor suit
Double 15+ against weak NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = take out, overcall = sound
Leaping Michaels in both positions
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C double majors, 1NT both minors
OVER OPPONENTS' TAKEOUT DOUBLE
Jump support is weak, redouble 9+. Major suit SYSTEM ON except 1M - (X) - 2C = 8-10 hcp 3 card raise 1M - (X) - 2M = 0-7 hcp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	same	
NT	Same		
Subseq	Attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) Ax	same	
King	KQx(x) Kx		
Queen	QJx(x) Qx		
Jack	J10x(x) Jx		
10	K109x(x) 10x		
9	109x 9x		
Hi-X	2 nd		
Lo-X	4 th		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	count	HELD
Suit 2	Count		
3	Suit preference		
1	same		
NT 2			
3			
Signals (including Trumps):			
HELD			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard. Shape based: X of a M suit will guarantee the other except when 17 hcp+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles / redoubles			
Maximal doubles			
Lead directing doubles			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Glyn Meredith and Richard Illingworth
EVENT (Senior)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 game forcing, OFF by passed hand
Short club
5 card Majors
Strong NT 15-17: no transfer auctions. 1NT – 2C (invitational only) 1NT – 2D game forcing any hand, 1NT – 2M to play.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
RKCB 1430, 5NT asks K position
XYZ: after any 1x-1y-1z - 2C (forces 2D) and may start an invitational sequence or sign off in a minor suit.
After any 1x-1y-1z – 2D is game forcing
Gazzilli
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Never

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2		Weak NT, 18-20 NT, or natural	Walsh: bid M before D with non GF hand, 1NT denies 4+ major 6-10, criss-cross raises	1m – 2m (11-14 hcp) subsequently bid NT stopper up the line	Double of major overcall shows 4 cards in other major
				12+	2NT denies 4+ major 11-12, 2M weak jump shift 0-7, 2C 4+ support 11-14, 2D 5+ support 15+	1m – jump shift other minor = 15 hcp+ subsequently Opener bids 3NT or cue bids.	
1♦		4			Bid up the line. Criss-cross raises same as for 1C	As above	
1♥		5			2M 3 card support 8-10, 3M 4 card support 0-5, 3C 4 card support 6-9, 3D 4 card support 10-12, 2NT 3+ support 12+ unbalanced, 16+ balanced, 3NT 4 card support 13-15 balanced normally 4,3,3,3 1NT 6-12 forcing 1 round by unpassed hand. Passed hand 2C 4 card support 8-11, 2D 3 card support 8-11, 2M 3 card support 3-7	After 1M – 2M or 1M – 3C/D Help suit game try 2NT asks LTC 1H/S – 1NT – 2C = Gazzilli 1H – 1S – 2C = Gazzilli	Doubled: SYSTEM ON except 1M – (X) – 2C = 8/10 3 support 1M – (X – 2M = 0-7 Overcall: 2NT support 9-11, direct cue bid support and game force
1♠		5			Same		
INT					2C inv. or weak minor, 2D game force, 2M weak to play, 2NT minors 5,5, 3m good suit inv., 4 red suit-transfer (and in competition)	2C and 2D asks for major suit. Bid of 4 minor is usually RKC for bid minor	Lebenshol: slow shows
2♣	*	-		Forcing game or 23-24 balanced	2D 4+ or shape, 2H 0-3 no King, no shape, 2M, 3m Good suit HHxxx	2C, 2D, 2NT responses as 2NT open.	
2♦	*	-		6 card major 4-7	2H pass or correct, 2S pass or correct, 2NT forcing	After 2D – 2NT: 3C = poor H, 3D = poor S, 3H/S = top of range H/S	
2♥		6		8-11	2NT asks losing trick count 2S forcing 5+ suit	3C 8, 3D 7, 3H 6, 3S 6 with singleton	
2♠		6		8-11	2NT asks losing trick count	same	
2NT		-		21-22 balanced	3C = MUPPET STAYMAN, red suit transfers	Over 3C, 3D at least 1 4 card major suit, 3H no 4 or 5 card major, 3S 5 spades, 3NT 5 Hearts (4D transfer)	
3♣		6/7		Pre-empt			
3♦		6/7					
3♥		6/7					
3♠		6/7					
3NT		-		Gambling			
4♣		7/8		Pre-empt			

4♦	7/8				
4♥	7/8				
4♠	7/8				
4NT	-		Positional Ace asking	5C none, 5D-ace diamonds, 5H-ace hearts, 5S-ace spades, 6C-ace clubs	
5♣	8/9				HIGH LEVEL BIDDING
5♦	8/9				Exclusion RKC
5♥	8/9				Splinters
5♠	8/9				DEPO/REPO (when RKC interference)