

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Good suit or points. Aggressive raises with 2N strong unlimited raise Change of suit forcing. Cue game try.
Cue 2 suited - Ghestem
We treat short C openers as natural
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
14+-17 system on
Protective 11-15-
2NT 20-22
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak 6 cards 6-10 HCP. Short minor treated as natural
Ghestem – weak or strong 2 suited, 3C never clubs, 2NT lowest 2. Cue other 2 suits
Leaping Michaels over weak 2M – m bid and other M, values but nf Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Gestem – as above
Jump asks for stop for NT
<b>VS. NT (Weak)</b>
2C single suited, any suit 5+ opening bid
2D majors
2H hearts and minor – often have 4M 5m
2S spades and minor – often have 4M 5m
2NT strong 2 suiter
<b>Strong</b> – x single suited. 2C minors, 2D majors, 2H/S/N as above
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X TO. Non leaping Michaels
Multi 2D: x=12-15 or strong, 2M 4+ short other M, 2N 15-18
Treat weak 2s as 1s
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Weak 2s incl 2C 6 cards and 5-10 HCP, weak 3s
X majors, suits natural, 1NT minors,
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Pre-emptive raises. Jump fits.
2NT high card raise to 3

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Low from 3 or 4 to H. High from 2, 2 <sup>nd</sup> highest from 4 small, 4 <sup>th</sup> from 6	Small from Hxx or xxx Hxxx/xxxx 2 <sup>nd</sup> highest	
NT	Same		
Subseq	Residual count		
Other: order of small card play is suit preference			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT –as suit and....	
Ace	Count		
King	Q or short, AK	Asks rev attitude or unblock	
Queen	J or short	QJ(+), AQJ(+)	
Jack	10 or short or higher H		
10	9 and higher H or short		
9	9x, 10 9 xx		
Hi-X	Even		
Lo-X	Odd		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Normal Count	Count	Count
Suit 2	Suit Pref	SP	SP
3	Reverse attitude		
1	As above		
NT 2			
3			
Signals (including Trumps): count			
K switch shows singleton			
Play of small cards after count is suit pref.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Solid opening bid or perfect shape. Usually 4 of other M			
- May have 4M 5m			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
X shows values and shows 4 in other M, or at least 43 MM			
XX cue is first round control			
X of artificial bid shows suit			
DOPI, ROPI			
Most low level doubles are T/O usually showing extra values			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Green</b> <b>EBL Senior Teams</b>
<b>HASTINGS CAMPBELL SAM HALL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Acol with 12-14 NT and 4 card majors
Stayman, transfers (4 suit)
1NT rare singleton, may have 5m and 4M
2 over 1 10+HCP forcing 1 round, new suit opener is forcing
Multi 2D, strong 2H+S
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi 2D – 6(5) MAJOR 5-9HCP or (4441) 17-23HCP
Opp. overcall with suit – double raise is distributional, 2NT high card raise (unlimited). 3N to play, Jump fits.
Lebensohl over our NT interference, your weak 2 or multi. X shows 11(+) HCP over NT opening
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	Natural. May have 4D	Natural, limit raises, 2NT 11HCP, splinter Jump in new suit GF, usually almost solid suit or fit		Jump shows a fit if passed hand See page 1 when opp overcall
1♦		4	4D	Natural	“		“
1♥		4	4D	may have 4m if 15+	As above 3NT 13-16 and 4 card fit	1M - 2 any-2NT 15-19, 3NT 17-19 with 4M	“
1♠		4	4D	“	“ “	“	“
INT		2		12-14 rare singleton	Stayman (np), 4 suit transfers, 3H, S weak, Gerber 3H, S response to Stayman shows 5, 3m slam try	Break M transfer with 4+ and max. 3M- min 1NT -2D/H - 2H/S - 3H/S slam try	
2♣	X	0	4D	GF unless 23-4 balanced	2D neg, other bids natural, 2NT positive w/o Ace		
2♦	X	0	4D	(4441) any singleton 16-23. 6H/ S 5-9	2H pass or correct or suit under singleton if strong, 2S/3H/3S/4H pass/correct, 2NT game invite-3m = max	2D – 2H/S – 2N,3C,3D,3H = suit under singleton 4441. relay in short suit –respond points in 2 point steps	
2♥		6	4D	Acol 2 – 8+ playing tricks	2NT neg, 4H weak, 3H and new suit positive		
2♠		6	4D	“	“		
2NT		2	4D	20-22	5 card Stayman, transfers, Gerber 3S C slam try, 4D slam try	2NT-3C-3NT shows 2S2H or 3S2H	
3♣		6					
3♦		6	4D	weak	New suit forcing		
3♥		7(6)					
3♠		7(6)	4D	“	“		
3NT	X	0		Solid minor, Q or less outside	4C/5C pass or correct		
4♣		7		Pre-empt	4D forcing. 4H/S to play		
4♦		7		“	4H/S to play		
4♥		7		“	New suit forcing		
4♠		7		“	“		
4NT	X	0		65 66 minors			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB 03,14,2,2+Q, 5N 2+void	
5♥						5NT – after 4NT – cue K, 6 trumps = 0, 7 trumps = 2	
5♠						DOPI, ROPI	
						Cue 1 <sup>st</sup> or 2 <sup>nd</sup> round controls upwards	
						Gerber 03,14,2	