

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Good 7-17 HCP at 1 Level (Sometimes good 4 cd); 9-17 at 2 Level (but may be very light if no Vulnerable at level 1 or 2).
Responses. : Cue=inv or better if Fit or General Forced If no Fit; 2/1 =NAT NF, Jump Cue Mix Raise.
Reopening: can be Light
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4 th Live = 15-18 HCP;. Responses: Sys on over m and 4cd M; Over 5 cd M (note a)
Reopening =10-15 HCP over m & 10-16; HCP over M
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, depend on VUL; Responses : 3NT=To play; New suit at 4 level=CAB; Unusaul NT= Minors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = Michaels; Jump=Ask Stoppper; Responses : Cue=F1;
Reopen = same as Direct
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong : DBL=Spade and another; 2C= Club+Heart;
2D=Diamond+Heart; 2M=NAT; 2NT=Minors.
Vs Weak : CAPPILLETTI
Vs Weak (PH) : Same Vs STR NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O; CUE=Michaels; Jumps over Weak Two= Leapping Michaels; NT=NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=♦ or ♥+♠; 1♥=♠ or ♣+♦; 1♠=♣ or ♦+♥; 1NT=Shape; etc ;
(1♣)-P-(1♦)-; DBL=♥ or ♠+♣; 1♥=♠ or ♣+♦; 1♠=♣ or ♦+♥;
1NT=Shape; 2♣=♦ or ♥+♠; etc
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=9+ HCP, PEN Oriented; 1M-(DBL);-CAPPILLETTI ;-
Truscott 2NT; Jump Sift=Fit Showing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th best	same	
NT	4th best	same	
Subseq	same		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+....; Ax+...	Ask ATT	
King	AK doubleton or KQ+...	Ask Unblock Q or KQT ..	
Queen	QJ+	Ask Unblock J or QJ9..	
Jack	Standard	Standard	
10	Satndard	Standard	
9	9x	9x or 98x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count/ENC	Count	Attitude
Suit 2	Suit Prference	Suit Preference	Count
3			
1	Count	Count	Suit Preference
NT 2	Attitude	Suit Preference	Count
3			
Signals (including Trumps):			
Suit Preference in NT, Attitude in trumps, Smith Echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Support for unbid suit, except 18+ HCP; Response s: Cue=F1; 2NT=INV			
Jump CUE to 3m = Both Major Weak Hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DBL; (1m)-P-(2m)-DBL=Majors; (1m)-P-(1M)-DBL=5+OM/4+om,			
1NT=4OM/5+om; SUPP RDBL			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: TALIANA M - JEFFREY M
BBO NICK NAME : Sarunta/Marchanda
EVENT (Mix)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major, F NT by UPH; Open 1♣ at 1 st & 2 nd seat with 3-3 in the both minor, except ♦ more better than ♣ but Better Minor at 3 rd & 4 th seat; STR NT; 2♦=MULTI (5-10 HCP (4 TH Seat=10-
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1m)-P-(1NT)- 2♣=Majors better ♥, 2♦=Majors better ♠; DBL=T/O
MIX RAISE (note 1)
COMP CUE=LIMIT RAISE OR BATTER
GOOD BAD 2NT
CAPP over 1M DBL
TRUSCOTT 2NT if OPP make t/o DBLor PH BIDDING (note 2)
FIT SHOWING in COMP or PH BIDDING (note 3)
MULTI 2D: Weak 5-10 HCP (5/4)+ in both M or Good 22+ HCP BAL
AFTER OPPONENT INT O/C (note 4)
INT DOUBLED BY OPPONENT (note 5)
SPECIAL FORCING PASS SEQUENCES
(2M=WK) – DBL – (5M=PRE) – P=F
(2/3D=WK or 3C or 4m) – DBL – (5m=PRE) – P=F
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	v	3	4S	11-22 HCP	2C=Inverted; Jump Sift=SOLOWAY; 3C=PRE; 2NT=11-12 w/o 4M, INV; Double Jump Sift=SPL	Reverse Rebid = Suggest NAT 4+SUIT; Jump Sift after suit response=SPL	NEG DBL = Suggest 4OM; Fit Showing Jump
1♦		3	4S	11-22 HCP	2D=Inverted; Jump Sift=SOLOWAY; 3D=PRE; 2NT=11-12 w/o 4M, INV; Double Jump Sift=SPL	Reverse Rebid = Suggest NAT 4+SUIT; Jump Sift after suit response=SPL	NEG DBL = Suggest 4OM; Fit Showing Jump
1♥		5	4S	11-22` HCP	1NT=F1; 2S=4+H, INV+; 2NT=5+S/4+H, INV+ 3m=5+m/4+H, INV+; 3M=PRE Raise; 3NT=SPL S; 4m=SPL m; 4H=PRE Raise	1H-1NT;2NT=17-18 HCP 5H332/5H4m22; 1H-2H; 2S = Future Ask; 2NT=SSTB in S 3m=SSTB	Fit Showing Jump; 2C=Revice Drury; 2N=Limit+ Raise; 1N=SF
1♠		5	4H	11-22 HCP	1NT=F1; 2NT=4+H, INV+; 3m/H=5+(m/H)//4+S, INV+; 3M=PRE Raise; 3NT=SPL H; 4m=SPL	1S-1NT;2NT=17-18 HCP 5S332/5S4m22; 1S-2S; 2NT = Future Ask; 3m/H=SSTB	Fit Showing Jump; 2C=Reverse Drury, 2N=Limit+ Raise; 1N=SF
INT			4S	15-17 HCP BAL w/o 5M	STAYMAN; JACOBY TRF; Minor Suit STAY; TEXAS TRF; 4C=Minor Suit QUANT	1NT-2R;2R+2=SUPP 4M, Max good Control; 2R+3= SUPP 4M, Max Bad Contol or Min good Control	LEBENSOHL over OPP o/c 2d/m; Sys on over OPP 2/C o/c
2♣		5	4S	23+ HCP Artificial, F (may with 9+ Playing Tricks)	2D=Waiting; 2M/3m=NAT 4+, FG; 2NT=8+HCP BAL; 3M=SOL 6+M	2C-2D; -2M=NAT, F1; 2NT=5+C, F1; 3C=5+D F1; 3D=5+D/4+C; 3M=5+D4M3+C	2C-3H=4144/4045/4054; 3S=1444/0445/0454 (7-10 HCP)
2♦	v	0	-	5-10 HCP (4 TH Seat=10-13 HCP, 5+H+5+S or 23+ HCP BAL	2M/=s/o; 2NT=Relay Ask clarification; 3m=NAT; F1; 3M=INV;3N=To Play if OP both M; 4M=s/o	2D-2NT; 3m=8-10 HCP SPL m; 3H=5-7 HCP 5+H+5+S; 3NT=23-25 HCP BAL	PH : 2D-3M=INV
2♥		6	-	5-10 HCP, 6H (4 TH Seat=10-13 HCP (can be very light if not VUL or at 3 rd Seat))	2S/3m=NAT F1; 2NT=Ask Clarification; 3NT= To Play	2H- 2NT; New Suit SPL, Max Hand; 3NT=SOL no SPL; 3H=Min Hand	Over 4 th Seat OP: 3H=INV, After 2NT then Raise M/m=INV (PH)
2♠		6	-	5-10 HCP, 6S (4 TH Seat=10-13 HCP (can be very light if not VUL or at 3 rd Seat))	3m/3H=NAT F1; 2NT= Ask Clarification; 3NT= To Play	2H- 2NT; New Suit SPL, Max Hand; 3NT=SOL no SPL; 3S=Min Hand	Over 4 th Seat OP: 3S=INV , After 2NT then Raise M/m=INV
2NT			4S	21-22 HCP BAL w/o 5M	STAYMAN; JACOBY TRF; Minor Suit STAY; TEXAS TRF; 4C=Minor Suit QUANT		
3 Suit		6		PRE, depend on VUL			
3NT	v			SOL 7+m w/o outside strenght			
4 Suit		7		PRE, depend on VUL			
4NT				5+C/5+D			
5m				Gambling			
HIGH LEVEL BIDDING							
DOPI; ROPI; DEPO; (If Opp bid over five at our suit); SPL; RKC; RKCB							
Exclusion RKC; CUE BID; F PASS; GSF.							