

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = Preemptive
Jump Cuebid = Mixed
Cuebid: LR or Better
New Suit = Non-forcing unless they open with pre-empt; JS=forcing
Jump Shift = fit if by PH OR jump to 4lvl except P-P-1S-P-3C
(2x) 2NT (p) = Transfers & transfers into their suit = minors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Position = 15-18
Front of Card Even if They Interfere
4 th position = 10-14
Front of Card
Sandwich Position = 15-18
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak; Responses – New Suit = Forcing
2-Suit:
Reopen: Cuebid=Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cuebid = Michaels (Note 1)
1C-2C Natural. 1C-2D =Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Landy (Note 3)
2D=Major 1 suiter
2H=5+H+4m
2S=5+S +4m
2NT=Minors
Balancing x = minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Doubles Through 4H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
1 level F.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	4 th	4 th	
Subseq	4 th	4 th	
Other: 2 nd from four small; K=Count; A = Attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxx(xx)	AKX (Asks Att.)	
King	AK; KQx; KQT9	AKJx(x); KQJx	
Queen	QJ; QJx(x)	QJTx; AQJx; KQT9	
Jack	JT; JTx(x); KJTx(x)	AJT9; J; JT9x	
10	T9; T98x(x)	T98x(x)	
9	9x; 98x(x)	98x(x)	
Hi-X	Sx; xxS	Sx; Sxx; xSxx	
Lo-X	HxS; HxSx(S); xSxx(x)	HxS; HxxS(x); xxxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo = E	Same	Same
Suit 2	Hi = Encouraging		
3	S/P		
1	Hi/Lo – E	Same	Same
NT 2	Hi = Encouraging		
3	S/P		
Signals (including Trumps): Echo in trump suit shows ability to trump; S/P			
Smith Echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = F until a suit is bid twice; Support X's through 2M			
New Suit = NF (unless responder jumped or cuebid or freebid)			
Reopen = Same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive (card-showing) doubles in all suits through infinity			
Bidding their responder's suit = NAT			
All low-level doubles NOT penalty			
Over their known 2-suited Michaels: 1 st Round Cuebid = GF in 4 th suit			
2 nd Round Cuebid = LR			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
EVENT Buffet Cup 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-Card Majors
Longer Minor, 1C if 3-3
Limit Jump Raises Over Majors
2/1 100% GF, 1NT Forcing
After 2/1, Default is 2-rebid (other actions meaningful)
JS to 2-Level from 1-Level = "Strong"
1NT Openings: 15-17
JS in om is forcing raise
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C Opening = Not GF (Can stop over responder's double negative)
2H Opening = Weak 6+ (5) (6-10 HCP)
2S Opening = Weak 6+ (5) (6-10 HCP)
3NT =Solid Major no side Ace.
2NT Overcall = Two Lower Unbid Suits
Michaels Cuebids (Note 1)
2D Opening = Flannery (11-16 HCP) – Note 8
1S P 2S 2NT H+m
SPECIAL FORCING PASS SEQUENCES
Double Jump in New Suit = Splinter (except 1C/1D – 3M (Nat))
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3	4H
1♦		3	4H	11-21 HCP	As above	As above	As above
1♥		5	4H	11-21 HCP	1NT = forcing, 5+ point raises	Raise = limit, re-raise = Preemptive	Cue bid over comp = strong raise
1♠		5	4H	11-21 HCP	As above	1M – 1N – 2x – 3M = 3 card limit	
INT				15-17 Balanced	Jacoby Transfers, Stayman	Over Stayman: rebids are major invitational Minors are forcing	
2♣			4H	Artificial, near GF	Natural; positive require good suit, 2D = waiting	Cheaper minor = second negative through 3D	Natural
2♦		5H/4S		5H/4S 11-16 HCP	2M: non forcing, 2N = inv, 3M = slamish		Natural
2♥		6		6-10 HCP	New suit forcing	3NT = AKQxxx	Natural
					2NT asks for feature if maximum		
2♠		6		6-10 HCP	New suit forcing	3NT = AKQxxx	Natural
					2NT asks for feature if maximum		
2NT				20-21 Balanced	Jacoby Transfer, Stayman		Natural Dbl = penalties
3♣		6		Pre-emptive	New suit forcing		
3♦		6		Pre-emptive	New suit forcing		
3♥		6		Pre-emptive	3S Natural, Minors = cue-bid		
3♠		6		Pre-emptive	4H Natural, Minors = cue-bid		
3NT		7(6)		Solid Major	4H/4S=P/C		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				Blackwood			
5♣		8		Pre-emptive			
5♦		8		Pre-emptive			
5♥		8		Pre-emptive			
5♠		8		Pre-emptive			

HIGH LEVEL BIDDING

Note 1: Michaels Cue Bids:

(1C) — 2D
 (1D) — 2D
 Both majors 5(+) / 5(+)

(1H) — 2H = 5S + 5 minor
 (1S) — 2S = 5H + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

Note 2: Lebensohl:

2NT forces 3C. Responder may now pass or make a minimum bid in a suit, NF
 2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT (2x) 2NT (p) 3c (p) 3x = GF No Stopper

Note 3: Landy: (vs No Trump)

Penalty Double
 2C shows at least four cards in each major suit = Landy
 2D=Multi
 2H = H+m
 2S = S+ m

1NT – 2C - ?
 2D = relay to play the better major
 2NT = strong inquiry (cue-bid!)

Note 4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note 5: Responses after NT rebid

1D – 1H 1H – 1S
 1NT — 2C = new minor, forcing
 1NT — 3H = forcing
 3D = Nat. forcing

1C – 1H - 2NT – 3C Nat. Forcing (2NT denies 4 card S suit)
 1C – 1D - 1NT – 3C = forcing

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are game forcing

Note 6: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses:
 5C = 3 or 0
 5D = 4 or 1
 5H = 2
 5S = 2 + Queen of Trumps
 5NT = 2 + a void
 6} = 1 + a void

Note 7: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 9-11 HCP and 3/4 card support. Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.
 2 in the opening major is a sign off 2♥ (after a 1♠ opening bid) is weakish with ♥

Note 8: Flannery

2D opening shows 11-16 HCP with 5H and 4S

2M – Non forcing
 2N – Invitational
 3C/3D – fragment
 3H – min balanced
 3S – max balanced no honors in minors
 3N – max balanced with honors in minors
 3C – 6+ non-forcing
 3D – 6+ non forcing
 3H: Slam interest with hearts
 3S: max balanced with no honors in minors
 3N: max balanced with honors in minors
 4C: max with singleton club
 4D: max with singleton diamond
 3S: Slam interest with spades
 3N: max balanced
 4C: max with singleton club
 4D: max with singleton diamond
 4M: To play
 4C RKCB Clubs
 4D RKCB Diamonds