

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1-level, sound at 2 level.
Change of suit in response is forcing.
Fit-showing jumps in response.
Double jump response = splinter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd seat (system on)
11-14 4th seat (system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Cheapest = 5+/5+ in next 2 suits; others intermediate
2NT=5+/5+ in two non-touching suits
Reopen: Same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue opener's suit = 5+/5+ in next two suits.
Cue raise of partners overcall at 2-level = 3+ support & 10+HCP
Jump-cue raise of partners overcall = 4+ support & 13+HCP
Cue after partner opens shows INV+ raise.
VS. NT (vs. Strong/Weak; Reopening;PH)
X=penalties (could be lighter if reopening seat)
2♣ = ♦ 1-suiter or both majors or both minors
2♦ = Single-suited, but not in diamonds
2♥ = 5+ ♥ + minor suit
2♠ = 5+ ♠ + minor suit
2NT = huge 2-suiter, major + minor
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles are T/O at all levels; 2NT=15-18, 3NT=15+
2♥/♠ (4♣/♦) = 5+ cards in suit bid & 5+ cards in other major
Cue-bid: 2x (3x) = asks for stopper in suit shown
Cue-bid: 3♣/3♦ (4♣/4♦) = 5+/5+ Majors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: X= clubs, , 1NT = ♣ + ♥ or ♦ + ♠, 2♣ = ♣ + ♦ or ♥ + ♠, 2♦ = ♦ + ♥ or ♣ + ♠, others = natural; jumps = weak
vs 2♣: X= clubs, 2NT = ♣ + ♥ or ♦ + ♠, 3♣ = ♣ + ♦ or ♥ + ♠, 3♦ = ♦ + ♥ or ♣ + ♠, others = natural; jumps = weak
OVER OPPONENTS' TAKEOUT DOUBLE
1♠ (X) XX = 10+ HCP, denies fit, looking for penalties.
1♣/1♦/1♥ (X) XX = 4+ cards in next suit (else system on)
If they double a 1-level response then XX shows 3 card support.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	ATT	ATT	
Subseq	ATT	ATT	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx (asks for attitude)	Same	
King	AK(xx)/KQ(xx) (asks for count)	Same	
Queen	KQ(xx), QJ-x (asks for attitude)	Same	
Jack	KJ10(x) J109(x), J108(x)	Same or interior sequence	
10	K/Q109(x) 1098(x), 1097(x)	Same or interior sequence	
9	Doubleton, Singleton, K-J-9	Same	
Hi-X	Doubleton, 3/5	ATT	
Lo-X	3+ cards	ATT	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Attitude	Reverse count	Odd/even
Suit 2	Suit Preference	Suit preference	Rev Attitude
3	Rev original count		Rev original count
1	Rev Attitude	Rev Smith Peter	Odd/even
NT 2	Suit Pref	Reverse count	Rev Attitude
3	Rev original count	Suit preference	Rev original count
Signals (including Trumps):			
Rev attitude primary; in trump suit, rev count or suit-preference			
Reverse Smith Peters Vs. NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Neg X's to 5♥, Resp X's to 4♠, Support X's at 2 level after 1♦/♥/♠ response			
Double of pre-empts primarily takeout;			
Double after opponent's suit raised = primarily takeout			
Jump response to T/O double can be 4-card suit;			
Cue-response to T/O double = forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Xs & XX's after 1♦/♥/♠ response			
XX for rescue after 1NT opening or overcall is doubled for penalties			
Xs after we pre-empt or after our 2♥/2♠ openings are for penalties			
X of splinter = lead directing for highest-ranking non-trump and non-splinter suit.			
Xs at 1 level over interference show next suit, but 1Y : (1S) : X = 4+ hearts			

W B F CONVENTION CARD
CATEGORY: SENIORS
NCBO: AUSTRALIA
PLAYERS: BILL HAUGHIE – RON KLINGER
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
(14) 15-17 (18) 1NT, 5 card majors, 1♣=3+ cards
1♦=4+ cards except if 4432; longest suit first
2♣=Game Force, 2♦=Weak two in either Major (4-8)
2♥ & 2♠=Weak two in suit bid, 9-12 points
Transfer responses to 1♣ and in competition at 1-level
For balanced hands, we use 5-4-3-2-1 count (A = 5, 10 = 1), so that 1NT = 22-25 and 2NT = 30-33 counting these points.
Initial 1-level suit response may be light, especially if shapely
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=Weak two in either Major (4-8)
Response of 2♣ to 1♥/1♠ is artificial and INV
Response of 2♦ to 1♥/1♠ is artificial and GF
In reply to 1♣: 1♦=4+♥, 1♥=4+♠,1♠=4+♦ (no major if 6-12)
Transfer bids over interference at 1 level, including dbles
1♣ : 2♣ =4+ support & 10+ HCP(denies a major) 1 Round force
1♦ : 2♦=4+ support & 10+ HCP(denies a major) 1 Round force
2NT response to 1♥/1♠=6-13 & 4+ support
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
For balanced hands, we use 5-4-3-2-1 count (A = 5, 10 = 1), so that 1NT = 22-25 and 2NT = 30-33 counting these points.
PSYCHICS: No agreements & no history

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3 (rare 2)	5♥	4+ clubs not bal or 11-14 BAL or 18-20 BAL	1♦=4+♥, 1♥=4+♠, 1♠=4+♦, 2M=WK, 2♦ = 6-9 ♣ raise, 3♦+ = SPL	After 1♣:1♦, 1♥=3-4 support (same for 1♣:1♥, 1♠), 1♠:2♣ then 2x is stopper ask, 3x = SPL	Same
1♦		3	5♥	Ditto but with diamonds	2M=WK, 3♣ = 6-9 ♦ raise, 3♥+ = SPL	1♦: 2♦ then 2x is stopper ask, 3♥/3♠ = SPL	Same
1♥		5 (4)	5♦	5+ hearts; if balanced not 15-17	2♣ 10-12 ARTF; 2♦ FG ARTF; 2♠ = FG, minors 2NT = 6-13 raise; 3♥ = PRE; SPLINTERS	After 2♦ reply, 2NT = 18-20, 3M sets suit, 2♠ = both majors; 2♥ = various others, not 5-5	2♣ = max pass, 0-2 support 2♦ = max pass, 3 support
1♠		5 (4)	5♥	5+ spades; if balanced, not 15-17	DITTO but for spades; 1♠ : 3♥ = FG, 5-5 minors	After 2♣, 2♦ = minimum opening, others as after the 2♦ reply.	2NT = 6-11 4-support 1♥:2♠ or 1♠: 3♥ = fit-showing
1NT			5♥	15-17 (but 13+ to 19- in 4/3/2/1) 22-25 if using 5-4-3-2-1 points	2♣ = 5CM Stayman; 4-suit transfers, 4♣/4♦ = TFR to 4♥/4♠; 3-level suit = SPL in next suit	2-level suit reply to 2♣ = minimum; 2NT = max 3♠ = 18-19, not 4333; 3♦ = 5-3 majors, max	Same
2♣	√	0	5♥	Includes 23+ BAL, 9-trick hands and all game-force hands	2♦ neg or waiting; 2NT 10+ bal; others 8+ and decent 5+ suit	2♣ : 2♦, 3-any = 9-tricks; 2NT rebid = 23-24 2♥ rebid = artificial, FG (then 2♠ = neg or wait)	Same
2♦	√	0	2♠	Weak 2 (4-8 pts) in ♥s or in ♠s Usually 6 ♥s or 6 ♠s	2NT inquiry; major suit to 4♥ = pass or correct; 3♣/3♦ = natural, invite; 4♣/4♦ set minor suit	In reply to 2NT, 3♣ = hearts, 3♦ = spades Then cheapest bid asks for shortage	Same
2♥		6 (5)		Weak 2 (9-12 pts), usually 6 suit	2NT inquiry; Ogust responses: 3♣/3♦ minimum, 3♥ / 3♠ maximum. New suit forcing.	After Ogust reply, new suit = cue for opener's suit	Same
2♠		6 (5)		Weak 2 (9-12 pts), usually 6 suit	2NT inquiry; Ogust responses: 3♣/3♦ minimum, 3♥ / 3♠ maximum. New suit forcing.	After Ogust reply, new suit = cue for opener's suit	Same
2NT				(20) 21-22 points, can be 5422 or 6322 [30-33 if using 5-4-3-2-1]	3♣ = 5CM Stayman 3♦/3♥ = transfers; 3♠ = both minors	2NT : 3♣, 3♦ = no 5M, then 3♥ = ♠s or no M, 3♠ = 4 ♥s; 3NT/4♣/4♦/4♥/4♠ = both majors	Same
3♣		6 (5)		Usually 6+ suit, pre-emptive	New suit forcing; 4♦ = RKB		Same
3♦		6 (5)		Usually 6+ suit, pre-emptive	New suit forcing; 4♣ = RKB	In reply to new suit, other new suit = 3 trumps	Same
3♥		6		Usually 6+ suit, pre-emptive	New suit forcing; 4♠ = RKB	and shortage in the suit bid; 3NT = shortage in	Same
3♠		6		Usually 6+ suit, pre-emptive	New suit forcing; 4♣ = RKB	responder's suit	Same
3NT	√			Specific ace ask	4♣ = no ace; 4♦/4♥/4♠/5♣ = that ace; others show two aces	Later 4NT or 5NT asks for specific kings	Same
4♣		7 (6)		Usually 7+ suit, pre-emptive	4M NF; 4NT RKB		Same
4♦		7 (6)		Usually 7+ suit, pre-emptive	4M NF; 4NT RKB		Same
4♥		7 (6)		Usually 7+ suit, pre-emptive	4NT RKB; 5♣/5♦ control ask; 5♥ = ♠ control ask		Same
4♠		7 (6)		Usually 7+ suit, pre-emptive	4NT RKB; 5♣/5♦/5♥ control ask;		Same
4NT	√						
5♣		7		Usually 7+ suit, pre-emptive	Natural; 5NT = RKB	HIGH LEVEL BIDDING	
5♦		7		Usually 7+ suit, pre-emptive	Natural; 5NT = RKB	4NT RKB: 5♣ = 0 or 3; 5♦ = 1 or 4	
5♥		7		Usually 7+ suit, pre-emptive	Natural; 5NT = RKB	If hearts are trumps, 4♠ = RKB	
5♠		7		Usually 7+ suit, pre-emptive	Natural; 5NT = RKB	Cue-bid can be 1st or 2nd round control	
						3NT in cue auction seeks club control	
						In reply to splinter, cheapest non-trump bid asks for clarification	