

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8-17 HCP New suit: F
Jump raise: WK
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 BALANCING SEAT: 11-16; 2C is range finder by PH
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Suit: WK 6+ cards (varies with level / vulnerability) Michaels Cuebid (oM/m over M, both M over m) 2 NT: 2 lowest unbid suits (UNT) Reopen: 11-15 for jump overcall in 4 <sup>th</sup> seat
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Cuebid (oM/m over M, both M over m)  Jump cue: Mixed raise if partner has overcalled or asking for stopper for NT if only opponents have bid.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
MECKWELL vs STR NT: 2C= C+M; 2D=D+M; 2H=H; 2S=S; X = either m; both M or good S; 2NT = both m MODIFIED CAPPELETTI vs WK NT: 2C= MM; 2D= one M; 2H/S= H/S and a minor at least 5/4+, X = good values
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X T/O up to and including 4H; Above 4S X = PEN oriented; 4NT = T/O two places to play at least Over 3-level PRE: 4C = any suit; 4D = MM; 4M = M/m Over WK 2X: 4C = C+M, 4D = D+M, 4X = MM or oM+m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = MM; NT= mm; Others NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
One under their suit if T/O X over a M = 3 Card CONST; 4 card CONST at three level; four+ card at four level (better than 4M)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	CT if not supported. ATT if supported.	
NT	4	Same as for suit	
Subseq	ATT/CT as required		
In partner's suit lead top from three small if supported or third from honour. If partner's suit not supported lead 3/5. 3/5 from small cards in suit contracts.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Shows K -> CT below 5-level	AKJT(+), AQJT(+), UB or CT	
King	Shows Q -> ATT below 5-level	ATT (5 LEVEL=COUNT)	
Queen	QJ(x) unless short	AKQT(+), KQT9(+), QJ(+), AQJ9(+), UB or CT	
Jack	(K)JT(x), can have K, or short	(A/K)JTx(+), JT(+), Jx, J	
10	T9(x), can have K or Q, or short	(A/K/Q)T9(+), Tx, T9(+), T	
9	Top pard suit or short	Top of nothing or short	
Hi-X	Typically doubleton	Top of nothing or short	
Lo-X	3/5 lead	4 <sup>th</sup> best lead	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT, If Q wins give CT	Count unless K or A wins in Dummy	ATT
Suit 2	CT (or S/P)	CT (or S/P)	CT
3	S/P	S/P	S/P
1	ATT	Count	ATT
NT 2	Count	S/P	CT
3	S/P		S/P
Signals (including Trumps): S/P in trump suit, REV SMITH vs NT - Lo to trick 2 likes original lead, Hi dislikes For original CT/ATT -> Hi = Odd/dislike   Lo = Even/like, In mid hand lead 4 <sup>th</sup> or low if like, high if dislike. S/P in relevant scenarios (A with K in dummy, singleton led) Remainder CT - Hi = Even, Lo = Odd			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Better the values the less the shape required. More shape less values.  Responses natural. After X of a WK 2 - LEB. NEG X through 4H, RESP X through 4H, Maximal Doubles for G/T with no space			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Agreements with respect to doubles in competition against our NT or 2C or 2D opening and over X of STAY or MOD PUPPET			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b> NCBO: CAN&500051 (ACBL: N269814); CANJ691538,  <b>PLAYERS: Brenda Bryant and Pamela Nisbet</b> <b>EVENT: 2021(22) Venice Cup</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF Variable NT: 12-14 equal and favourable vulnerability; 15-17 unfavourable vulnerability
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D opening is 11-15 with 4441 or 5440 and an unspecified singleton, no 5 card M. Defense to opponents opening NT varies with range (WK or STR)
<b>Unusual vs. unusual (lowest for lowest)</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
WOLFF [7]; INGBERMAN [8]; GUOBA [6];
<b>PSYCHICS: Extremely unlikely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H		1NT= 8-10;2H=5-8 -5S/4+H; 2S=9-11 5S/4+H; NT=12-14; OR 18+;3NT=15-17	NAT; Over 1N Rebid - 2WAY CHECKBACK [3]	NAT
1♦		4/3	4H		1NT= 8-10;2H=5-8 -5S/4+H; 2S=9-11 5S/4+H; 1NT=12-14; OR 18+; 1RF; 2X = GF, 3NT=15-17 BAL	Same as 1C NAT, 2 WAY CHECK BACK after 1NT Rebid [3]	
1♥		5	4H		2NT = GF 4+ Card Raise, 3C = 4+ Card LIM, 9-11 HCP 3D = 4+ Card CONST, 6-8 HCP	Show shortness @3 level, NAT 4 level Naturalish Naturalish	By PH: 2C = CONST raise 3 or 4 cards or 3 card LIM, 2D Asks. 2D = 3 card LIM raise.
1♠		5	4H				
INT			2/3	12-14 equal and favourable vulnerability.	2C = NF STAY; 2D = GF STAY; 2H/S = to play; 2NT = mm; 3C/D = PRE; 3H/S = NAT GF, 4 H/S NAT		4-suit TRF by PH
				15-17 unfavourable	STAY; 4-suit TRF; 3C = 5-card STAY; 3D = GF mm; 3H, 3S = splinter (31)(45); 4D/H – TRF;	Super accepts all 4 suits	
2♣				22+	Controls 2D=01;2H=2;2S=3+ 3X = NAT 6 cards GF		
2♦			4H	11-15; 4441/5440 [5]	2H/S = pass or correct; 2NT asks shortness, reply with one under.		
2♥			/	WEAK 6 CARD SUIT 5-10	2NT asks HH; 3C asks shortness	NAT	
2♠			/	WEAK 6 CARD SUIT 5-10	2NT asks HH; 3C asks shortness	NAT	
2NT			/	20-21	3C= MOD PUPPET STAY [9]; 3H/S = TRF; 3S= relay to 3NT – to show mm hands [10]	To 3C -> 3D=1/2 4 card M; 3H = No M; 3S=5S; 3NT=5H	
3♣		6/7	/	PRE 6/7 CARD			
3♦		6/7	/	PRE 6/7 CARD			
3♥		7	/	PRE 7 CARD			
3♠		7	/	PRE 7 CARD			
3NT		7/8	/	Solid minor suit	No outside A or K		
4♣		7/8	/	PRE 7/8 broken suit			
4♦		7/8	/	PRE 7/8 broken suit			
4♥		7/8	/	PRE in line with vulnerability			
4♠		/8	/	PRE in line with vulnerability			
4NT			/	BW	04,1,2,3		
5♣		7/8+	/	PRE			<b>HIGH LEVEL BIDDING</b>
5♦		7/8+	/	PRE		RKC=1430; Gerber=04,1,2,3; Exclusion = 4130; BW 04,1,2,3	
5♥		7/8+	/	“ “ “ “		Specific K; Cuebid first and second round controls below game	
5♠		7/8+	/	“ “ “ “			