DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
LLS (Style: Responses: 1/2 Level; Reopening)	OPENING I	OPENING LEADS STYLE				
5-15 HCP& 5 +cards		Lead		In Partner's Suit		
10+ and 5+ cards	Suit	Journalist		Journalist		
suit is constructive 10+HCP 5+ cards	NT	"		"		
new suit is forcing	Subseq	Natural		Natural		
s support and is forcing	Other:	Ivaturai		Ivaturar		
s support and is forcing	Other.					
RCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					
	Lead	Vs. Suit		Vs. NT		
all systems on ie Stayman and transfers	Ace			re Requests an unblock of an Honour		
	King	Confirms th or Kx	e A unless KQ	Confirms Aor Q asks for attitude		
	Queen	Confirms th Qx	e K unless QJ or	Asks for the J to be played		
	Jack	ConfirmsQu	ınless J10 or Jx	Top of sequence		
ERCALLS (Style; Responses; Unusual NT)	10	" J	" 109 or10x	Promises the J and one higher Honour		
6+ cards	9	Suggests 10	" 9x	Suggests the 10		
ctive 6+ cards	Hi-X	Denies inter		Denies interest		
in the minors	Lo-X	Suggests int	terest	Shows interest		
	SIGNALS II	N ORDER OF P	RIORITY			
k JUMP CUE BIDS (Style; Response; Reopen)	Par	rtner's Lead	Declarer's Lea	d Discarding		
yle 2 of openers minor shows 5H +4S	1 Lo	w encouraging	Countnormal	Suit Preference		
2of openers major shows 5 of other major +5 of a minor	Suit 2	"				
Cue is a strong response	3					
	1					
. Strong/Weak; Reopening;PH)	NT 2 Lo	w encouraging	Countnormal	Suit preference		
napes (Responsesif strong go 2NT or accept transfer or if there is don't accept transfer with only 2)	3					
haltiesthen 2 of a suit by opponents 2NT is T/O	Signals (inclu	uding Trumps):		•		
V 11	_	ude -peter in tru	ımps with ruffing	interest		
	Lavinthal	•		,		
		DOUBLES				
ATS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le; Responses; R	Reopening)		
) primarily up to4S4NT is for T/O over4S		+In the protect		<u> </u>		
l Pre-empts 3NT is to play		•	•			
FICIAL STRONG OPENINGS- i.e. 14 or 24	\dashv					
Majors and 1NT is for the Minors	SPECIAL A	ARTIFICIAL &	COMPETITION	F DRI S/RDI S		
are natural and may be Pre-emptive	Responsive u		COMI ETITIV	E DULK/KDLK		
are natural and may be ric-emplifie		OS when obvious				
PONENTS' TAKEOUT DOUBLE	Competitive					
10+ HCP	Compentive	101 1/0				
IOT IICI						

W B F CONVENTION CARD CATEGORY: GREEN: NZ SENIORS NCBO: Victoria Bridge Club, Wellington, New Zealand PLAYERS: Michael Gibson (6907) Janet Woodfield (18625) SYSTEM SUMMARY GENERAL APPROACH AND STYLE ACOL with 4card suits 1NT=12-14 2NT=5/5 in the Minors weak or strong 2D---3way Multi 2H/S Tartan style Reverse attitude Signals Normal count Journalist leads SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2D= 3way Multi 2H/S(6-10 HCP) 5Major (rarely5+) 4+ Minor 2NT= 5/5 Minor weak or strong Transfer Canapes over Opps 1NT opener 3NT=Kabel Ace ask 4NT=6+/6+ minors weak SPECIAL FORCING PASS SEQUENCES No special understandings

Lebensohl after interference over our 1NT opening or over Opps

IMPORTANT NOTES

weak 2 bids

ids are weak and non forcing (6+cards and <6 HCP)	
es	PSYCHICS: Rare

F IAL							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1*		4	48	11+ HCP,4+ cards	1NT=6-9HCPno 4 card major 2C=Inverted Minor10+HCP 4+cards Jump bids in a new suit are weak 3C=pre-emptive<10HCP 4+ cards(usually 5)	1NT 15-18 (Ccowhurst)2C then shows 8+pts(or good 7)other bids non-forcing Over 1C-2C Asking bids for NT Jump bid Cue	
1 ♦		4	4S	As for 1C	2NT=10-12 (no 4card major)	2NT=19-20	
					ditto	ditto	
1♥		4	4S	11+ HCP,4+cards	1NT=6-9 2 level bids in a new suit are 10+ HCP	Over 1H-2H Trial Bids (Long suit) Over1H-2NT (Jacoby) 3 level bids are singletons 4level bids are voids 3H==Max 4H==Min 3NT==15-16 4NT= RKCB	
1 🛦		4	4S	As for 1H	2H/S= 5-9 and 4card support (over 1S-2S can be 3card support and 7-9HCP 3H/S== Limit Raises 10-11 HCP 2NT= Jacoby(Game Force) Jump bids in a new suit are weak		
INT				12-14 Balanced	2C = Stayman (promises one 4card Major)	With both Majors bid Spades first	
					2D/H = Transfers 2S = Range finder or transfer to a Minor (weak) 2NT Asks for better Minor 3C/D/H/S shows 6card suit headed by 2of top 3 Honours highly invitational 4C = Roman Gerber	2NT is Min 3C is Max 3H/S is slam try in H/S Over 2NT-3C/D Response 4C/D is Minorwood (3H is slam try in the other Minor)	
2*	Y	0		Game Force Or 23-24 NT (can have any 5 card suit	2D _ve=0-7 or relay 2 of a suit = 7+HCP 5cards (inc 1 hon) 2NY = 7+ Balanced	Puppet Stayman over 2/3 NT Responses by opener also Transfers Other Bids natural and forcing	
2◆	Y	0		3way Multi 1) Weak 6card suited Major-6- 10HCP 2) 20-22 NT (can have any 5 card suit 3)17+HCP 4441 shape	2H is <15HCP 2S is game invite in H 2NT=15+	1) Over 2H POC Over 2S 3H weak 4H stronger Over 2NT 3C/D weak end of range 2) Puppet Stayman Transfers 3S = 5S+4H 3) 3C singleton C or D(3H asks which one) 3D = " H etc (bid of singleton is AK ask in other suits assuming 2)	
<u> </u>	37			6 10HGD 5H /4 3.5	ag pogavit g	2007	
2♥	Y	5		6-10HCP 5H /4+ Minor	3C = POC 2NT= Strong ask then	3C/D is weak end of range 3H is strong with Clubs 3S is strong with D	
24	Y	5		6-10 HCP 5S/4+ Minor	3C = POC 2NT = Strong ask then	3C/D is weak end of range 3H is strong with Clubs 3S is strong with D	

7	1 1	I	1	1	1
Y		5/5 Minors weak or strong	3C/D to Play4C/D is Minorwood 3H is forcing 3S asks for Jx or better for NT	Over 3H 3NT = 8-104C = weak (5-8) 3S = strong optionBid your better Minor	
	6+	Pre-emptive	4 C = Minorwood 3NT to play Suit bid is forcing for one round		
	6+	Pre-emptive	4D = Minorwood 3NT to Play Suit bid is forcing for one round		
	7	Pre-emptive			
	7	"			
Y		Kabel Ace Ask	3C =0 3D = AD etc 4MT = 2Aces 5C = AC 5D = AD + AH etc 5NT = 3 Aces	4NT (if available) asks for Kings	
	7/8 +	Pre-emptive			
	"	"			
	"	"			
	"	"			
Y		6/6 or better in Minors (weak)			
				HIGH LEVEL BIDDING	
	1				
	Y	6+ 6+ 7 7 Y Y 7/8 + " " "	6+ Pre-emptive 6+ Pre-emptive 7 Pre-emptive 7 " Y Kabel Ace Ask 7/8 + Pre-emptive " " " " " " " " " " " " " " " " " " "	3H is forcing 3S asks for Jx or better for NT 6+ Pre-emptive 4 C = Minorwood 3NT to play Suit bid is forcing for one round 6+ Pre-emptive 4D = Minorwood 3NT to Play Suit bid is forcing for one round 7 Pre-emptive 7 " Kabel Ace Ask 3C =0 3D = AD etc 4MT = 2Aces 5C = AC 5D = AD + AH etc 5NT = 3 Aces 7/8 + Pre-emptive " " " " " " " " " " " " " " " " " " "	3H is forcing 3S asks for Jx or better for NT 3S = strong optionBid your better Minor 6+ Pre-emptive 4 C = Minorwood 3NT to play Suit bid is forcing for one round 6+ Pre-emptive 4D = Minorwood 3NT to Play Suit bid is forcing for one round 7 Pre-emptive 7 " Y Kabel Ace Ask 3C = 0 3D = AD etc 4MT = 2Aces 5C = AC 5D = AD + AH etc 5NT = 3 Aces 7/8 + Pre-emptive 7 " 8 Pre-emptive 7 " 9 Pre-emptive 7 " 9 Pre-emptive 7 " 9 Pre-emptive 7 " 9 Pre-emptive 9 Pre-emptive