

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: Aggressive
Responses by an unpassed hand = 1 round force
Reopening: Light
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17 HCP; Responses = Same as to our opening 1NT.
4th seat balancing: 10-14 HCP, then <b>Stayman</b> range enquiry.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, usually 6+ cards in the suit
1♣ - 2♦ = majors
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump Cue Bid = NT try
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Versus strong NT: Double = 2-suiter (but not 2 minors); 2NT = minors; 2-level suit bids = natural.
Versus weak NT: Double = 15+ HCP; 2♣ = majors; 2NT = strong 2-suiter; other 2-level suit bids = natural.
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out Doubles
Over weak-2 bids: cue-bid = minors; 4-minor = minor + other major
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣: Natural bids; double = majors; 1NT = minors
Over 1♦: 2♦ = Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 9+ HCP
<b>Truscott</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best	4 <sup>th</sup> best or top	
NT	4 <sup>th</sup> best	4 <sup>th</sup> best or top	
Subseq			
Other: Ace asks for attitude; King asks for count.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Shows the King	Shows the King	
King	Shows the Ace or Queen	Shows the Ace or Queen	
Queen	Shows the Jack	Shows the Jack	
Jack	Shows the 10	Shows the 10	
10	Shows the 9	Shows the 9	
9	Shows the 8 or 9x	Shows the 8 or 9x	
Hi-X	xx or xxx	xxx(x)(x)	
Lo-X	Hxx (H=10 or higher)	Hxx(x) (H=10 or higher)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Suit preference	Suit preference	Suit preference
3	Count	Attitude	Count
1	Attitude	Count	Attitude
NT 2	Count	Suit preference	Suit preference
3	Suit preference	Attitude	Count
Signals (including Trumps):			
<b>Reverse Smith Echo</b>			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: standard			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Doubles (but not Redoubles) for the majors (not the minors)			
Maximal			
Responsive through 4♥			
Over our 1NT opening or overcall – Penalty Double – Rdbl = Transf. to ♣			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: SWITZERLAND</b>
<b>PLAYERS: David Mossop</b>
<b>Gojko Zivkovic</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>5-Card Majors Opening</b>
<b>2-Over-1 Response Forcing to Game</b>
1NT response to 1-major = Forcing 1 round by unpassed hand, semi-forcing by a passed hand
<b>1NT Opening = 15-17 HCP</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Lebensohl</b> is used if the opponents interfere over our 1NT and if the opponents open a weak-2 bid. "Fast arrival" sequences show a stopper.
<b>SPECIAL FORCING PASS SEQUENCES</b>
Our 1NT opening/overcall - Penalty Double - Pass = Forcing
<b>IMPORTANT NOTES</b>
Any "→" shown on the back page means a continuation of the previous column.
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	With 3-3 in minors, open 1♣	Inverted minor response (2♣) = game force; 2♦=♦+♥(3-8); 2♥=♥+♠(3-8); 2♠=Invit in ♣	New Minor Forcing 1 round	
1♦		3	4♠		Inverted minor response (2♦) = game force; 2♥=♥+♠(3-8); 2♠=Invitational in ♦; →	New Minor forcing 1 round	
1♥		5	4♠		2NT = 4-fit, game force. 3♥ = weak. 3♠ = splinter ♥/♠: 3♣ = 5-9, 4-card fit; 3♦: 10-11, 4-card fit; →	3♣ = weak but KJ10xxx at least	<b>Reverse Drury</b>
1♠		5	4♠		2NT = 4-fit, game force. 3♠ = weak. 3♥ = splinter	Over 2NT: bid shortage →1♥-2♠ = weak. 4-level jump: splinter	<b>Reverse Drury</b>
INT				15-17 HCP, balanced	2♣ = Stayman (may be weak, no maj); 4-suit transf	Break of maj trans = max, 4-card fit, dblton	→Maj trans jump=min, 4-fit
					3♣ = minor 2-suiter, gf. 2NT=weak 5-5 minor or ♦	→3♦/♥/♠=singleton. <b>Smolen. Chback Stay</b>	→Minor trans: accept with Hxx
2♣	X			22+ HCP or game forcing	2♦ = relay; other suit bid = HHxxx at least (H=ace, king, queen); 2NT = 9+ balanced.	<b>Kokish.</b> Jump in a suit = solid suit.	
2♦		5/6		Weak	2NT = strong; 2-level bids non-force; 3-level strong	Rebid ♦ = weak, else bid shortage	
2♥		5/6		Weak	2NT = strong; 2-level bids non-force; 3-level strong	Rebid ♥ = weak, else bid shortage	
2♠		5/6		Weak	2NT = strong.	Rebid ♠ = weak, else bid shortage	
2NT				20-21 HCP, balanced	<b>Puppet Stayman</b> ; transfers; 3♠ = minors; 4-level bids = 2-step transfers		
3♣		6/7		Weak			
3♦		6/7		Weak			
3♥		6/7		Weak			
3♠		6/7		Weak			
3NT		7		Gambling, solid minor			
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB	
5♥						DOPI	
5♠						ROPI	
						5NT = Grand Slam Force or pick a slam	