

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses:1/2 Level;Reopening)
Usually 5 card suit, new suit=NF but F at 3 Level
Jump Raise=Pre-empt
Jump Cue of Opener's=mixed
2N=often limit raise
Transfers over Double
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18, System on
4 th seat=15+-18
Balancing=10-16
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV, Intermediate VUL
DIRECT & JUMP CUE BIDS (Style Response; Reopen)
Michaels, Average Style
Jump cue 3M asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
VS NT except protective v Strong NT
Double=Penalties
2♣=Majors (2♦=Relay)
2♦=♦ and Major
2M=natural
By passed hand and protective versus strong NT
Double= Double=1 minor/ both Majors/good 2♣
(in responses 2♣=P/C, 2♦=Relay)
2♣=♣ and Major

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from bad suits	3 rd and 5 th	
NT	4 th , 2 nd from bad suits	Same	
Subsequent	Attitude	Attitude	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	KQ(x) AK AK(x) 5	Unblock or Count	
Queen	QJ(x)	KQ(x) KQJ(x) QJ(x)	
Jack	J10(x) Jx	QJxx(x) J10(x)	
10	109(x) 10x	J10xx(x) 109(x)	
9	9x	109xx(x) 98x	
Hi-X	Sx, xSx, xSxx(x) Poss Att	SSx(x), Possibly Attitude	
Lo-X	HxS, HxxS(x)	HxS, HxxS(x), Poss	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude	Count	Attitude
2	Suit Preference	Suit Preference	Count
3	Count		Suit Preference
NT 1	Attitude	Count	Attitude
2	Count	Smith	Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
Standard at Trick 1, Upside down after Trick 1. Suit Preference in Trumps, Smith versus NT, Minicount			
DOUBLES			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO:
PLAYERS: DENNIS BILDE
ZIA MAHMOOD
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors
Open most balanced 12 counts
Better minor
1N=15-17 may contain 5M/6m
2/1=FG
SPECIAL BIDS THAT MAY REQUIRE
2♦=multi
Mixed Raises, can be light at favourable vulnerability
1m-2♥=Invitational NT hand
1♥-2♠ and 1♠-3♣=3 card Limit Raise
2 way Doubles after Redouble
Artificial Fit Jumps over our 1 Major
Responder 2N over our 1 Major is 4 card fit
Fit Shoeing Jumps by passed hand
Unusual versus Unusual
1♣-2♦=multi
1m-2♠=Limit raise
3N opening= 4 Major pre-empt

2♦=♦ and Major	TAKEOUT DOUBLES (Style; Responses; Reopening)	
2M=natural	Sound	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
T/O DOUBLES, Lebensohl after Weak 2M	Support Double (Major only)	
(2M)-3M=Asks Stop, Cue bid of minor=Majors	Splinter Double	
Jump 4M cue=Majors, 4N=minors over 2M/3M	Action Double	SPECIAL FORCING PASS SEQUENCES
	Snapdragon	Rare
VS. ARTIFICIAL STRONG OPENINGS	Anti-Lead	
Strong ♣, Double=Majors, 1N=minors	Lead Directing	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Lightner	Might open "wrong" minor
OVER OPPONENTS' TAKEOUT DOUBLE		Might psyche in controlled situation- EG after 1M-2M
Transfers after 1M, 2N=strong Raise, 3M-1=Mixed		
Over 1m, Jump Shift in other minor=mixed		

Opening	artificial	Min No:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	5♦		2♦=Multi: 2♥=Invite NT: 2♠=Limit Raise:	1N rebid bypasses Major(s), FSFG, Transfers after 2N rebid	Fit Showing Jumps
1♦		4 (3)	5♣	Only 3 if 4432	2♣=FG: 2♥=Invite NT: 2♠=Limit Raise:	1N rebid bypasses Major(s), FSFG, Transfers after 2N rebid	Fit Showing Jumps
1♥		5 (4)	5♦	Possibly 4 cards in 3rd	2♠=3 card Limit Raise: 2N=Jacoby: 3♦=Invitational: 3♥=mixed raise:	1M-1N-2♣=Gazzilli	Reverse Drury, Fit showing Jumps
1♠		5 (4)	5♦	Possibly 4 cards in 3rd	2N=Jacoby: 3♣=3 card Limit Raise: 3♦/3♥=Invitational: 3♠=mixed raise:	1M-1N-2♣=Gazzilli	Reverse Drury, Fit showing Jumps
INT			4♥	15-17	Stayman: 4 suit Transfers (2♠=♣ or range ask) 2♦/2♠ Relay:	Smolen:	

2♣	yes	0		FG or 22+ balanced	2N=♣ semi positive Double of 3+ Level intervention=Double Neg	3♣=Double Negative	
2♦	yes	0		Multi 3-8	2M/3M/4♥=pass or correct: 2N=Relay: 4♣=asks opener to transfer to Major		
2♥		6		Constructive Weak 2	2♠=Forcing: 2N=Relay: 3m/3♠=invite	Modified Ogust	
2♠		6		Constructive Weak 2	2N=Relay: 3m=invite: 3♥=Forcing:	Modified Ogust	
2NT				20-22 balanced	3♣=Stayman: 3♦/3♥=transfers: 3♠=minors: 4♣=6+♦: 4♦=6+♥: 4♥=6+♠: 4♠=5♦332		
3♣		6		Can be very light first FAV	3♣-3♦=Relay, 3M=Forcing, 4♦=Slam Try		
3♦				Can be very light first FAV	3M=Forcing, 4♣=Slam Try		
3♥				Can be very light first FAV	3♠=Forcing, 4♣=Slam Try		
3♠				Can be very light first FAV	4♣=Slam Try		
3NT	Yes			4M pre-empt	4♣=Transfer to Major, 4♦=strong, 4M=P/C,		
4♣		7		Sound Vulnerable	4♦=Key card		
4♦		7		Sound Vulnerable	5♣=Key card		
4♥		7		Sound Vulnerable	4♠=natural, 4N=KC, 5m=asking		
4♠		7		Sound Vulnerable	4N=KC, 5m=asking		
4NT				Blackwood	5♣=0-4		
5L		8					
						HIGH LEVEL BIDDING	
						1430 (4N), RKC (other), Gerber, DKC, Redwood, Kickback/NT, Exclusion. 5NPick, Courtesy Try, Last Train, Non-Serious 3N, DOP!, DEPO, ROP1 over intervention	