

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Good suit or points
Change of suit forcing
Cue GF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
14+-17 system on
Protective 11-15-
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate
Gestem – weak or strong 2 suited, 2C never clubs
Leaping Michaels over weak 2
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Gestem
Jump asks for stop
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ single suited, any suit
2♦ majors
2♥ hearts and minor – can have 4M
2♠ spades and minor – can have 4M
2NT strong 2 suiter
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X TO
Dixon over 2♦
Treat weak 2s as 1s
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Weak 2s
X C+H, suits are suit and suit above, 1NT D+S, 2C minors
OVER OPPONENTS' TAKEOUT DOUBLE
Pre-emptive raises.
2NT high card raise to 3

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low from 3 or 5. High from 2, 2 nd highest from 4, 4 th from 6	Same	
NT	Same		
Subseq	Residual count		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	count		
King	Q or short		
Queen	J or short		
Jack	10 or short or higher H		
10	9 and higher H or short		
9	9x or 10 9 xx		
Hi-X	even		
Lo-X	odd		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Count
Suit 2	Suit Pref	SP	SP
3			
1	As above		
NT 2			
3			
Signals (including Trumps): count			
K switch shows singleton			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Strong or perfect shape. Usually 4 of other M			
Lebensohl over weak2 or multi - X			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X shows values			
XX cue is void			
X of artificial bid shows suit			
DOPI, ROPI			

W B F CONVENTION CARD
CATEGORY: Green
HASTINGS CAMPBELL SAM HALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol with weak NT and 4 card majors
Stayman, transfers (4 suit)
Multi 2D, strong 2H+S
RKCB 0413 5NT – cue K, 7 suit 2 Kings
Treat our overcall as if you had X
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2D - weak major or 4441 17-23
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	natural	natural		Jump shows a fit
1♦		4	4D	“	“		
1♥		4	4D	“	“ 3NT 13-16 and 4 card fit		
1♠		4	4D	“	“ “		
INT		2		12-14	Stayman, 4 suit transfers, 3H,S weak, Gerber 03,1,2		
2♣	x	0	4D	GF unless 23-4 balanced	2D neg, other bids natural		
2♦	x	0	4D	4441 any singleton 16-23, 6H,S 5-9	2H pass or correct or suit under singleton if strong, 2S pass/correct, 2NT game invite-3m weak major	4441 relay in short suit – points in 2 point steps	
2♥		6	4D	Acol 2	2nt neg, 4H weak, 2NT positive without Ace		
2♠		6	4D	“	“		
2NT		2	4D	20-22	5 card Stayman, transfers, Gerber		
3♣		6					
3♦		6	4D	weak	New suit forcing		
3♥		7(6)					
3♠		7(6)	4D	“	“		
3NT	x	0		Solid minor, Q or less outside	4C/5C pass or correct		
4♣		7		Pre-empt	New suit forcing		
4♦		7		“	“		
4♥		7		“	“		
4♠		7		“	“		
4NT	x	0		Cue ace.	5C none, 5N -2		
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							

