

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
1 LEVEL: NATURAL; WIDE RANGING	
RESPONSES: CUE – LIMIT+, RAISE TO PLAY	
2 LEVEL: SOUND	
RESPONSES: AS 1 LEVEL	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 ND /SANDWICH: 15-17(18) HCP – SYSTEMS ON	
(CAN BE OFF SHAPE)	
PASS OUT:	
11-14(15) IN 4 TH – SYSTEMS ON	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1 SUIT - WEAK	
2 SUIT - MICHAELS	
UNUSUAL 2NT	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
MICHAELS	
VS. NT (vs. Strong/Weak; Reopening;PH)	
MULTI-LANDY	
2♣: BOTH MAJORS	
2♦: 6CARD MAJOR	
2♥♠: 5M + 4Cm	
X WEAK NT = PENALTY	
X STRONG NT = 1 MINOR	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
NATURAL.	
X = T/O	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X = MAJORS	
NT = MINORS	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX = 10+HCP WITH PENALTY INTEREST OR ANY GF	
2NT = GOOD RAISE	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 TH /2 ND FROM xxxx	SAME	
NT	SAME	SAME	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	UNBLOCK	
Queen	QJx	QJx	
Jack	(H)JT _x	SAME	
10	(H)T9 _x	SAME	
9	9(x)	9(x)	
Hi-X	EVEN NUMBER	SAME	
Lo-X	ODD NUMBER	SAME	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 ATTITUDE (REV)	COUNT (REV)	S/P
Suit 2	COUNT (REV)	S/P	COUNT (REV)
	3 S/P		
	1 ATTITUDE (REV)	COUNT (REV)	S/P
	NT 2 COUNT (REV)	S/P	COUNT (REV)
	3 S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
MAY BE LIGHT IF SHAPE SUITABLE			
BALANCE/PRE/BALANCE MAY BE WEAKER			
NEGATIVE TO 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT X/XX			

W B F CONVENTION CARD	
CATEGORY: CAMROSE	
NCBO: CAMROSE TRIALS	
PLAYERS: W SOMERVILLE & P TRANMER	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 CARD MAJORS (SEMI-FORCING 1NT)	
1♣ 2+ CARDS (4432)	
1NT OPENING: 15-17	
2/1 GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ = TRASH MULTI	
2♥♠ = CONSTRUCTIVE, 8-10HCP	
SPECIAL FORCING PASS SEQUENCES	
ONLY WHEN WE HAVE BID CONSTRUCTIVELY TO GAME OR SHOWN GAME FORCING VALUES	
IMPORTANT NOTES	
LONG SUIT GAME TRIES	
PSYCHICS: RARE	

