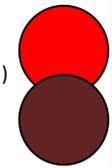


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level aggressive; 2 level sound – good suits (typically 6) with good hands generally not limited. FSJ used in overcall situations.
Over 1♣, 1♦, 1♥, 1♠ openings X = 15+ any.
Subsequent bidding as if we had opened 1♣
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT overcall = limited TO; 9-14 with a maximum 2 cards in the overcalled suit and tolerance (3+) for all other suits.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Typically weak/disruptive/often undisciplined. However, opposite a passed partner may be wide ranging.
Unusual NT: 55 2 lowers suits. Weak or Strong.
Reopen: 6 card suit, no other agreement.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue: 55 2 higher suits. Weak or Strong.
After opp 1♦/♥/♠ 3♣ = 55 extreme suits. Weak or Strong.
After opp 1♣ 3♣ = ♦/♠. Weak or Strong
Jump Cues: Request 3NT stopper in jumped suit.
VS. NT (vs. Strong/Weak; Reopening; PH)
X = penalty
2♣ = ♣ & another; 2♦ = majors or ♦ & a major; 2♥/♠ natural
We tend to bid 4m / 5M as single suited M
In all seats & versus all strengths.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
In virtually all situations X – takeout.
Exceptions – in Game Inv or better relays pass is forcing X is penalty
NT bids that show balanced hands with limited ranges X is penalty.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
TWERB: Two Way Exclusion Relay Bids; Destructive/undisciplined
Suit Bid = suit above or 2 suits below, NT = non touching suits.
This is at ALL levels & all responses are correctable.
OVER OPPONENTS' TAKEOUT DOUBLE
Ignored systemically except over 1♣ where XX = 4-6; 1♦ = 6-8 any

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th ; Rusinow *	3 rd /5 th unless count known *	
NT	Primarily attitude (Ie) 3 rd /5 th	Attitude (low encourage)	
Subsequent	Standard present count	Standard present count	
Other: * never Rusinow in partners suit, if count is known - attitude			
vs NT 6 is typically the highest 3 rd we would lead – otherwise attitude.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Denies K except AK bare	AKQ..., AKJ... , AKT...	
King	Shows A except KQ bare	AK or KQ but not KQT9	
Queen	Shows K except QJ bare	QJT, or QJ9 or KQT9	
Jack	Shows Q except JT bare	Typically denies higher H	
10	Shows J except T9 bare	J or 9 & higher H	
9	Typically shows T or 9x	Typically shows T or 9x	
Hi-X	3 rd /5 th	Attitude based 3 rd /5 th	
Lo-X	3 rd /5 th	Attitude based 3 rd /5 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude unless conv	Primarily count	Primarily count
Suit 2	Count	Primarily count	Primarily count
3	Count	Primarily count	Primarily count
1	Attitude unless conv	Primarily count	Primarily count
NT 2	Count	Primarily count	Primarily count
3	Count	Primarily count	Primarily count
Signals (including Trumps):			
Unless mentioned above all signals are primarily standard count.			
Where obvious McKenny may be used.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Typically promise other major and tolerance for 1 other suit.			
Reopening may be very light.			
We do not play = level conversion and typically bid 2m with			
6 minor 4 major over 1 of other major and X later.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In rare Keycard sequences – DOPI & ROPI			

W B F CONVENTION CARD	
CATEGORY:	MOSCITO Strong ♣ – Red
NCBO:	Australia (with Brown Sticker Conv.)
PLAYERS:	Nigel Dutton 126799 Marie-France Merven 309494 Last Modified 29/01/09
	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE - MOSCITO	
1st and 2nd Seat One level Openings	
1♣ = 15+ any; 12-14 NT flat (no major unless 4333 or 3433)	
All others < 15 pts – typically 10-14	
1♦ = 4 ⁺ ♠; 1♥ = 4+ ♥; 1♠ = 4 ⁺ ♦. All may be canapé.	
3rd and 4th Seat One level Openings	
1♣ = 18+ any; 15-17 NT flat which may contain a 5 card major.	
All others 12-16 pts, natural 5 card M. 1♦ = no 5 card major.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Optimal Twos – Brown Sticker Convention	
2♦ = 6♥ or 5/5 ♣ & ♦ or 5/5 ♣ & ♠	
2♥ = 6♠ or 5/5 ♥ & minor	
2♠ = 6♣ with 2/3 top honours or 5/5 ♠ & a red	
1 st & 2 nd seat range 5 – 9.	
3 rd & 4 th seat range 5 – 14.	
Opening 2NT = 6♠ and 4♥ - weak	
1NT overcall = limited TO; 9-14 / 12-16* The hand will be short in the opening suit and playable in 2 spots	
Typically 1N overcall of a M will contain 4 of the other M	
Over 1♣, 1♦, 1♥, 1♠ openings X = 15+ / 18+* any.	
Subsequent bidding as if we had opened 1♣	
* 3 rd / 4 th seat	
SPECIAL FORCING PASS SEQUENCES	
In relay auctions passes are typically forcing.	
IMPORTANT NOTES After a 1 level opening ALL bids other than the relay trigger (the next highest bid) are non forcing.	
eg 1♥ - 3♣; 1♦ - 2♣ are none forcing.	
PSYCHICS: Rare, occasional psych of relay trigger	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	0	4♥	1 st /2 nd seat 15+ any shape	1♦ = <9. All others artificial & game forcing	After 1♦; 1♥ = 18 ⁺ or 20 ⁺ (3 rd /4 th)	Passed hands cannot initiate relay
		0		3 rd /4 th seat 18+ any shape	1♦ = <7. All others artificial & game forcing		
1♦	√	0	4♥	1 st /2 nd 4 ⁺ ♠; may be canapé. <15	1 st /2 nd 1♥ = inv ⁺ relay; all other NF may be artificial	Relay responses or Long suit trials.	Passed hands cannot initiate relay
		0		3 rd /4 th no 4M typically 12-16	3 rd /4 th Natural auctions		
1♥		4 (1 st /2 nd)	4♥	1 st /2 nd 4 ⁺ ♥; may be canapé. <15	1 st /2 nd 1♠ = inv ⁺ relay; all other NF may be artificial	Relay responses or Long suit trials.	Passed hands cannot initiate relay
		5 (3 rd /4 th)		3 rd /4 th 5 ⁺ ♥; typically 12-16	Natural NF		
1♠	√	0 (1 st /2 nd)	4♥	1 st /2 nd 6 ⁺ ♦ or 2 suited ♦&♣; <15	1N forcing relay 6 ⁺ ; 2♣=5 ⁺ ♥, 2♦=5 ⁺ ♠, 2♥=5 ⁺ ♣	Relay responses; may bid 3 card M fragment	Passed hands cannot initiate relay
		5 (3 rd /4 th)		3 rd /4 th 5 ⁺ ♠; typically 12-16	2♠=LR ⁺ 3 ⁺ both m, 2N=LR♦, 3♣=p/c ⁺ , 3♦= to play		
1NT			4♥	1 st /2 nd 12-14 no M unless (4)333	2♣ - relay. 2♦/♥ = transfers. 2N inv, others to play.	Relay responses	
				3 rd /4 th 15-17 may have 5M	2♣ - Laving's style enquiry about shape & strength		
2♣		6 (1 st /2 nd)	4♥	1 st /2 nd 6 ⁺ ♣, < 4♦, < 15 pts	2♦ = inv ⁺ relay; 2N inv to 3N forcing to 3♣;	Relay responses; may bid 3 card M fragment	
		5 (3 rd /4 th)		3 rd /4 th 6 ⁺ ♣ or 5♣4M; 12-16	All natural and non forcing		
2♦	√	0	4♥	6♥ or 5/5♣ & ♦ or 5/5♣ & ♠	2N forcing enquiry. ALL others correctable	Pass or Correct;	All responses correctable
		0		1 st /2 nd 5-10; 3 rd /4 th 5-14	After 2N, opener must not pass below game.		
2♥	√	0	4♥	6♠ or 5/5♥ & minor	2N forcing enquiry. ALL others correctable	Pass or Correct;	All responses correctable
		0		1 st /2 nd 5-10; 3 rd /4 th 5-14	After 2N opener must not pass below game.		
2♠	√	0	4♥	6♣ 2/3 top H or 5/5♠ & a red	2N forcing enquiry. ALL others correctable	Pass or Correct;	All responses correctable
		0		1 st /2 nd 5-10; 3 rd /4 th 5-14	After 2N opener must not pass below game.		
2NT	√	10		6♠ & 4♥	New minor forcing for 1 round		
		10		1 st /2 nd 5-10; 3 rd /4 th 5-14			
3♣		6		pre-emptive may be v weak	New suits forcing for 1 round except 4M (to play)		
3♦		6		pre-emptive may be v weak	New suits forcing for 1 round except 4M (to play)		
3♥		6		pre-emptive may be v weak	New suits forcing for 1 round except 4M (to play)		
3♠		6		pre-emptive may be v weak			
3NT	√			Gambling 7/8 minor			
				NO other agreement			
4♣		7		pre-emptive may be v weak	* LR = limit raise		
4♦		7		pre-emptive may be v weak	* p/c = pass or correct.		
4♥		7		To play – no other agreement			
4♠		7		To play – no other agreement			
4NT				No agreement			
5♣				To play – no other agreement		HIGH LEVEL BIDDING	
5♦				To play – no other agreement		Control Ask relays may be AK controls (2 1) or AKQ (3 2 1)	
5♥				No agreement		Denial cue responses to control placement relays	
5♠				No agreement		In occasional non-relay auctions 4N and 4m are RCKB where appropriate (3041)	