

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Cue = good 3-card raise. 2NT = good 4-card raise unless third seat passes in which case 2NT = natural (13-15 opposite one-level overcall). New suit = F1 (NF if a passed hand) Fit jumps Jump cue to 3 level = mixed raise
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-bad 18 in 2 nd , 10-15 in protective, 17-19 in sandwich All system on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, can be a little stronger opposite a passed hand. Unusual 2NT – two lowest unbid suits, 5+/5+ Reopen: 13-16, six-card suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1X) 2X shows a two-suited hand, 5+/5+, including the unbid major(s). Now 2NT = INV+ enquiry. (1♣)-2♣ = nat and (1♣)-2♦ = both majors Jump cue - stop ask, usually with running minor
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties (5m4M if a passed hand) 2♣ = 4+♥ 4+♠; 2♦ = single-suited major; 2M = 5M, 4+m 2NT = both minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout, now 2NT = lebhensohl forcing 3♣, either weak with a suit lower-ranking than theirs or a GF hand with no stop 2NT = 15-18 Leaping/non leaping Michaels (minor pre empt)-4same minor shows both majors, (other pre-empts)-4m shows that minor+ a Major, these are all GF+
VS. ARTIFICIAL STRONG OPENINGS
Over strong 1♣: X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
All natural as if they didn't x xx = values, subsequent x = t/o until penalty passed

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour, 2 nd with no honour		
NT	Top of doubleton, low from Hxx		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ or Ax	AK+	
King	KQ+ or AK doubleton	KQ+ or AKJT	
Queen	QJ+ or AKQ+	(A)QJ+, KQT9, AKQT	
Jack	J10+, KJ10+, AKQJ+	J10+, AJ10+, KJ10+,	
10	H109+ or 10x	H109+ or 10x	
9	9x or 109x+		
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, XXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = std count/att	High = even	High = encourage
Suit 2	Current count/att	Suit preference	High = even
3			
1	Same as above		
NT 2			
3			
Signals (including Trumps) = none			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout x mainstream style Support x/xx by opener 1y-(p)-1x-(1NT)-x = non minimum hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support x/xx up to 3♠ Game try x in competitive auctions			

W B F CONVENTION CARD
CATEGORY: Green NCBO: England U21 PLAYERS: Andy Cope & Thomas Gardner
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT 5-card majors, better minor, 2/1 GF 2♣ = artificial GF 3 weak 2's 20-21 2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Possible

OPENING	A R T ?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1m		3	4♥	3+	1 level = nat, 2m = inverted minor, WJS, 2NT = pre-emptive raise, 3m = competitive raise 5+m ATV, 3 higher = splinters, 1♦-3♣ = nat invitational, 3NT = to play	2-way checkback after 1NT; after inverted minor, 2m+1 = 12-14 bal and 2NT = 18-19 bal	
1M		5	4♥	5+	1NT = 5-11, 2M = 7-9 3M, 2NT = GF 4+M, 3♣ = mixed raise, 3♦ = limit raise, 3M = pre-empt, 2♣ = 2+ GF, 2♦/♥ = 5+ GF, 1♠-3♥ = nat invitational 1♥-3♠/1♠-3NT = any singleton, 1♥-3NT = ♠ void, 4 level void	Swedish responses to Jacoby 2NT After 1♥-3♠ showing any singleton, 3NT is asking, 4♥ shows a ♠ void After 1♠-3NT showing any void 4♣ is void asking, 4♠ shows a ♣ void	2NT = good 4-card raise then Swedish responses By a passed hand, 2♣ = constructive 3-card raise, 2♦ = constructive 4-card raise, 3 level = fit jump
1NT		-	4♥	15-17	Stayman (non-promisary), transfers, 2♠ = clubs, 2NT = diamonds or both minors weak, 3♣ = GF puppet Stayman; 3♦ = slam try in minors (at least 55), 3M = slam try+, subsequent bids = cues	1NT-2♣-2♦-3M = 4M5oM Completing minor-suit xfer = good fit 1NT-2red-3M/2NT = min/max with 4cM 1NT-2red-2/3 other = fit with good 4/5 card suit bid, 3M-1/4M-1 = retransfer	Lebensohl – 2N relays 3♣, either weak with a suit lower-ranking than theirs or a GF hand with no stop Vs pen dbl: XX = one suit, 2♣/♦/♥ = that+next suit Pass forces xx, then pass = to play, 2♣ = ♣+M, 2♦ = ♦+♠
2♣	yes	-		22+ bal or GF	2♦ = waiting, all other bids GF with 2 of top 3 honours	Kokish 2♣-2♦-3♣-3♦ = waiting	X = Next to nothing, pass = forcing, Bid = 2 of top 3 honours
2♦/M	yes	5		Weak	2 level = nat NF; 3 level = nat F1, 2NT enquiry, 4♣ = PMKC	After 2N: 3 other = feature and max, 3 suit = minimum, 3NT = concentrated suit	
2NT		-	4♥	20-21	3♣ = puppet stayman, 3 Red = GF transfer, 3♠ minors, 4X = slam-try in the suit two above	2N:3♣, 3♦ = at least one four-card major, now 3M = four cards in the other major	
3 level		6		Preempt	New suit = forcing, 3♣-4♦ = PMKC, 3♦/M-4♣ = PMKC		
3NT	yes	-		Running minor, at most an outside Q	4/5♣ pass or correct, 4M to play.		
4 level		6		Preempt			
4NT		-		Specific Ace Ask	5♣ no ace; 5N = 2 aces 6♣=A♣		
5♣ 5♦		7				HIGH LEVEL BIDDING RKCB 1430 (♣=3014), 5NT king ask (bid the king you have with one or the one you don't have with 2) DOPI/ROPI, Cue bid 1st+2nd round controls equally Exclusion KCB 3014, PMKC 01122	