

DEFENSIVE AND COMPETITIVE BIDDING
<p>OVERCALLS (Style: Responses: 1/2 Level; Reopening) Aggressive at 1 level, 2m sound vul. New suit forcing at 1 and 3L but not at 2L Where new suit NF then cue may be any FG. 2N is forcing when no cue bid available. Protective 2m reopening similar values to overcall.</p> <p>INT OVERCALL (2nd/4th Live; Responses; Reopening) <u>Direct</u> 15-18, system ON, transfer to their M=shortage 3-suiter. <u>Protective</u> 11-14 (minor), responses as direct. 11-16 (major), 2♣ range asking Stayman. 2N=19-21, responses as direct.</p> <p>JUMP OVERCALLS (Style; Responses; Unusual NT) Weak, but tactical opposite passed partner. 2N=game try, cue bid=FG raise, jump new suit=fit jump below game. Reopening Jump=intermediate.</p> <p>DIRECT & JUMP CUE BIDS (Style Response; Reopening) 1m-2m=both Majors (2N=Game Try+, Cue=FG in a Major) 1m-2N=other minor and ♥ 1M-2M=other Major and a minor 1M-2N=both minors 1m-3m=asks for stop unless 1m=<3 then natural weak Jump Cue asks for stop (or FG 2 suiter v weak 2) Double Jump Cue=Strong 4M overcall</p> <p>VS. NT (vs. Strong/Weak; Reopening; PH) Double=Penalty then first Double=take-out Double(PH)=4M5+m 2♣=Majors (2♦=Relay) 2♦=1 Major (2M=p/c, 2N=Relay) 2M=5+M 4+m (2N=Relay, 3♣=P/C) 2N=minors or FG 2 suiter</p> <p>VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids) 4♣/4♦ over 2M/3M=2 suited with OM, NF 4♣ over 2/3♦=♣ and Major, NF (3m)-4m=Majors, NF</p> <p>VS. ARTIFICIAL STRONG OPENINGS 1♣ or 2♣ Double=Majors (1♦=Relay) After negative 1♦ Double=Majors 1N=minors:</p>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Lowest from even Highest from odd (highest affordable)	Same	
NT	Attitude leads Attitude, may be count if cashout	Same (in context) but normally low from xxx if not raised	
Subsequent			
Other: King for count or unblock in NT contracts. 5L+ : K from AK asking for count, A denies the K.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	Asks for attitude	
King	KQx(+) AK Kx	Asks for unbl./count	
Queen	QJx(+) Qx AKQ	Asks for attitude	
Jack	J10(+)KJ10 AJ10 Jx	J10(+) KJ10/AJ10	
10	109(+)H109 10x	109(+) H109 10x	
9	9x H98(+)	9x H98(+)	
Hi-X	Usually odd	Usually odd	
Lo-X	Usually even	Usually even	
We revert to standard after opening lead, low usually promises an honour			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Standard Att	Standard Count if needed	High-ENC Low-DISC
	2 Standard Count	SP	
	3 Standard SP		Hi-Lo even when useful
NT	1 Standard Att	Smith Echo (Hi-Lo ENC) from both sides	
	2 Count on K		
	3		
Signals (including Trumps) Signal often depends on what is in dummy. Suit preference in trumps.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening) May not have the other minor if we double 1m Equal level conversion applies			
SPECIAL ARTIFICIAL & COMPETITIVE Doubles/Redoubles Game try if no space at 3 level after we have raised our suit Double=next suit up after 1♦ or 1♥ overcall			
OVER OPPONENT'S TAKEOUT DOUBLE Pass may be traditional Redouble by unpassed hand Redouble=next suit up			

WBF CONVENTION CARD
<p>WBG Open NCBO:ENGLAND</p> <p>PLAYERS: ANDREW BLACK – DAVID GOLD</p> <p>SYSTEM SUMMARY</p> <p>GENERAL APPROACH AND STYLE 5 Card Majors, possibly 4 cards in third. 1N=(14+)15-17 may contain 5M/6m. 1♣=2+♣, could have 5♦. 1♦=5+♦ OR 4441</p> <p>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</p> <p>Responses to our opening bids Transfer responses-1♣ (1♠=trsf to 1N) 1♣-1N=mild INV 1♣-2♣=5+♦ FG 1♣-2♦/M=invitational 1M-2♣=3M 8+ / bal inv/6♣ + inv/2+♣ FG 1M-3♣=6-11 4+M</p> <p>2 Level Openings 2♦=natural weak two (NV 1st/2nd: bad 2M) 2M=natural weak two (NV 1st/2nd: const 2M)</p> <p>3 Level Openings 3N=Gambling</p> <p>Competition After opponent's Double pass may be 11+ balanced Artificial Redouble, e.g. 1♣-(Double)- Redouble=♦ Many transfers in Competition</p> <p>SPECIAL FORCING PASS SEQUENCES If we are in a force double is penalty. Has to be obvious.</p> <p>IMPORTANT NOTES Definitions are the system agreement but deviations are common.</p>

Opening	Artificial	Min no:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	10-22 2+♣.could have 5♦ 11-14 maybe 5♦ 18-19 denies 5♦	1♦=4+♥, 1♥=4+♠, 1♠=trsf to 1N, 1N=mild INV, 2♣=5+♦ FG, 2♦/2M=nat INV, 2N=nat INV no 4M, 3L=weak	1♣-1R-complete=11-15 2/3 cards 1♣-1R-1N=18-19 balanced 1♣-1R-2N=16+ 4+ card support	
1♦		4	7♥	10-22 5+♦ or 4441 (Could be 5♦332 min with strong diamonds)	1M=4+, 1N=5-11 4+♣, 2♣=natural FG, 2♦=Inverted F3♦, 2M=nat INV, 2N=nat INV, 3♣=INV 3♦=mixed, 3M=splinter	1♦-1M-1N=15+ art 1♦-1M-2m=11-14 1♦-1♠-2♥=14-16 1444/0454 1♦-1M-2N=16+ with 4+ support	
1♥		5 (4)	7♦	10-22 5+♥ Rarely 4 cards 3 rd	1N=upto 11, 2♣=various, 2♦=FG 5+♦, 2♠=6♠ INV, 2N=4+♥ FG, 3♣=4+♥ 6-11, 3♦=nat INV, 3♥=weak, 3♠=any singleton upto 11, 3N(♠)/4m=void	1♥-1♠-1N=15+ 1♥-1♠-2m=11-14 1♥-1♠-2N=16+ with 4+ support Transfer continuations after 1♥-1N.	2♣=Drury: good raise 3♥ 2♦=Drury: good raise 4♥ 2N=4+♥ any singleton jump new suit=fit
1♠		5 (4)	7♥	10-22 5+♠ Rarely 4 cards 3 rd	1N=upto 11 NF, 2♣=various, 2♦=FG 5+♦, 2♥=FG 5+♥, 2N=4+♠ FG, 3♣=4+♠ 6-11, 3♦/3♥=Invite, 3♠=weak 3N=any singleton upto 11, 4L=void	Transfer continuations after 1♠-1N.	2♣=Drury: good raise 3♠ 2♦=Drury: good raise 4♠ 2N=4+♠ any singleton jump new suit=fit
INT			4♠	(14)15-17 5M/6m optional	2♣=Stayman, 2♦/2♥=Transfers, 2♠=range ask or ♣, 2N=♦, 3♣=short ♦, 3♦=short ♥, 3♥=short ♠(4♥), 3♠=short ♣(44MM), 4m=Texas	Smolen: 1N-2♣-2♦-3M=4M5OM FG Retransfers after major suit transfer: 1N-2♦-2♥-2♠=Artificial invite 1N-2♦-2♥→transfers 1N-2♥-2♠→transfers	
2♣	Yes	0		FG	2♦=Waiting or negative, 2M=nat positive, 2N/3♣=transfers positive, 3♦=5-5 minors FG		
2♦	Yes	0		Natural weak 6+♦ Vul NV 1st/2nd: Bad weak 2M (2♦/2M reversed in 4th)	2M=F1, 2N=enquiry, 3♣=NF (After Bad W2M) 2♥=p/c, 2♠=p/c (INV ♥), 2N=Relay, 3m=NF, 3M=p/c, 4♣=transfer to your suit, 4♦=nat forcing, 4M=natural	(After Bad W2M) <u>2♦-2N</u> 3♣=♥ not Max, 3♦=♠ not Max, 3♥=♠ Max, 3♠=6♥ Max, 3N=5♥ Max.	
2M		5		Natural weak 6+M (Andrew may have 5) NV 1st/2nd: Constructive weak 2M (2♦/2M reversed in 4th)	2♠=nat forcing, 2N=Relay 3m=nat NF, 2♥-3♠=nat INV, 2♠-3♥=nat forcing.in	<u>2M-2N</u> 3♣=feature or no better bid FG, 3♦=feature FG, 3M=min, 3OM=nat 6M4OM	
2NT				20-22 balanced (not good 22)	3♣=Stayman, 3♦/3♥=transfers, 3♠=minor suit Stayman, 4L=2 under transfer	Smolen, complete transfer shows fit	
3X		6		Pre-emptive (can be very weak in 1 st and 2 nd NV)	3L response is F1 V (NF NV) 4♣=artificial slam try (4♦ over 3♣)	3M-4♦=choice of Major suit game	New suit has fit for opener
3NT	yes			Gambling	4♣ pass correct, 4♦=asks for shortage (4N=no), 4M=to play, 4N=INV looking for extra card, 5m=p/c.		
4X		7		Natural	4♣-4♦=kickback, 4X-4N=RKC	HIGH LEVEL BIDDING Kickback (1/4, 0/3, 2noQ, 2+Q, 2+void, 1+void)	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces	Step Q ask, next step specific K ask. DOP1 and ROP1 over intervention.	
5m		7		Usually sound 1 st /2 nd			