

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Can be very aggressive especially NV
Simple responses are not forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, 11-15/16
Systems on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Direct Over 1♣---2♦=majors, 2♥=Flannery(9-14), 2♠=♠+D NF
2N=2 lowest unbid, 3♣=♠+D F1,
Over 1♦---2♥=flannery, 2S=S+♣ NF, 3♦=S+♣F1
Reopen:shows values not weakness
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct over 1M-2M=Other M+♣, 3♣=Other Maj+D F1
Jump in reopen=values
When 1♦ is 0 <sup>+</sup> or 1 <sup>+</sup> : natural 2♦, 2♥ michaels, 3♦ big michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♠=majors 2♦= 1 major, 2♥/♠=major +minor, DB=PENALTY
Ph, DB=4M+5m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Cue vs preempt=michaels, jumps are value showing, NT natural except 4 level
Better minor LEB over 2M-X
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl=majors NT=minors, 2♦=1 Maj, 2M=M+minor (/1♣)
Dbl=majors, NT=minors (/2♣ or 2♦)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers over 1M

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq			
Other:2 <sup>nd</sup> /4 <sup>th</sup> THRU DECLARER in an unbroken suit (except with Q in dummy)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Short A, AK short, A+	AK+	
King	AK+, short K (KQ dub possible)	Asks UNBLOCK	
Queen	KQ+, short Q (KQ dub either)	KQ+	
Jack	QJ+, short J (QJ dub either)	QJ+, KQJ+, AQJ	
10	JT+, HJT, short 10 (JT dub either)	JT+, HJT	
9	109+, H109, short 9	T9, HT9, top	
Hi-X	3 <sup>rd</sup> /5 <sup>th</sup>	Top/2/4	
Lo-X	3 <sup>rd</sup> /5 <sup>th</sup>	4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
	1 attitude	count	Attitude
Suit 2	count	SP	SP
3	SP		count
	1 attitude	SP	
NT 2	count	count	
	3 SP		
STANDARD st Trick 1. After trick 1 UDCA (including present count)			
NO SMITH—SUIT PREFERENCE; On declarers lead count or SP			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
can be aggressive with correct shape. Cue bid promises another bid			
Low level doubles=generally T/O			
Some please bid 3NT/extras DBL as well when we get jammed			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative/responsive/snapdragon			
Doubles in a dead NT auction typically penalty,			
(1♠)-P-(1N)-PP X now suggests defense, balancing is 2 suited			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Kevin Bathurst John Hurd</b>
<b>EVENT: Open</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1
Aggressive openings possible
Slightly Variable 1NT opening 14-16 NV or 15-17 V or 4 <sup>th</sup> seat
More likely to upgrade than downgrade a point range
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ over 1N opening or overcall=1 major
1minor-p-2♥=5S/4-5♥ non invite....1 minor-p-2♠=5♠+4-5♥ invite
By PH, 1m-2♥=5/5 majors
Known 2 suited overcalls vs 1minor and 1Major
Over 1minor: 2♣=natural, 2♦=5/5majors, ,
2♥=4♠/5-6♥ 9-14, 2♠=♠+other minor 55,
jump to 3minor shows 5♠+5other minor strong
Over 1Major: direct cue=other major+clubs 55,
3♣=♦+other major strong 55, 3♦=♦+other major NF 55
Good/Bad 2N only over 1m-(1M)-1N-(2M), or 1m-(P)-1N-(2M)
<b>SPECIAL FORCING PASS SEQUENCES</b>
When a PH raises a NV 3 <sup>rd</sup> seat preempt to 5 level ---P-P-3♣-X-5♣
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	WBG OPEN USA Kevin Bathurst - John Hurd 22 August 2024			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4M	Clubs, weak NT, 17-19 bal	2♣=10-15 clubs, 2♦=16+ clubs, 2M=reverse flannery, 2N=heavy invite		reverse flannery on (2H), fit jump in comp
1♦		3	4M	Diamonds, weak NT, 17-19 bal	Similar to 1♣ responses, 3♣=nat inv		
1♥		5	4	5 card majors	3♣=limit in ♥, 3♦=nat inv, 3M=mixed, 3♠=unknown short mini spl Direct SPL=void, jacoby 2N		2 way drury constr+ Fit jumps by PH
1♠		455	4		1♠-3♥=inv natural, 1♠-3♦=limit in spades		
INT			4	Singleton ♥ ok, 5M ok, 6m ok	Stay/jacoby/2♠=size/2N=pup/3♣=♦/3♦=slam try (31)(54)/3M=m55 short	Transfers after transfers, garbage stayman	Lots of transfers if interfere over 1N
2♣	GF ART		all	GF unless 2N rebid	2♦=wait, otherwise natural	Transfer Kokish	Neg doubles
2♦		5+		Possibly 5 NV, usually 6 (90%+)	2N ask, 3♣=good, 3♦=not, 3M=4 other Major 3N=AKJ/AKQ/AQJ suit 6+	New suits NF NV	Transfers over doubles starts 2N
2♥		5+			2N=ask, 3♣=best (3♦ ask bal/l/m/♥ short) 3♦=medium, 3 other major natural, 3N=suit		
2♠		5+					Neg doubles, transfers or flip at 3 level
2NT				Bal or semi balanced 19-21	3♠=♣ or minors, 4♠=diamonds Puppet version		
3♣		6					
3♦		6		Can be aggressive NV	4♣=PRE RKC		
3♥		6		Not crazy unless state of match	New suits forcing		
3♠		6					
3NT		7		gambling	4♦ asks short, bid 5m with Other minor short		
4♣		pre					
4♦		pre					
4♥		pre		Opp PH can be good hands			
4♠		pre					
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Kickback, 4N in comp is frequently 2 places to play unless suit is known	
5♥						Non serious 3♠/3N when major suit is found and we are GF	
5♠							