

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural. New suit=constructive NF; Jump new suit=Nat Forcing
(1x)-1y-2♣=3 card raise, Inv+
(1x)-1M-2N=4+ card raise, Inv+
Jump in opponent's suit=mixed raise
Jumps in competition=weak e.g. (1♣)-1♥-(1♠)-3♦=weak (3-9)
Jumps in protective=intermediate
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
Direct=15-18, system on
Protective=11-16, system on
Protective 2N=19-21, system on
TFR to their Major after NT overcall=3 suited SPL
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Pre-emptive; responses as for weak 2 opener
2-Suit: 2N=2 lowest unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue=Michaels: (1m)-2m=Majors 5/5; (1M)-2M=OM+m 5/5
Jump cue ask for stopper in opponent's suit
Jump cue 3m=NAT if opener's suit could be fewer than 3 cards
VS. NT (vs. Strong; Reopening;PH)
Dbl=Majors then 2♣=PUP, 2♦=asks longer Major
2♣=♣+M then 2♦=asks Major
2♦=♦+M then 2♥=pass or correct, 2♠=NAT
2M=Nat
2N=minors (OR FG 2-suiter)
Over weak NT= dbl pen, 2♣ majors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl=Takeout.
Transfers after (Weak 2)-2N
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl=MM then 1♦=asks longer Major
1NT=M+m then suit=pass or correct
(1♣)-pass-(1♦)-dbl=Majors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer responses
1♦-(dbl)-2♣/2N=good 3/4 card ♦ raise (8+)
1♥/1♠-(dble)-2♦/2♥=good raise to 2♥/2♠ (8+)
Jumps=weak 3-9 (except jump in OM=mixed raise 8-11)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th	3 rd and 5 th	
NT	Attitude	Attitude	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AKx(x)	
King	KQ(x)	AKJT(x), KQx(x)	
Queen	QJ(x)	KQT9(x), QJ(x)	
Jack	JT(x), KJT(x)	JT(x), A/KJT(x)	
10	T9(x), HT9(x)	T9(x), HT9(x)	
9	9x	9x(x), J98+, Q98+	
Hi-X	xx	xxx(x)	
Lo-X	xxx, Hxx	Hxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Enc	Hi = Even	Hi = Enc
Suit 2	Hi = Even	SP	Hi = Even
3	SP		SP
1	Hi = Enc	Smith (Hi = Enc)	Hi = Enc
NT 2	Hi = Even	Hi = Even	Hi = Even
3	SP	SP	SP
Signals (including Trumps):			
Standard suit preference			
Smith, high enc from both sides			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Equal level conversion after takeout dbl			
After takeout dbl of M, responder's cue=FG			
After takeout dbl of m, responder's cue=4/4 majors or any FG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Competitive, Support dbls and rdbls			
1♣-(1♦)-dbl=4+♥; 1♣-(1♥)-dbl=4/5♠			
1♦-(1♥)-dbl=4+♠; 1♦-(1♥)-1♠=4+♣			
(1x)-1y-(dbl)-rdbl=competitive (8+)			
1x-(dbl)-rdbl=next suit up			
'Action' doubles up to 4♥			

W B F CONVENTION CARD
David Gold & Andrew Robson
Bermuda Bowl 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors
1♣=2+
1NT=15-17
2♣=Weak 2♦, 23-24 Bal or FG
2♦=Multi, weak 2 in a Major (3-9) or any 4441 (16+)
2M=5M/4+m (5-10)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Transfer responses to 1♣
Transfer responses after 1L-(dbl)
1♣-2♦=Multi, weak in a Major (3-9)
1♣-2♥=4/5 Majors, weak (5-9)
1♣-2♠=5/5 Majors, weak (5-9)
1M-2♣=Art FG
1♠-2♦=5+♥ FG or 6♥ weak
1♥/1♠-2♦/2♥=3(4) card raise (8+)
1M-3m=Nat FG
1♠-3♥=6♥ Inv 9-12
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	Natural or balanced	1♦/1♥=4+♥/4+♠; 1♠=no 4M; 1N/2♣=5+♣/5+♦ FG; 2♣=6M (3-9); 2♥/2♠=45/55 MM (5-9); 2N=55 mm; 3L=Nat, weak (3-9)	1♣-1♦-1♥=3(4)♥ min; 1♣-1♥-1♠=3(4)♠ min; then 2♣/2♦=Art FG/Inv; 1♣-1N/2♣-2♣/2♦=REL 1♣-2M-2N=REL to 3♣; 1♣-2M-3♣=ask	1N=MAX BAL<4M
1♦		4	7♥	Natural	2♣=NAT FG; 2♦/3♦=invert raise; 2M=Nat weak; 2N/3♣=Nat Inv; 3M=Spl	1♦-1M-1N=Art 16+ 1♦-1M-2N=3-6 Inv+	2♣=8-11 ♦ raise 2♦=weaker raise
1♥		5	7♥	Natural	2♣=Art FG; 2♦=3(4)♥ (8+); 2♠=Nat, weak (3-9) 2N=4+♥ FG; 3m=Nat 6+m FG 3♠=4+♥ with unspecified void, 3N(♠)/4m=4+♥ SGL	1♥-1♠-1N=Bal or ♥+♣ 1♥-1♠-2♣=Art 16+ 1♥-1♠-2N=3-6 Inv+; 1♥-1♠-3N=4♠ best raise	2♣=7-9 3(4)♥ 2♦/2N =10-12 3/4♥ 2♠=fit, 3m=Spl
1♠		5	7♥	Natural	2♣=Art FG; 2♦=5+♥ FG or 6♥ weak 2♥=3(4)♠ (8+); 2N=4+♠ FG; 3m=Nat 6+m FG; 3♥=Nat, Inv (9-12) 3N=4+♠ with unspecified void; 4L=4+♠ SGL	1M-1N-2♣=Nat or any 16+ 1M-2M-2N=FG 1M-2♣-2♦=5M-4m or min bal; then 2♥ asks 1M-2♣-2N=16-19 bal or 55 (14+); 3L=55 (10-14)	2♣=7-9 3(4)♠ 2♦=5+♥ 2♥/2N=10-12 3/4♠ 3m/3♥=Spl
INT			7♥	15-17, 5M or 6m possible	2♣=stayman; 2♦/2♥=♥/♠ 2♠=Bal Inv or ♣ 2N=♦ 3m=both minors 3M=Spl FG with 4OM; 4♣/4♦=♥/♠	1N-2♣-2♦=no major 1N-2♣-2♦-2♠=5♠ Inv 1N-2N-3♣= does not like 2 nd TFRs after 1N-2♦/2♥; 1N-2♠-2N/3♣=min/Max	
2♣	✓	0		Weak 2♦, 23-24 Bal or FG Weak 2♦ could be 5♦ NV	2♦=to play opp weak 2♦; 2N=REL; 3♦=weak raise ♦s 2M/3♣=Nat constructive NF	2♣-2♦-2♥-2♠=relay-2N=23-24 bal 2♣-2♦-2N=25+	
2♦	✓	0		Weak 2M or 4441 16+ 6M unless maybe 3 rd NV	2M=pass or correct; 2N=enquiry 3m=Nat NF; 3M=pass or correct 4♣=TFR to your Major; 4♦=bid your Major; 4M=Nat	2♦-2N-3♣=worst; 2♦-2N-3♦/3♥=min 6♥/6♠; 2♦-2N-3♠/3N=Max 6♥/6♠; 2♦-2M(p/c)-2N/3L=suit below x in 4441	
2M		5		5M/4+m 5-10	2N=enquiry; 3♣=pass or correct; 3♦=game try Major 2♥-2♠ and 2♠-3♥=constructive NF	2M-2N-3m=min nat 2M-2N-3M=max linked minor FG	
2NT				20-22, 5M or 6m possible	3♣=stayman; 3♦/3♥=♥/♠; 3♠=mm; 4L=2 below suit slam-try	2N-3♣-3♦=no 4M then 3♥/3♠=54/45 Majors	
3m		6		Natural	4om=slam-try		
3M		6		Natural	4♣=slam-try	3M-4♣-new suit=SPL accepts; 4N=good trumps	
3NT	✓			Solid minor, to play 3/4	4♣=p/c; 4♦=asks shortage then 4N=no, 5m=short om	HIGH LEVEL BIDDING	
4m		6		Natural		RKCB (1430) (Exclusion at 5 level (3041))	
4M		7		Natural	4♠=to play	over intervention dbl=pen or zero; pass=1, next step=2, 2+Q, 3, 4	
4NT	✓			Asks specific Aces	5♣=0; 5N=2	Last train, cue bids, 6 Ace Blackwood (2 suits agreed)	
5m		7		Natural		5N usually pick a slam; when GSF, 6T=worst holding, then 6♣	