DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1 level: 6-17 rarely 4 card
Jump raise = 6-9 4 card, Jump shift = 6-9, nat 6 card
1 level new suit F; 2 level new suit NF
(1x) 1M (DBL) 1NT+ = TRF
2 level: 10-17; 3 level new suit F

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

15-18, system on
10-13 in balanced position, CUE only F
4ᵗʰ pos 2NT = 19-21

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak, nat responses, new suit F
Unusual 2NT = lower suits
Reopen: intermediate 14-16 6 card

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels , 1m-2m = 55M, 1M-2M = 5OM+5m
Responses: Jump = INV
(1M) 3M = ask stop
Same in balancing

VS. NT (vs. Strong/Weak; Reopening;PH)

DBL = points, pass hand DBL = 5m+4M
2♣ = M's; 2♦ = 1M; 2M = 5M+4m
Over weak (1NT) – (2X): DBL = 15+

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Leb after (w2M) DBL (P)
4NT over 3x or 4x = minors or 2 suiter
Leaping Michaels: (3M) 4m = 55 m+OM

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

DBL = reds or blacks; NT = minors or majors

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 9+ implies no/mini fit
New suit = vul F, NV NF; new suit jump = nat 6 card, 6-9
1M (X) 1NT+ = transfers

In balancing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	Same, low from honor
NT	Att	Same, low from honor
Subseq	Att	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+	AKx+
King	KQ+, AK	Power lead
Queen	QJ+,AKQ+	QJ+,KQ+
Jack	JT+, HJT+	Same
10	T9+, HT9+	Same
9	98+, 9x, Q98+,J98+	Same
Hi-X	Sx(+), xSx+	Same
Lo-X	HxS, HxxS, HxxSx(+)	HxS, HxxS, Hxx(+)S

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	O/E	High even	O/E
Suit	2	High even	S/P	High even
	3			
	1	O/E	High even	S/P
NT	2	S/P	S/P	High even
	3			

Signals (including Trumps):

O/E; High even; Smith, High enc by both

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Nat, Opening values; Resp nat
Reopen: lighter

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Neg, support, responsive, lead directing

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

(14+)15-17 NT, 5M

1♦ 3 only if 4432, 1♣ 3+

2/1: F1, 10+ HCP, 1NT = 6-10 NF

Multi 2♦

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Multi 2♦ : 1) W2M, 2) STR 2M, 3) 25-26+ NT

2♥ = NV 44+♥ ♠ 4-10 HCP

2♠ = NV 54 ♠+m 4-11 HCP, VUL 55

2♥/2♠ = VUL 55♥/♠+m 4-11 HCP

1M-3M = pre 0-5;

Trnsf after 1♣ opening

After overcall: Jump Raise = 6-9 4 card, Jump Shift = nat 6 card, 6-9

Bergen 1M-3♣ = 6-9 4 card OR 10-11 3 card, 1M-3♦ = 10-11 4 card

SPECIAL FORCING PASS SEQUENCES

When we bid game Vul vs NV

IMPORTANT NOTES

3ʳᵈ hand opening/pre-empt may be very light

1NT opening: frequent 14+, can be semi bal, single A/K possible

NV light pre-empt possible

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	3 only if 4333 any, 11-22	Trnf: 1♦=♥; 1♥=♠; 1♠=♦ 1m-2m = inverted 10+, F till 3m; 1m-3m = 6-9; splinters WJS = nat 6 card 6-9	2WCB: 2♣= NF CB (m signoff OR M inv), 2♦ = GF CB GB2NT; 1♣-2NT-3M = spl; 1♣-1♦/♥/♠-1♥/♠=3 card 12-14 bal 1♣-1♦/♥-3♦ = fit 18-19 bal or 18+ any spl	
1♦		3	4♥	3 only if 4432, 11-22	Nat, inverted, WJS as after 1♣	As after 1♣; 1♦-1M-3OM = fit 18-19 bal or 18+ any spl	
1♥/♠		5	4♦	11-22	3/4♥ = pre 0-5; Bergen (on after DBL) 1♥-3♣= 6-9 4c or 10-11 3c; 1♥-3♦=10-11 4c 2NT = GF raise; spl = void; 2X = F1 10+ 1♥-3♠, 1♠-3NT = good 4M (6-9 w/ single) 1♠-3♥ = nat 6 card 6-9	2WCB; short & long suit trials; GB2NT 1M (DBL) 1NT+ = TRF 1♥-3♣-3♦ (ask) - 3♥=6-9, 4♥=10-11 or good 8-9	2♣ Drury
INT			3L	(14+) 15-17 can be semi bal common 5M; Can be single A/K	2♣=stayman; 2♦-2NT = TRNF; 4♦/♥=TRNF 2♠=inv or C; 3♣=puppet; 3♦=(13)(45); 3♥=55M; 3♠=55m	Lebensol; 3/4x (till 4♣ interfere) = Transfers (3L = invite+) 4♦/♥ (till 3♦ intervention) =TRNF; 2nd TRF (after trf to 2M) 1NT-2C-2X-2S = invite, 1NT-2D-2H-2S = invite or with S F	TO DBL on 3L
2♣	x			22+ bal or any GF	2♥=SN 0-3; 2♦=4+; 2NT = ♥ positive 3♥ = 55M; 3♠=55m	After 2♣-2♦-2M – 2 way spl 2♣ (2X) DBL = SN 2♣-2♦-3♥ = 55M; 3♠=55m	
2♦	x			Multi 1) W2M 2) strong 2M , 3) 25-26+ NT	2/3M = p/c, 3m = NF	Over 2NT – trnf if W2M; 2♦-2M-2NT = 25-26 NT, 3NT=27-28 NT, 4NT=29-30 NT 2♦-2♠-3♦=trnsf ♥	Aggressive W2M in 3rd (maybe 5)
2♥				NV 44+ Majors 4-10 VUL 55 ♥+m 4-11 hcp	NV: 2NT – ask, 2♠/3♣/♦/♥/♠ = NAT NF VUL – same responses as 2♠	NV: 2♥-2NT-3♣ = min, 3♦ = 55, 3♥/♠ = 54 max NV: 2♥-2NT-3♣-3M = invite, 4♣/♦ = ♥/♠ slamish NV: 2♥-2NT-3♣-3♦ (ask), 3♥/♠ =5, 3NT = 44	
2♠		5		54 NV ♥/♠+m 4-11 hcp 55 VUL	2NT = invite+; 3♣=p/c; 2/3x=nat NF	2M-2NT-3♥/♠=♣/♦ max 2M-2NT-3m-3M/4m=inv; OM= M F; Om = m F	
2NT				(19+) 20-22 can be semi bal common 5M; Can be single A/K	3♣=puppet; 3♦/♥, 4♦/♥= TRNSF; 3♠=ms; 4♠ = SF		TO DBL
3♣/♦/♥/♠		6		pre	New suit = F1; over 3M 4♣ = ask spl		Maybe wild 3rd seat
3NT	x			Gambling, solid m, no o/s A	4♣ = p/c, 4♦=ask spl, 4NT = ask extra trick		
4♣/♦		7		pre		**HIGH LEVEL BIDDING**	
4♥/♠		7		pre		1403 RKCB, mixed cuebids, spl (void over direct 1M), dopi/ropi	
4NT	x	8		Solid 5m (8.5 tricks)		5NT jump pick a slam; 5NT over RKCB = specific K	
5♣/♦		8		pre		all single asks resp by steps – NLMH	