

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard
New suit is F1 9except in competition, 2NT = good 4 card raise of M overcall, cue usually good 3 card raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18, System on
4 th : 10-15. System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except in 4 th when Intermediate. ATV. 1C – 2D = Ms
2NT = lowest 2 suits unbid.
Reopen: 2NT = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels (oM & m over M, both Ms over m)
Jump cue = stopper ask.
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy Dble = pens, (2C = Ms, 2D = 1M, 2H/S = 5H/S & m, 2NT = ms)
Same in 4 th or from passed hand. No agreement about Dble of 1Nt from passed hand
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO. Leaping Michaels over weak 2M.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Ms, 1NT = ms. Same after 1C, P, 1D
OVER OPPONENTS' TAKEOUT DOUBLE
Unchanged. Redble = about 9+, usually penalty seeking.
2NT = good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2nd	Same	
NT	Same	Same	
Subseq	Same plus ATT	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for ATT	Same	
King	Asks for Count	Same	
Queen	Q, Qx, QJ(x)	Same plus AQJ(x)	
Jack	J, Jx, J10(x),	Same plus AJ10(x), KJ10(x)	
10	10, 10x, 109(x), H109(x) (not J)	Same	
9	9, 9x, H98(x)	Same	
Hi-X	xx, xxx, xxxx, xxxxx	Same	
Lo-X	Hxx, Hxxx, Hxxxx	samew	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Std Count (std att on ace)	Std count	Std att Std count
Suit 2	Std att	SP	
3	SP		
1	Same	Smith (high = like)	Same
NT 2		Std count	
3		SP	
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most doubles are takeout			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: England
PLAYERS: Any partnership (will only be used in the case of illness and hence unfamiliar partnerships)
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
15-17 NT, 5 card majors, better minor, 2/1 FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D/H/S = weak
SPECIAL FORCING PASS SEQUENCES
None
IMPORTANT NOTES
None
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7S		Natural. 2C = inverted (4+C, F to 2NT), 3C = weak	Natural. 1C – 2C – 2D = weak NT usually 2 way checkback after 1NT rebid	Same. Cue of overcall = good raise
1♦		3	7S	3 only if 4=4=3=2)	Natural. 2D = invertd (4+D, F to 2NT, 3D = weak). 2C = nat and FG	Natural As above	Same
1♥		5	7S		1S = nat, 1NT = up to 11, 2C/D = nat and FG, 2S = weak, 2NT = FG with 4+H, 3C/D = inv. 3H = inv 3S/4C/4D = splinter (limited), 3NT = 33(43) shape	2 way checkback after 1H, 1S, 1NT After 2/1 new suits at 3 levels show extra values. Jump new suits are splinters. 1H, 2NT has natural responses.	PH: 2C/D = 3/4 card Drury Cue of overcall = good 3 card raise, 2NT = good 4 card raise, jump raises = pre-empt
1♠		5	7S		1NT = up to 11, 2C/D/H = nat and FG, 2NT = FG with 4+S, 3C/D/H = inv. 3S = inv, 3NT = 3433 shape, 4C/D/H = splinter limited)	Same	Same
INT	15-17		7S	May have 5M or 6m or off shape	2C = Stayman, 2D/H = H/S, 2S = Cs, 2NT = Ds, 3C/D/H/S = shortage, no 5M. 4C/D are undefined, 4H/S = play	1NT, 2S, 2NT/3C = no fit/fit 1NT, 2NT, 3C/3D = no fit/fit. New suits by responder are shortage	Dble = TO of natural overcalls, values of ART overcalls
2♣		0	7S	23+ or any FG hand	2D = relay, 2H/2S/3C/3D = positive and requires KQxxx or better		
2♦		6(5)	None	Natural and weak (ATV)	New suits at 2/3 level = const, NF/1 round force, raises pre-emptive, 2NT = enquiry	After 2NT, 3 new = non-min and values, 3D = min, 3NT = good suit	Dbles are penalties.
2♥		6(5)	None	Natural and weak (ATV)	As above	As above	Same
2♠		6(5)	None	Natural and weak (ATV)	As above	As above	Same
2NT		20-22	7S		3C = Stayman, 3D/H = H/S, 3S = minors, slam try, 4C/D = nat, slam try, 4H/S = nat and mild slam try		
3♣		7(6)	None	Pre-empt ATV	New suits forcing except in competition		Dbles are penalties
3♦		7(6)	None	Pre-empt ATV	As above		As above
3♥		7(6)	None	Pre-empt ATV	As above		As above
3♠		7(6)	None	Pre-empt ATV	As above		As above
3NT			None	Gambling AKQxxxx(x) in m and no more than Qs	4C = P/C, 4D = singleton ask, 4H/S = play	3NT, 4D, 4H/S = H/S shortage, 5C/D = D/C shortage, 4NT = no shortage	
4♣		7+	None	Pre-empt ATV	4D = F1, 4H/S to play		
4♦		7+	None	Pre-empt ATV	4H/S = play		
4♥		7+	None	Pre-empt ATV	4S = play, 5C/D = cue		
4♠		7+	None	Pre-empt ATV	5 level = cue		
4NT				Specific ace ask	5C = 0, 5D/H/S/6C = ace of D/H/S/C, 5NT = 2 aces		
5♣		7+		Pre-empt ATV	New suit = cue	HIGH LEVEL BIDDING	
5♦		7+		Same	Same	RKCB: 5C = 1/4, 5D = 0/3, 5H = 2, 5S = 2 + TQ.	
5♥		7+		Ask for top H hons	Pass = 0. 6H = 1, 7H = 2	After 5C/D next suit (not Ts) asks for TQ. 5NT asks for lowest K or bid grand.	
5♠		7+		Asks for top S hons	As above	DOPI and DOPE over intervention	
						Cue bids 1 st and 2 nd round control. Missing a suit denies control in that suit unless	
						It is a negative control in partner's suit.	
						Pass and Pull = slam try, double is regressive if opposition intervene.	