

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound at 2 level, could be very good 4-card suit at the 1 level.
Responses: raises = pre-emptive; new suit = natural F1; 1/3NT = natural; Cue/2NT = Generic force, may contain 3 card support/ 3+
Card raise; jump = fit; double jump = splinter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = (15)16-18 if passed =5m4M; protective = 11-14
(1M)-1N: 2♣ inv+ stayman: 2♦ min then 2M=stayman
2♦=5oM, 2♥=54mm, 2♠=♣, 2N=♦
(1m)-1N: As over strong NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct: weak with attention to vulnerability; 2NT= Unusual, 0+
Protective: strong; 2NT = 19-21 bal with system almost as (1M)-1N
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1x)-2x = highest unbid suits except short (1♣)-2♣ Nat/2♦ MM
(1M)-3M/(1♦)-3♦/ = Running minor, partner bid 3N with stop
VS. NT (vs. Strong/Weak; Reopening; PH)
X = 6+m vs. >15NT then scramble; Penalties of NT (15+ pts) up to and including 13-15 and strong NT in 3 rd
2♣ Majors (4+/4+), then 2♦ = equal preference, 2NT = asking bid;
2♦ = 6+M, XM=P/C, 4♣ transfer to M, 4♦ bid M, 2NT = asking bid;
2M = 5M and 4+m, then 2NT = enquiry, 3♠ = p/c
2NT = 5+♦5+♠ or strong 5-5 any
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2x-3x= as 1x-2x Inv, 2x-4y 5+oM5+y FG, 2x-dbl =see doubles
3x-4y=5+oM5+y FG, 3x-4x=MM/mm, 4N=worse 5m bid
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ 16+: constructive, 18+ destructive
Vs strong 1♣:2♦=MM, 1N=M+m, x=clubs, 2♠=mm
Vs strong 2♣: 2N= any 5-5
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(x): Transfers w XX= ♣, system on over
1♦-(x): XX=4+, 2NT/3♦= pre-emptive/mixed raise
1♠-(x): xx=4+♣ 9+, 1R=transfer, 1♠=5+♦, 2NT/3♠= pre-emptive/mixed raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /low	
NT	4 th /Top of Nothing (2 nd from Txxx/9xxx)	4 th /Top of Nothing (2 nd from Txxx/9xxx)	
Subsequent	Same	Same	
Other: Potential Suit Preference in Trumps			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	AK(+), A(+)	
King	KQ(+),AK	AKQ(+), AKJT(+), KQ(+),	
Queen	QJ(+),Qx	QJ(+), KQJ(+), AQJ, KQT9	
Jack	JT(+),Jx	AJT, JT(+)	
10	KJT, T9x(+)	AT9, KJT, T9(+), Txx	
9	HT9(+),9x,9	AKT9, HJT9(+), KT9, QT9,9xxx	
Hi-X	xxX(+)	Xxx(+)	
Lo-X	HxX; HxXx; HxxxX...	HxX; HxxX; HxxXx...	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att (Std trick 1)	Std Ct	Rev Att
Suit 2	Std Ct	Sub Ct in danger suit	Std Ct
3	SP/ Sub Ct	SP	SP
1	Rev Att (Std trick 1)	Rev Smith	Rev Att
NT 2	Std Ct	Sub Ct in led suit	Std Ct
3	SP	SP	SP
Signals (inc Trumps): Reverse Attitude (low=enc), Standard Count (high-low=even), Standard Suit Preference (occasionally in trump suit)			
Standard Attitude (high=enc) at Trick 1 only			
Signal Priorities 1) Attitude 2) Count 3) Sub Count 4) Suit Pref			
Rev Smith: give count in current suit if dummy's long (>5 cards) and with no entry else low encourages original suit			
Sub Ct (suits): give count in dummy's suit headed by K/Q if declarer could be short			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Responsive doubles to 4♥			
Lebensohl FASS over (2x)-x-P-2N relay to 3♣ P/C or invite			
Scrambling 2NT			
ACTION WHEN OPPONENTS DOUBLE 1NT FOR PENALTIES			
XX= single suit escape – forces 2♣ P/C; 2x =4-4 touching suits, lowest bid			
P forces XX after which 2x=4-4 non touching, lowest suit bid & P=to play			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X up to 2M, Game Try Doubles, Lightner Doubles, Competitive doubles, Lead-directing doubles, Rosenkrantz -Ax/Kx in partner's suit			
SOS redoubles after they have tried to penalise partner's two-suited overall			

W B F CONVENTION CARD
CATEGORY: Green NCBO: England PLAYERS: Kripa Panchagnula, Jonathan Clark
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1NT = 9-11 1 st /2 nd NV 9-14 3 rd NV else 15-17
5cM, 2/1GF, 1♣ = 2+ with transfer responses
1♦ = 2+ 1 st /2 nd NV if 15-17 bal, else 4+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to 1♣
2♦ = Ekren, 4-4majors or better, weak (3-10)
SPECIAL FORCING PASS SEQUENCES
After we dbl 1N for penalties and they run to 2m
Once GF established e.g. after 2/1 or Jacoby
Making FP pass then pulling a dbl shows a strong hand
Value showing X/XX creates FP for 1 level
IMPORTANT NOTES
Transfers in many competitive auctions
PSYCHICS: Rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Nat or 12-14 (15-17 3 rd NV)/18-19 balanced	1R=transfer, 1♠=5+ no 4cM, 1N=10+ 5+♦, 2♣=10+ 5+♠, 2♦=5♠4♥ 5-9, 2M=WJS, 2N= 0-6 6♣, 3♣=7-9 6♠, 3♦/M=pre-emptive	1♣-1R-1M/NT: (12-14)/(18-19) bal + 3 way checkback; 1♣-1R-2(M+1): 9 card raise	System on but 1♣-(x)-1♠=♦
1♦		2 NV; 5(4) V	4♥	NV: 15-17 bal or Nat V: Nat	1N=5-9, 2N=10-11, 1M=nat, 2♣=nat FG, 2♦=10+♦, 2M=WJS, 3♦=7-9, 3M=NV pre/V splinter	1♦-1M-2(M+1)=9 card raise	Fit Jumps, 2N ♦ 0-6 in competition
1♥		5	4♦	11-21	1♠=4+♠, 1N=5-11, 2♣=2+♠ FG, 2♦=5+♦ FG, 2♥=7-9, 2♠=WJS, 2N=4+♥ FG, 3♠=4♥ 9-11, 3♦=3♥ 10-11, 3♥=mixed, 3♠=any singleton 8-11, 3N/4m=void 8-11	1♥-2N-3♣ 11-14 any, 3♦ >14 no shortage, 3♥/♠/NT=short♦/♦/♠ 4m=5+♥5+m 1♥-1♠/N-2♣ 11-15 5♥4♠/ 16+ not 64/55 2N=64 inv+, 3x=55 inv; 1♥-2♣-2♦=5♥4m min, 2♠ asks	Fit Jumps & 2♣/♦ 3/4card raise 8-11
1♠		5	4♥	11-21	1N=5-11, 2♠=2+♠ FG, 2R=5R FG, 2♣=7-9, 3♣=4♠ 9-11, 3♦=3♠ 10-11, 2N=4+♠ FG, 3♠=mixed, 3N=any singleton 8-11, 4m/♥=void 8-11	1♥-2N-3♣ 11-14 any, 3♦ >14 no shortage, 3♥/♠/NT=short ♣/♦/♥ 4m=5+♠5+m 1♠-1N-2♣ 11-15 5♠4♠/ 16+ not 64/55, 2N=64 inv+, 3x=55 inv; 1♠-2♣-2♦=5♠4m min, 2♥ asks	Fit Jumps & 2♣/♦ 3/4 card raise 8-11
1NT			4♥	9-11 1 st /2 nd NV	2♣=5cM ask, 2♦= asks longer major, 2M=Nat, 2N/3♣=6+♠/♦; 3♦=5+♥s GF, 3M = 1oM3M(54)	1NT-2♣-2x-3x Inv 1NT-2♦-2M: 2N=5♥ inv, 3♣=5♠4m FG, 3♦=5♠4♥ FG 1NT-2M: 2N 4 card break, 3x Ax/Kx break	As below; Same as non-passed hand
				9-14 3 rd NV	2♣ garbage stayman, 2♦/M=nat		
				15-17 elsewhere	2♣ = Non-Promissory Stayman; 2♦/♥/♠/NT=transfers; 3♣= 5cM ask ;3♦=55mm FG; 3M = 1oM3M(54); 4m= bal slam try in M	1N-2♣-2♦ -3M:5oM4M FG; 1NT-2R-3M = 3N max, 2NT = 4+M, 3x =4+M Ax/Kx; Completing minor transfer =Qxx or better Secondary transfers by responder	x=t/o (if nat, else values), 3x=transfers inv+, 2N forces 3♣ p/c.
2♣	X			22+bal/GF	2♦ = waiting; 2M 5M 8+; 2N/3x transfer	2♣-2♦-2♥ = 25+ bal/nat, 2♣-2♦-2NT =22-24 bal	Same as non-passed hand
2♦	X			4+-4+ NV (3-9) 1 st -3 rd 5+-4+ V (4-10) 1 st -3 rd	XM to play, 2N=Puppet to 3♣,3m=inv+in M	2♦-2N-3♣: 3♦ asks FG,3♥ inv 33MM	Same as non-passed hand
		6		4 th Natural, 9-12	2M Constructive non forcing		
2M		5 NV		Weak two 3-10	2N Super Ogust, New suit at 3 level F1, 2♥-2♠ NF	NV: 3♣=GG/BB, 3♦=5cM, 3M=good hand, 3oM 6M4oM, 3N=good suit	Same as non-passed hand
		6 V				V: 3♣=GG/BB,3♦=worst, 3M=good suit,3N=good suit, 3oM 6M4oM	
2NT				20-21, can include 5M/6m	3♣ = 5-card Muppet Stayman 3R = transfers; 3♠ = Minor Suit Stayman; 4x=2 under slam try	2NT-3R-3R+1 = 3R, 3NT = 2R, 4x cue 4+R; 2NT-3♠-4♠/♦ = 4+♠/♦, 4M slam try in m	Same as non-passed hand
3♣		6		Pre-emptive	3x=transfer, 4♦ =modified keycard	Complete to 3M=semi fit, 4M=fit	
3x		6		Pre-emptive	New suit = natural GF; 4♠=modified keycard	5 Steps: 0; 1 w/o Q; 1 w Q; 2 w/o Q; 2 w Q	Same as non-passed hand
3NT	X			Good 4M; 7.5-8.0 tricks	4♠=TRF to M; 4♦ bid M; 4M= Void M ST oM;		Same as non-passed hand
4♣		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB		HIGH LEVEL BIDDING 1430 RKCB. 3041 EKCB. 4♠ is RKCB for ♣ & 4N=♠ cue 5N= RKCB when 4N not used; Italian cues + non-serious 3♠/NT SSA after 4♣ modified keycard/4N keycard: 1 st step: Q/xx, 2 nd step: Kxx(+) 3 rd step: Kx, 4 th step: KQx, 5 th step:x
4♦		7		Pre-emptive	4♥/♠/5♠ = to play; 4NT = RKCB		
4♥		7		Pre-emptive	4♠/5♠/♦ = cue; 4NT = RKCB		
4♠		7		Pre-emptive	5♠/♦ = cue; 4NT = RKCB		
4NT	X			Specific ace ask	5♠ = none; 5♦/♥/♠/6♠ = specific A; 5NT = 2		
5x		7		Pre-emptive			