

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light 1 level overcalls
Sound 2 level overcalls
Responses:
Cue-bid = 1 round force
INT OVERCALL (2nd/4th Live; Responses; Reopening)
INT = 15-18 HCP with stopper (1-3 seat)
INT = 11-14 with stopper (4 th seat)
Responses:
2♣ = Stayman
2 level transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate – 7-8 playing tricks with good suit
Unusual NT
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cube-bid = Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout doubles vs pre-empts
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Bid of artificial suit bid is natural
OVER OPPONENTS' TAKEOUT DOUBLE
Natural
Redouble suggests ability to double opponents suit contract

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best; Low suggest interest in suit	Low suggests holding Honor	
NT	4 th best	Low suggests holding Honor	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King	Suggests lead from AK or KQ	Suggests lead from AK or KQ	
Queen	Top of sequence	Top of sequence	
Jack	Top of sequence or top of interior sequence		
10	Top of sequence or top of interior sequence		
9			
Hi-X	Top of nothing or dubleton		
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Attitude	Attitude
Suit 2	Count	Count	Suit preference
3	Suit preference	Suit preference	Count
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
S			
Standard – 12+ HCP with support for all unbid suits			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
All doubles except takeout and balancing doubles are penalty oriented			

W B F CONVENTION CARD
CATEGORY
NCBO:
PLAYERS: Alvin Fitzpatrick, John Gillette
EVENT (Small Federation Online Open Teams 2024)
OpeningSYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol – 4 card majors, weak NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = multi – Weak 2 Major; Balanced 20-21; Intermediate minor suit opening (8-9 playing tricks with good suit)
2NT = Both minors, 10-19 HCP
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor, 10-19 HCP	Single raise = 5-9; Double raise = limit 1NT = 5-9 2NT = Invitational (c11-12) New suit = 1RF Jump shift = GF	Opener's rebid of 1NT or rebid of 2NT after 1♣ - 2♦ = 15-17 HCP, balanced Opener's jump rebid of 2NT = 18-19 HCP, balanced Opener's Reverse = 16+ HCP	
1♦		3					
1♥		4		4+ suit, 10-19 HCP	Single raise = 5-9 Double raise = limit 1NT = 5-9 2NT = Invitational (c11-12) New suit = 1RF; Jump shift = GF	Opener's rebid of 1NT or rebid of 2NT after 2/1 response = 15-17 HCP, balanced Opener's jump rebid of 2NT = 18-19 HCP, balanced Opener's Reverse = 16+ HCP	
1♠		4					
INT							
2♣	X	0		Strong – 22+ HCP, usually GF	2♦ = negative (0-7) 2♥/2♠/3♣/3♦ = 5+ suit, 8+ HCP 2NT = 8+ HCP, no 5 card suit	Opener's rebid of 2NT = 22-24 HCP Opener's rebid of 3NT = 25-27 HCP Stayman and major suit transfers are on	
2♦	X	0		Multi: - Weak 2 Major - 20-21 Balanced - Intermediate minor (8-9 playing tricks with good suit)	2♥ - asks partner to Pass with weak 2♥ opener or otherwise describe his hand 2♠ - asks partner to pass with weak 2♠ opener, Invitational to Game in ♥ 2NT = Game invitational +, asks partner to describe 3♥ = 3+ ♥ and 4+ ♠, semi-pre-empt 3♠ = 4+♥ and 3+♠, semi-pre-empt		
2♥		5+		Good suit, 8-9 playing tricks, 1RF	2NT = negative Any other bid is GF		
2♠		5+		Good suit, 8-9 playing tricks, 1RF	2NT is negative Any other bid is GF		
2NT	X			Both minors – 5-5 or better, 10-19 HCP	3♣/3♦ is signoff 3♥/3♠ = natural and forcing 4♣/4♦ = invitational		
3♣		6+		Pre-emptive	Raise only non-forcing bid	HIGH LEVEL BIDDING	
3♦		6+					
3♥		7					
3♠		7					
3NT							
4♣		8		Natural, good playing strength, suggests limited defensive values			
4♦		8					
4♥		8					
4♠		8					
4NT							