

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1/1=NF, 2/1=NF, 2/2=F1, 3/2 = F1
Jump in a new suit = weak with 6+ cards
Jump in Opp's suit = SPLINTER
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1N = 15-18 systems on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak except in 4 <sup>th</sup> seat then 12-15 hcp
Unusual 2N = two lowest unbid suits 55
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣ = 55+ Majors; (1♦)-2♦ = 55+ Majors;
(1♥)-2♥ = 5+♠/5+m; (1♠)-2♠ = 5+♥/5+m
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DBL = Penalty
2♣ =MM
2♦ =One Major then 2♥ /♠ = P/C; 2N asks strong enquiry
2M = 5M & 4m
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = T/O
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double = Majors, 1N = minors other bids are natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = points no fit; New suit = F1; 2N/3m=system on after we open 1M

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE 2<sup>nd</sup> and 4<sup>th</sup></b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	AK: KQ+	KQ+	
Queen	QJ+	QJ+	
Jack	HJ10+; J10+	HJ10+; J10+	
10	H109+	H109+	
9	9x+	9x+	
Hi-X	xSx; xSxx+	xSx; xSxx+	
Lo-X	HxS; HxxS+	HxS; HxxS+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude (low=ENC)	Count (low=even)	Attitude (low=ENC)
2	Count (low=even)		Count (low=even)
3	Suit preference		
NT1	Attitude (low=ENC)	Count (low=even)	Attitude (low=ENC)
2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Dbl = generally T/O when no fit has been found			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green <b>NCBO:</b> ENGLAND <b>PLAYERS:</b> Lucy Norman & Charlotte Bedford <b>EVENT:</b> Peggy Bayer
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
5 card Majors, 15-17 NT, 2 OVER 1 = Game Force
2♦ = weak 2 in a major, 2♥/2♠ = 5 in major, 4+ in minor weak
With 3-3 mm we open 1♣
With 4-4 mm we open 1♦
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠		3	4♠		2♣=4+♣ INV+; 2♦/♥/♠ = weak	2♣/♦ checkback after 1N rebid 3m = natural FG after 1♣-1♦-2N	
1♦		3	4♦		2♠=4+♦ INV+; 2♥/♠ = weak	3♣ checkback after 1m-1M-2N	
1♥		5	4♥		2N=4+♥ FG Swedish Jacoby; 3♣ = 8-11HCP 4+♥ 3♦ = 6-7 HCP 4+♥; 3♠/4m = splinter	2♣/♦ checkback after 1N rebid 3♣ checkback after jump 2N rebid	2♣/♦ = 3/4 card INV+ raises after we open 1M
1♠		5	4♠		2N=4+♠ FG Swedish Jacoby; 3♣ = 8-11HCP 4+♠ 3♦ = 6-7HCP 4+♠; 3♥=nat inv, 3N=4333, 4m/♥=spl		
INT				15-17 hcp can have 6m or 5M	2♠=STAYMAN, 2♦/♥ = TRANSFER ♥/♠ 2♠ = sign off in ♣♦ OR GF 5♣/5♦; 4♠/♥ = ♥/♠		Transfer LEB style from 2N
2♠	X	0		22+ or any Game Force	2♦ = negative or waiting		
2♦		0		5-10 hcp 6 cards in major	2N = asking bid; 2M/3M = p/c, 4♠ = transfer responder to major; 4♦ = bid major, 4♥/♠ = to play	After 2NT: 3♣ = max hearts, 3♦ = max spades, 3♥/3♠ = min with that suit	DBL of major = p/c
2♥		5		5-10 hcp 5♥ + 4m	2N (ARTIFICIAL minor ask) 3♠ = p/c	After 2NT: 3♣/♦ = min with that suit, 3♥ = max with clubs, 3♠ = max with diamonds	DBL=Penalty
2♠		5		5-10 hcp 5♠ + 4m	2N (ARTIFICIAL minor ask) 3♣ = p/c	After 2NT: 3♣/♦ = min with that suit, 3♥ = max with clubs, 3♠ = max with diamonds	DBL=Penalty
2NT				20-21 may have 6M or 5M	Puppet Stayman; Transfers; 3♠=mm; 4♣/♦/♥/♠=♥/♠/♣/♦ S/T		
3♠		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3♦		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3♥		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3♣		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3NT	X			7+ card solid minor with no Side Ace or King	4♠=Pass/Correct, 4M = TO PLAY 5♣/6♣ = Pass/Correct to opener's minor		DBL=Penalty
4♠		7		PRE - Usually good 7+ cards	4♦ = 6+ cards FG, 4M = 6+ cards NF, 4N=RKCB		DBL=Penalty
4♦		7		PRE - Usually good 7+ cards	4M = 6+ cards NF, 4N = RKCB		DBL=Penalty
4♥		7		PRE - Usually good 7+ cards	4♠ = TO PLAY (6+cards), 4N=RKCB		DBL=Penalty
4♣		7		PRE - Usually good 7+ cards	4N = RKCB		DBL=Penalty
4NT	X			Asks for Specific Aces	5♣=0, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5N=Two, 6♣=♣A		
5♠		7		PRE - Usually good 8 card suit		HIGH LEVEL BIDDING	
5♦		7		PRE - Usually good 8 card suit		4N=RKCB (1430), After 5♣/♦ response, then next step excluding trumps asks for Queen of Trumps and 5N asks for Kings. Bid cheapest King. After 4N(X) ignore Dbl. After Opp Bid then Dbl=0 KC, Pass =1 KC, 2, 2+Q, 3, 4.	