

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
May be light for the lead, especially NV.
Occasionally good 4-card suit at the 1 level.
Response in new suit NF at two level, F1 otherwise.
Cue shows fit if new suit response would be F.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 (maybe more 4 th live)
Reopening: 11-14 over 1m, 11-16 over 1M. Natural (10-11) by passed hand.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, usually 6+ cards, up to about 9 hcp.
2NT enquiry in response.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m majors, 1M (2M) OM + minor, constructive.
Jump cue asks for stopper.
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ majors; 2♦ one major; 2M suit plus minor; 2NT minors
Double of weak NT penalty (next double takeout).
Double of strong NT and by passed hand 5m4M.
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double takeout.
After multi 2♦, 4m that suit + M, over p/c 2M that m plus other M.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double majors, 1NT minors (also after 1♣-1♦)
OVER OPPONENTS' TAKEOUT DOUBLE
1M (Dble) 2M-1 good raise, other new suits F, jumps FIT.
Redouble good hand, later doubles penalty.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (2 nd from bad suits)	3 rd if we have not raised	
NT	4 th (2 nd from bad suits)	3 rd if we have not raised	
Subseq	4 th (2 nd from bad suits)		
Other: Leads during play usually as opening, but may lead attitude.			
King v NT asks unblock or count, ace and queen ask attitude.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+) Ax	AK(+)	
King	KQ(+) Kx	AKJ10, KQ109	
Queen	QJ(+) Qx	KQ(+), QJ(+)	
Jack	J10(+), KJ10(+), Jx	J10(+), A/KJ10(+)	
10	109(+), A/K/Q109(+), 10x	109(+), A/K/Q109(+)	
9	Q/J98(+), 9x	Q/J98(+)	
Hi-X	Sx, xSx, xSxx(+)	Sx, xSx, xSxx(+)	
Lo-X	HxS, HxxS, HxxSx(+)	HxS, HxxS, HxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High ENC	High EVEN	High ENC
Suit 2	High EVEN	Suit preference	High EVEN
3	Suit preference		Suit preference
1	High ENC	High EVEN	High ENC
NT 2	High EVEN	Suit preference	High EVEN
3	Suit preference		Suit preference
Signals (including Trumps): Suit preference when following in trumps.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light if suitable shape.			
Lebensohl (FADS) over (1M) Pass (2M) Dble			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game-try doubles			
Doubles of ART bids usually show the bid suit			
Double of Jacoby 2NT takeout of opened M			
(1NT/2NT) Pass (3NT) Dble asks ♠ lead.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Nevena Senior and Nicola Smith
EVENT Venice Cup 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors (1♦ also five unless 15+ 4=4=4=1)
1NT 15-17, some off-shapes possible.
2/1 not game-forcing, usually 10+ hcp
1♣ natural, or 12-14 / 18-19 balanced, or 12-14 any 4-4-4-1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ opening can be: Unbalanced with ♣ longest suit; or 12-14 balanced with no five-card major, possibly five ♦; or 18-19 balanced with no five-card suit other than (maybe) ♣; or 12-14, any 4-4-4-1 shape including singleton ♣
Hands may be upgraded or downgraded from stated point counts according to hand quality, position, vulnerability etc.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Many FIT jumps in competition.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DOUBLE THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣	√	1		Natural or balanced, see front of card	2♣ natural FG; 2♦ 10-11 5+♣; 2M natural FG, good suit; 2NT 11-12 balanced; 3♣ 5-9 6+♣, 3X PRE	Transfers after 2NT rebid	Support doubles (not mandatory), some transfers at 2 or 3 level
1♦		(4) 5		5+♦ or 4=4=4=1 15+, maybe 12-14 balanced in 3 rd	2NT FG with ♦ fit; 3♣ invitational with ♦ fit	1♦-1M-1NT ART 15+ 1♦-1M-2NT 16+ 4-card support	By PH: 2M fit, 3♣ invitational with ♦ fit.
1♥		5		Natural, 5+ cards	2NT FG with fit; jump in other M invitational 3- card raise; 3m 4-card fit, 10-11 (3♣) / 7-9 (3♦)	After 1♠-2♠ or 1♥-2♠, 2NT only game try (3X slam try). After 1♥-2♥, 2♠ only game try (2NT slam try in ♠, 3m natural slam try).	2♣ Drury 2NT max 4-card raise with some shortage.
1♠		5					
1NT				15-17 balanced, 5M/6m/5422 OK, singleton possible but rare.	2♣ asks 4M; 2♦ 5+ ♥ or strong balanced; 2♥ 5+♠; 2♠ (5)6+♣; 2NT (5)6+♦; 3♣ PUP; 3♦ 5-5 MMs; 3M shortage.	Complete minor transfers with good fit; After 1NT-3♣-3♦, 3M shows 4 in other M.	2NT and higher transfers in competition
2♣	√			23+ balanced or any FG hand	2♦ waiting, others natural positives	After 2♦, 2♥ 23-24 balanced or natural. 2NT 25+ balanced.	After overcall, double 0-3, pass 4+, bids natural (good suit)
2♦ 2♥ 2♠		(5) 6		5-9 hcp, usually 6 cards (5 possible only NV)	After 2♦: 2M/3♣ NF; 3M/4♣ NAT F; 2NT asks After 2♥: 2♠/3m NF; 3♠/4m NAT F; 2NT asks After 2♠: 3m NF; 3♥/4m NAT F; 2NT asks	After 2♦-2NT: show feature if not min; 3NT good diamonds. After 2M-2NT: 3♣ min; 3♦ BAL not min; 3♥♠/NT short ♣/♦/oM.	After overcall of 2♦, double PEN, 2NT asks. After overcall of 2M, double penalty-seeking (subsequent doubles PEN); opener can bid with shape. 2NT asks.
2NT				20-22 balanced or semi-balanced.	3♣ asks 5M; 3♦/♥ 5+♥/♠; 3♠ minors; 4X 2-under slam try	After 3♠, 4♠ asks longer minor via transfer. After 3♣-3♦; 3♥♠/NT/4♣ no M/♥♠/both Ms.	Transfers over 3♣; 3M = oM over 3♦.
3♣ 3♦ 3♥ 3♠		(6) 7		Natural PRE	Over any 3-level opening, new suit is NF NV, forcing VUL.		
3NT	√			1 st & 2 nd : Good 4M opening, strong suit (7-8 cards), 8-9 playing tricks. 3 rd & 4 th : to play	1 st & 2 nd : 4♣ transfer to your M, 4♦ bid your M.		
4♣ 4♦ 4♥ 4♠		7+		Natural PRE	After 4m, other m general slam try. After 4M: new suit (including 4♥-4♠) asks for control; 5M asks for trump quality.		
4NT							
5♣ 5♦ 5♥ 5♠		(7) 8+		Natural PRE		HIGH LEVEL BIDDING	
	√			Asks for A/K in bid M		RKCB with 0314 responses. ROPI, DOPI The first step that is not asking for trump queen or signing off asks kings. Cue bids show first- or second-round control and are bid up the line. We don't generally cue shortage in partner's suit unless we have a specific reason to do so.	