

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Jump overcalls weak non-vul, intermediate vul
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd i.h., 11-14 4 th i.h.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls weak non-vul, intermediate vul
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, UCB, DAB
VS. NT (vs. Strong/Weak; Reopening;PH)
MultiLandy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout double
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Bergen ON; Inverted minors OFF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th , MUD	2 nd and 4 th , MUD	
NT	2 nd and 4 th	2 nd and 4 th	
Subseq			
Other:			
LEADS (unless intent to deceive)			
Lead	Vs. Suit	Vs. NT	
Ace	A from AK, K from bare AK	A from AK.. or 4 th best	
King	K from KQ..	K from KQ.. or 4 th best	
Queen	Q from QJ..	Q from QJ.. or 4 th best	
Jack	J from J10..	J from J10 or 4 th best	
10	10 from 109.., x from 10xx(x)	10 from 109.., x from 10xx(x)	
9	9 from 9x, MUD, or 9xxx	9 from 9x(x), or 9xxx	
Hi-X	Indicates no honour		
Lo-X	Indicates an honour (including 10)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	High-Low = even ct	Low encourage
Suit 2	McKenny for switch		
3	H = top of H sequence		
1	Low encourage	High-Low = even ct	Low encourage
NT 2	H = top of H sequence		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Double of opener or opener-responder in 4 th position = takeout.			
Responder's takeout double of overcall to and including level of 3♠.			
Double of 4 level opening takeout in principle, with 3 q.t..			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Penalty after xx. Reopening. Protective. Lead-directing. Support.			
Competitive. 3 level doubles optional.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Wales
PLAYERS: Andrea Knox and Julie Milewski
EVENT: EBF and Lady Milne 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, 2/1 game force
Reverse Benjamin opening two bids
Strong 1NT (15-17 points)
Forcing 1NT response to 1Major opening (unpassed hand and no interference only)
Standard leads
Reverse signals and discards (Low encourage, High discourage)
Normal count (High-Low = even number of cards)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<i>(an arrow → signifies partner's next bid)</i>
<i>(a bracketed bid indicates one made by the opposition)</i>
Opening 1♣ may be as few as 2 cards, 1♦ always 4+ cards.
Checkback Stayman 2/3♣ following 1/2NT rebid
Inverted minor suit raises except after a double
Bergen 3♣/♦ major suit raises (OFF after an overcall)
Jacoby 2NT major suit raise is a game force (ON after an overcall)
1NT → 2♣ is 5c Stayman, non-promissory and range enquiry (→ negatives are 2♦ min 2NT max)
1M → 2♣ by a passed hand = Drury (→ 2♦ = normal opening)
Weak jump shifts and Negative free bids
SPECIAL FORCING PASS SEQUENCES
See under High Level Bidding
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	Can be	2			1M does not exclude longer minor Inverted minors (2m=11+)	After 1/2NT rebid → Checkback 2/3♣ operates After 2♣ → rebid 4cM but 2♦ first if < 4♣	
1♦		4			1M does not exclude longer minor	After 1/2NT rebid → Checkback 2/3♣ operates After 2♦ → rebid 4cM	
1♥		5			1NT forcing 5-12 if unpassed hand; 2M 3c support 7-10 (unpassed hand and no interference only); Jacoby 2NT g/f; Bergen 3♣/♦; Drury 2♣ after 3 rd /4 th hand opening; Splinters/Scroll.	After Bergen → intermediate bid invites. After splinter Scroll operates: → next non-trump bid asks → 1 level up = singleton, higher levels = void + RKC responses. After Drury 2♣ → 2♦ = normal opening or better.	
1♠		5					
INT				15-17 can contain 5cM	2♣ 5cM and range enq. All other 2 bids transf. 3♣ = 55m strong. 3♦/♥/♠ strong transf.	After 2♣ → 2♦/NT = neg. min/max. After red suit transf. → 2NT/3M = 4c support max/min. After 2♠/NT → break = Qx or better and max. After 3♠ → 3NT → 4m = minor slam try. *	
2♣		EBU criteria		Bal./semi-bal. 24+ or 10 p.t., f.t.g.	2♦ relay, or 2M = 7+ pts, 5+ cards and 2+ top h., or 3m = 7+ pts, 6+ cards and 2+ top h.		
2♦				Bal./semi-bal. 22-23 or 8-9 p.t.	2♥ relay, or 2M = 7+ pts, 5+ cards and 2+ top h., or 3m = 7+ pts, 6+ cards and 2+ top h.		
2♥		5		5-10 pts, weak	Change of suit non-forcing; 2NT enquires → '12123' method		
2♠							
2NT				20-21 bal. or semi-bal.	3♣: 5 card Stayman; 3♦/♥/♠: transfers; 3NT=5/4 ♠/♥.	Responder may pass 3NT after 3♠ transfer.	
3♣		6		5-10 pts., pre-emptive	Change of suit forcing		
3♦							
3♥		7					
3♠							
3NT				Gambling, no outside K or A	4NT asks for Queens		
4♣		7		8-14 pts., pre-emptive		HIGH LEVEL BIDDING	
4♦							
4♥						After suit agreement, transfer or strong rebid, 4m = mRKC 3041 (unless pushed)	
4♠						Splinters/Scroll see major suit responses	
4NT						4NT RKC 3041, R0P1 D0P1 if interference (if definite 8cM fit 3NT = RKC)	
5♣						Gerber 4♣ over 1/2NT	
5♦						If your side has bid strongly to game and oppos bid 5 → double = nothing extra, pass = ½ trick extra, 5suit = confident of 5. This only applies when confident of your bid game and oppos are clearly sacrificing (often not the case!).	
5♥							
5♠							