

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level - 8+pts, 5+ cards, 2-level 10+points, usually 6+cards unless stronger
Cue bid of opponent's suit after partner overcalls shows good raise (10+ points, 3+ card support)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18, (11-14 in protective)
Responses as for 1NT opener
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 6 cards 4-9points. (If Vul at 3 level, 7cards 7-10)
Unusual 2NT (5-5 lowest 2 unbid, 10+points)
Reopen: Intermediate jump overcalls (11-14ish), 2NT=19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels(10+), 5+,5+ (over m = both M, over M = oM+m)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C Majors (normally 54 either way). X = Pen (16+)
2NT = Minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs Wk 2, Dbl= T/O
Cuebid = Stop ask, 2NT 16-19bal (+2N system)
Vs Wk 3, Dbl - T/O, 3NT 16+ bal
Vs Wk 4, Dbl Values, 4NT 2 places to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. Str 1♣: X=Majors, 1NT=Minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX=9+, new suit=Nat F1, 2NT=good raise (10+)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th , AQ Att, K Ct	2 nd /4 th , AQ Att, K Ct/UB	
NT	2 nd /4 th , AQ Att, K Ct/UB	2 nd /4 th , AQ Att, K Ct/UB	
Subseq	2 nd /4 th	2 nd /4 th	
Other: attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ,	AKJ, KQJ, KQT	
Queen	QJ	QJT, QJ9, KQx	
Jack	JT	JT9, JT8, A/KJT	
10	T9	T9, HT9	
9	9x	9x	
Hi-X	xXxx(x)	Xx, xXxx(x)	
Lo-X	HxxX, HxX, xXx	HxxX, HxX, xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi-low even	Hi-low even	Hi Enc
Suit 2	Hi=Enc	S/P	Hi-Lo Even
3	S/P		S/P
1	Hi-low even	Hi-low even	Hi Enc
NT 2	Hi=Enc	S/P	Hi Lo Even
3	S/P		S/P
Signals (including Trumps): AQ Att, K Ct, others mostly count (Hi - Even)			
Suit preference occasionally (e.g. lead for ruff, shortage in dummy)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles takeout in suit auctions in first 2 rounds of bidding if a suit has not been agreed.			
1♣ - (1♦) - X = 44M; 1♠ - (1♥) - 1M = 4+M			
1m - (1♥) - X = 4♠, 1m - (1♥) - 1♠ = 5+♠			
1NT - (2X NAT) - X. 1NT - (2x NAT) - P - (P) - X			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX up to 2H.			
Lead Directing X			
Double of shortage is save suggesting			
All doubles penalties when us or opposition open natural NT bid			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: England
PLAYERS: Dina Bennett, Harriet Cork
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, 1NT=15-17, 2/1 F/G, 3 weak twos, short club
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Pre-empts may be aggressive 1st NV & 3rd seat
Some use of 2N in competition as two places to play after takeout doubles by hand that has already limited itself by passing or opposite a passed hand takeout double
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGD/BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
				1♣	✓	2	4♥
1♦		4	4♥	11-21	2♣ Nat FG, 2♦ 10+ 4card raise, 3♦ 5-9 5♦, Only 3 if 4432 shape	2♣ Checkback after 1NT rebid	(P/H) Fit jumps
1♥		5	4♥	11-21	2/1=FG Nat, 2NT=FG 4♥, 3♥= 10-11 4♥, 1NT=semi forcing 5-11, 2♥=5-9 3-4♥, 2♣ 4-9 6♣, 3♣/♦ 9-11 good 6+♣/♦	2♣ Checkback after 1♥-1♠-1NT After 1♠-2N, 3♣/♦/♥ shortage, 3♥ extras no feature, 3N 18-19Bal	(P/H) 2♣=8-11 3♥, 2♦=8-11 4♥, fit jumps
1♠		5	4♥	11-21	2/1=F/G Nat, 2NT=FG 4+♠, 3♠= 10-11 4card raise, 1NT=semi forcing 5-11, 2♠=5-9 3-4card raise, 3♣/♦/♥ 9-11 good 6+♣/♦/♥	4♣/♦ 5card suit, 4♥ min	(Comp) Cuebid, 10+ 3+♥
					4♣/♦ shortage 8-11 with 4+♠, 4♥ to play	After 1♠-2N, 3♣/♦/♥ shortage, 3♣ Extras no feature, 3N 18-19Bal, 4♣/♦/♥ 5card suit, 4♠ min	(P/H) 2♣=8-11 3crd raise, 2♦=8-11 4crd raise, fit jumps
1NT				15-17 Bal, can include 5M/6m	2♣ Non-prom Stayman, 2♦/♥/♠/NT Tfr to ♥/♠/♣/♦	step 1 no fit after minor trf	After overcall, x T/O, new suits 2level NF, Cuebid
					3level=Nat FG, 6+cards		asks 4M, 3level 5+cards (inv below opp suit, GF above opp suit), 3N to play
2♣	✓			GF	2♦Relay	2NT - 23-24bal, 3NT 25-26bal	After overcall, Pass = 0-3, X=4-6
2♦		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Feature)		
2♥		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Feature)		
2♠		6 (5)		Weak two	2NT=Ask(Feature)		
2NT				20-22 Bal	3♣ Puppet Stayman, 3♦/♥ Transfers to ♥/♠, 3♠ 5♠+4♥		X T/O after 3-level overcall
					4-level Nat Slam Try, 6+cards		
3♣		7 (6)		PRE	new suit=Nat, F1		
3♦		7 (6)		PRE	new suit=Nat, F1		
3♥		7 (6)		PRE	new suit=Nat, F1		
3♠		7 (6)		PRE	new suit=Nat, F1		
3NT				Gambling	4♣=P/C, 4♦=shortage ask		
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT				Specific ace ask			
5♣				PRE		HIGH LEVEL BIDDING	
5♦				PRE		1430 RKCB + Specific King Ask. DOPI/ROPI over interference	
5♥				PRE		Cues 1st or 2nd round control. May use Last Train Cuebid to show interest	
5♠				PRE			

DEFENCE TO MULTI 2D (To be printed and taken to table in EBL/WBF events)

After Multi 2D Opening

- X – 13-15 balanced or any 19+. In most situations, we treat the auction like partner has opened a 13-15 NT and the next hand has overcalled – so double is takeout
 - If opposition now bid 2H/S over the X, our next double from either hand is again takeout. Bids show positive values for the (2 or 3-level). If we wish to penalise the suit they have bid, we pass and hope partner doubles
 - If opposition bid 2NT (Relay), double shows values (9/10+). Any subsequent doubles are then penalties.
 - If opposition bid 3H/S (or higher in a major), double is again takeout
- 2H/S - Natural overcall, 5+ cards (usually 6), 10/11+pts
- 2NT – 16-18 bal – followed by 2NT opening system (3C Stayman, 3D/H Transfers to H/S, 3S 5S+4H)
- 3C/D - Natural overcall, 5+ cards (usually 6), 10/11+pts
- 3M – Strong jump overcall, 16+pts, 6+ cards
- 3NT - To play. Usually based on running minor and stops in both majors
- 4m – Strong jump overcall
- 4M – To play.
- Pass then double – Takeout (of their major)
- Pass then 2NT – Minors

If the auction starts 2D-P-2M (Pass or Correct), then we treat it as a weak two in that suit. Thus 2D-P-2M:

- X - Takeout
- Overcalls - Natural. At this point, the Major bid by responder to the Multi is used as the cuebid suit for UCB purposes.
- Jump overcalls - Strong
- Cuebid - Stop ask for NT (usually based on running suit)
- 3NT - To play

If the auction starts 2D - P - 2NT (Enquiry)

- 3-level overcalls - Natural
- Jump overcalls - Strong
- X - 17+
- 3NT - To play
- Pass then X - takeout of their major

If the auction starts 2D - P - 3M (Pass or Correct)

- X - Takeout
- Overcalls - Natural
- 3NT - To play
- Jumps to game - To play

6th Hand Actions.

If the auction begins (2D) - P - (2M) - X - (2/3oM) (i.e. opener has corrected to their major) then:

- X - Takeout, competitive values
- 3minor - natural/invitational
- 3M/4M - Natural
- 3NT - To play