

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level = 8+ points, 5+ suit. Can be light in certain situations
2 level = 10+ points, good 5+ card suit
Advancer's 1 level and 3 level new suit bids are forcing. 2 level new suits are constructive 8-11 hcp and passable
Advancer's support is wide ranging and often based on trump length.
Cue bids, Mixed raises and Pre-emptive raises are all available
Reopening bids may be light (8+ points)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18 with a stopper
Reopening: 12-14
Live: (1x) – P – (1y) – INT = 15-18 with stoppers
Live but passed: P – (1x) – P – (1y) – INT = 5/5 in the unbid, <9 hcp
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 level = (5)6+ suit with honour, (3-5)6-9 hcp depending on position
3 level = usually 7 card suit with honour. Often 6-4 shape as well
4 th seat: Pre-empt will be stronger (better suit quality and/or 8-9 hcp)
Unusual NT = 5+/5+ lowest unbid suits. 4NT = 2 places to play
Reopen: Same as direct
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels as Overcaller and Reopener: 8-12 or 16+ hcp. 5+/5+.
Responses: (note 15)
Competition: Cue bids = Cue Raise (10+). Jump Cue = Mixed Raise (7-9)
VS. NT (vs. Strong/Weak; Reopening; PH)
X = penalties (16+ against strong, 15+ against weak)
2C = Majors 5+/4+. 2D = 12+ hcp, 6+ Major (can be great 5 card)
2H = 5+ Hearts, 4+ minor, (9+ non vul)12+ hcp. Same with 2S
2NT = (9+)12+ hcp, both minors 5+/5+
For details, see (note 10)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles = 12+ with shortage, 16+ any. Overcalls = 13-15 and 5+ cards
(2x) – 2NT = 15-18 with stopper. System on. Advancer uses Lebensohl over X
Over artificial 2D, 2NT = 15-18, X = values (123 doubles)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NT = minors 5+/4+, X = majors 4+/4+, 1 level overcalls can be weak (6 hcp).
OVER OPPONENTS' TAKEOUT DOUBLE
System on including transfers over 1C, bergen raises, inverted minors etc
For details, see (Note 1)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Overlead, 4th, 2nd, MUD,	Same	
NT	Overlead, 4th, 2nd, MUD,	Same	
Subseq	Attitude switches	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), AKQ(+), Ax(+)	AKxxx(+)	
King	AK, AKx(+) against 5+ level, KQx(+)	KQJx(+), KQTx(+), AKJT9	
Queen	QJx(+),	QJT(+), QJ9(+), AKQT9	
Jack	JTx(+),	JT9(+), JT8(+)	
10	T9x(+)	T98(+), T97(+)	
9	9, 9x	9, 9x	
Hi-X	Xx, can be xXx, xXxx	Xx, can be xXx, xXxx	
Lo-X	HxxX(x), HxX, can be xXx	HxxX(x), HxX, can be xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Low encourage
Suit 2	Count	Count	
3	Suit Pref	Suit pref	
1	Attitude	Count	Low encourage
NT 2	Count	Count	
3	Suit Pref	Suit pref	
Signals (including Trumps):			
Suit pref & count will sometimes become highest priority after seeing Dummy			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: 11+ on perfect shape, 13+ on imperfect shape, more conservative opposite a passed partner			
Responses: No-jump = 0-8hcp, Jump = 9+hcp, 5 card suit, Cue = 9+hcp unknown best strain. 2NT = scramble			
Re-opening: Can be light 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X and XX, Snapdragon XX (note 12), X for lead directing			

W B F CONVENTION CARD
CATEGORY: Green Sticker
NCBO:
PLAYERS: Damon Flicker + Sebastian Wright
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 with Transfers over 1C
Openings can be light and/or lead directing in certain situations
Pre-empts can be as short as 5 cards in certain situations
1C = 2+, 1D = 4+, 1H = 5+, 1S = 5+. Generally 11+ hcp
1NT = (14)15-17. May contain a 5 card Major
2NT = 20-22 Bal, may contain a 5 card Major
3NT in 1st, 2nd seat = Gambling AKQxxxx no outside A or K
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Flannery 11-15 (note 7)
SPECIAL FORCING PASS SEQUENCES
When we have bid strongly to a game: X = happy to defend, Bidding = prefer playing, Pass = interest in playing
IMPORTANT NOTES
Openings and raises can be light in certain situations

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	11 - 21 HCP	Transfers (note 8), Single raise (10+), double raise (4-9) Weak jump shift (6 card 0 - 6 HCP)	After Transfers: See (note 8) Inverted minor continuations (note 19)	X=Stolen Bid except for 1C-(1S)- X = 4+ Hearts
1♦		4	4H	11 - 21 HCP	Single raise (10+), double raise (4-9). Weak jump shift (6 card 0 - 6 HCP). 2C = Game forcing.	Standard continuations. See (notes 17, 20) Inverted minor continuations (note 19)	Cue Raise, Mixed Raise, Stopper Ask, Jump Shift is Preemptive
1♥		5	4H	11 - 21 HCP	1NT = 6-12 semi-force or 6-9 if passed hand. Bergen raises (note 2), Jacoby (note 6), Drury (note 3)	Standard continuations (note 17). After 3C bergen raise, 3D and 3H are game try invites	Cue Raise, Mixed Raise Stopper Ask Jump Shift is Preemptive Drury (note 3) by a passed hand
1♠		5	4H	11 - 21 HCP	2/1=GF		
INT				(14)15 - 17 balanced. Might contain a 5 card major	Stayman, Transfers, Range Ask, Texas, Puppet (note 18)	After 3C, 3D shows no 5 Major. After 2S, 2NT shows min and 3C shows max	Lebensohl (note 9), X - Takeout Rescue sequence after 1NT (X) Stopper show after interference of transfer or stayman (note 16)
2♣	Y		3S	GF. 23+ bal, 20+ unbal, or any hand that wants to GF	2D = Waiting, 2NT = 10+ HCP, 2H/2S = 7+hcp, 5+card suit	Natural	Natural
2♦	Y		3S	11 - 15 HCP, 5+ H and 4 S	2H/S = Preference, 3H/S = Competitive, 3D = General invite, 2NT = GF Shape Enquiry, 4H/S = To Play.	After 2NT: 3C shows 3-1, 3D shows 1-3, 3H = extra H, 3S = min 2-2, 3NT shows max with 2-2	Natural
2♥		(5)6		4 - 10 HCP	2NT - Modified Ogust (note 13), raises could be on TTP or values, new suit is forcing for one round		Natural
2♠		(5)6		4 - 10 HCP	2NT - Modified Ogust (note 13), raises could be on TTP or values, new suit is forcing for one round		Natural
2NT				20 - 22 HCP balanced	Transfers and Puppet Stayman		
3♣		(6)7		6 - 10 HCP	New Suit forcing		Natural
3♦		(6)7		6 - 10 HCP	New Suit forcing		Natural
3♥		(6)7		6 - 10 HCP	New Suit forcing		Natural
3♠		(6)7		6 - 10 HCP	New Suit forcing		Natural
3NT	Y			Gambling in 1st and 2nd seat	Natural		Natural
4♣		7		Preemptive	Natural		Natural
4♦		7		Preemptive	Natural		Natural
4♥		7		Preemptive	Natural		Natural
4♠		7		Preemptive	Natural		Natural
4NT	Y			Pick a minor game	Preference		
5♣		7		Preemptive	Natural	HIGH LEVEL BIDDING	
5♦		7		Preemptive	Natural	Control bids = 1st or 2nd round controls	
5♥		7		Preemptive	Natural	Splinters, Last Train	
5♠		7		Preemptive	Natural	4NT Roman Keycard = 14/30, 5NT = Specific Kings (up the line)	
						Exclusion KC = 3014 (note 4)	
						Minor Slams: Minorwood when prev agreed, General slam try otherwise	
						X/XX over contested RKC shows 0/3 KCs, P shows 1/4 cheapest bid = 2 no Q (note 11)	

Note 7: Flannery 2D (5+H, 4 spades and 11-15)

- 2H = to play
- 2S = to play
- 2NT = GF inquiry
- 3C = shortage in clubs
- 3D = shortage in diamonds
- 3H = 6+ hearts, 4 spades
- 3S = min no shortage
- 3NT = max no shortage
- 4C = void clubs
- 4D = void diamonds
- 3C = natural to play
- 3D = any invitational hand
- 3H denies the game invite - pass or correct to spades
- 4H accepts the game invite - pass or correct to spades
- 3H = pre-emptive
- 3S = pre-emptive
- 3NT = to play

Note 8: Transfers over 1C

- Completing at the 1 level = 12+ points, 3 card support FORCING
- Two Way Checkback over 1 level rebids (except after 1S transfer to NT or 1C - 1D - 1S). Therefore straight to 2 level shows less than 10
- Completing at the 2 level = 12 - 14 points, 4 card support
- Completing at the 3 level = 15 - 17 points, 4 card support
- With 3 card support and bal 18-19, preference bidding 2NT and then go through checkback
- With 4 card support and bal 18-19, bid 4M (3M would be 15-17 invite). Jumps would be GF unbalanced splinter
- Opener should preference reversing over completing the transfer
- Often partner will respond to 1C with 0-2 clubs, maybe 3, passing with 4+ is reasonable

Note 9: After 1NT - (Y)

- **1NT - (2D as natural) -**
- X = Take out of Diamonds
- 3D = Both Majors
- **1NT - (2D as single suited M) -**
- 1,2,3 Doubles
- **1NT - (2M) -**
- Any bid at the 2 level is non-forcing (would have transferred and passed)
- Any bid at the 3 level is 5+suit and Game Forcing
- Relay and then 3 level bid → non-forcing if minor, invitational if you could've bid at 2-level
- Cue = Stayman no stopper
- Relay then Cue = Stayman with Stopper
- X = 4+ HCP, take out. Most likely has other major but could be a 3154 that wants to compete

- 3NT = denies a stopper
- Relay then 3NT = stopper

Note 10 : After (1NT)

- Strong NT
 - X = 16+ values
 - 2C = both majors
 - 2D = single suited major
 - 2NT = both minors
 - 2H = 5+H, 4+ minor
 - 2S = 5+S, 4+ minor
- Weak NT
 - (1NT) - X = 15+ hcp
 - (1NT) - Bid = Overcalling values, constructive
 - (1NT) - P - (P) - X = 13+ helping partner get in in case they weren't 15+

Note 11 : After Interference of RKC

- X or XX = 0 or 3 Keycards
- Pass = 1 or 4 Keycards
- Cheapest bid = 2 without the Queen
- Second cheapest bid = 2 with the Queen

Note 12 : Snapdragon Xs

- SnapDragon Doubles
 - (1D)-1H-(X)-XX shows Hx in partner's suit and 10+ points (8+ if non vul)
 - (1D)-1H-(1S)-X shows Hx in partner's suit and 10+points (8+ if non vul)

Note 13 : 2M - 2NT

- 3C = min hcp, 5 card suit
- 3D = max hcp, 5 card suit
- 3H = max hcp, 6+ suit
- 3S = max hcp, 6+ suit
- 3NT = AKQxxx of the suit

Note 14 : 1NT - [4-5-x-x]

- If responder is GF
 - Smolen
- If responder is Invitational
 - Transfer and then bid Spades
- If they are weak
 - Stayman than 2H ← Crawling Stayman (garbage Stayman)

Note 15: Responses to Michaels

- **(1m) - 2m**
 - 2H/2S shows ANY HAND without game interest. Eg. 12 points with 2-1 or 2-2 in the Majors will just bid the “longer” or better major. You have no chance of game. You might have a bad hand with 3 trumps (less than 9 points)
 - 3H/3S shows a fit, usually 4, (or good hands with 3), NOT INVITATIONAL
 - 4H/4S show a desire to play in 4H/4S. Ranging from 5 card support and a singleton and 0+ points. Up to 14 HCP with 3+ card support.
 - 2NT = INV+ ,
 - 3C - any min
 - 3D - good
 - 3H/3S - shows 6/5
 - 4H/4S - pass or correct

- **(1M) - 2M**
 - 2M = 0-7 hcp (0-12), happy to play 2M
 - 2NT = INV+ and what’s your minor.
 - 3C/3D BAD with that minor
 - 3H GOOD with C
 - 3S GOOD with D (can be INV for M if I go back to M)
 - 3C = weak hcp, pass or correct (no M Fit)
 - 3D = Pass or Go higher in C (No M fit)
 - 3M = General INV

Note 16: Stopper showing after 1NT - (P) - Y - (Z)

- Pass - Denies stopper in Z
- Completing the transfer or stayman shows stopper in Z
- Then Y bidder can XX to re stayman or transfer

Note 17: Subsequent bids after 1D/1H/1S opening

- 4th Suit Forcing
- 2 Way Checkback after 1NT rebid. 1 Way Checkback after 2NT rebid
- Reverses are forcing. Blackout = lower of unbid suit and 2NT
- After 1NT rebid
 - Bidding at the 2 level shows 5-4 less than GF hand
 - Bidding at the 3 level shows 5-5 GF hand
 - 2NT shows 5-unspecified 4 GF. Forces 3C and then opener bids their 4 card suit or 3NT if their 4 card suit was clubs
- After 2/1 GF, rebidding shows 6 card suit
- Non-serious 3NT (note 5)

Note 18: Responses to 1NT

- 2C = Simple Stayman (including garbage and crawling stayman)
- 2D = Transfer to Hearts
- 2H = Transfer to Spades
- 2S = Point enquiry or Transfer to Clubs

- 2NT = Transfer to Diamonds or 55 in the minors
- 3C = I don't like Diamonds
- 3D = I like Diamonds
- 3C = Puppet Stayman
- 3D = No 5 card Major. May or may not have a 4 card Major
- 3D/3H/3S = Slam try in D/H/S
- 4C = Gerber
- 4D = 0 or 4 Aces
- 4H = 1 Ace
- 4S = 2 Aces
- 4NT = 3 Aces
- 4D = Texas transfer to Hearts
- 4H = Texas transfer to Spades
- Specific ways of showing 4-5-x-x ([note 14](#))

Note 19: Inverted minor raise structure

- 1C (11+)
- 2C (10+)
- 2H (13+)
- 3C (10-11)
- 3NT (12+ and spade stopper)
- 5C (15+ no spade stopper)
- 2NT (12-14 no spade stopper / half a stopper)
- 2S (13+)
- 3C (10-11)
- 3NT (12+ and heart stopper)
- 5C (15+ no heart stopper)
- 2NT (12-14 no heart stopper / half a stopper)
- 3C (11-12)

Note 20: 1D - 1M - 2M (11-14, could be only 3 card support)

- 4M = Game values, 5+M
- 2NT = Game values, 4M. This bid asks opener whether he raised on 3 or 4
- 3M = 4 card support and a better hand (13-14 hcp)
- 3Z = only 3 card support of M
- Jump shifts = splinter implying 4 card support
- Jumping to 4M shows 4 trumps and a bad hand (11-12 hcp)
- 3Y = 5+M, invitational values / Game Try
- 3M = to Play
- 4M = to Play