

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Cue = good 3-card raise. 2NT = good 4-card raise
New suit forcing
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-bad 18 in 2 nd , 11-bad-15 in protective. System on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak-jump overcalls, can be a little stronger opposite a passed hand. Unusual 2NT – two lowest unbid suits, constructive-plus Reopen: 13-16, six-card suit. 2NT is 19-21.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids. (1m) 2m = 55M, (1M) 2M = 5oM/5m, wide-ranging when showing both majors, constructive-plus otherwise. Now 2NT = INV+ enquiry. Jump cue - stop ask, usually with running minor.
VS. NT (vs. Strong/Weak)
X = penalties 2♣ = 4+♥ 4+♠ Same after partner opens 1♣ or 1♦ and RHO overcalls 1NT 2♦ = 6+♥/♠ 2♥/♠ = 5+♥/♠, 4+m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout. Lebensohl after partner doubles a weak 2, 2NT forces 3C from the doubler, 2NT = 15-18 Leaping/Non-leaping Michaels: Jump to 4m opposite 2M is 5/5, m + other M and GF
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2
Over strong 1♣ X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 10+ New suit = forcing Transfers over 1M X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit		4 th from honour, 2 nd with no honour	
NT		Top of doubleton, low from Hxx	
Subseq		Reverse attitude in partners suit	
	Treat 10 as an honour	If you want partner to unblock, lead the card above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace		Usually has king	
King		Shows Q/A, asks for count	Shows Q/A, asks for count
Queen		Shows J	
Jack		Shows 10	
10		Shows 9, no J	
9		9x	
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, XXx, xXxx, xXxxx	
Lo-X		HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = even; except If A high enc.	High = even	High = encourage
Suit 2	High = enc	Suit preference	High = even
3			
1			
NT 2			
Signals (including Trumps)			
Smith Peters – On partners lead, first unblock/give standard count then when declarer leads, give standard attitude for partner's suit.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Often 5H over double of 1S			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD

CATEGORY:

NCBO: England
PLAYERS: Joe Clark, Harry Madden

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong NT, 5-card majors, 2/1 GF, short club and transfers, unbalanced diamond, 3 weak 2s

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Transfer responses to one club

SPECIAL FORCING PASS SEQUENCES

Pre-emptor raises their own pre-empt => FP

IMPORTANT NOTES

PSYCHICS: Sometimes

OPENING	A R T ?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND
1♣		2	4♥		1♦ = 4+♥, 1♥ = 4+♠, 1♠ = no 4cM, 1NT = 5+♣ GF, 2♣ = 5+♦ GF 2♦/♥/♠ = weak (4-8)	1♣ -1♦- 1♥=11-14 bal, 1NT = 18-19 2-way Checkback 2♣ forces 2♦ pass or invitational:2♦ = GF	Support doubles. After 1C(P)1R(X), 1(R+1)=3 cards weak nt, pass=2 cards WNT, 1NT=3 cards 18-19, XX=2 cards 18-19
1♦		4 if 4441, otherwise 5	4♥	Always unbal	2♣= GF, 3♣ = INV Inverted minors 1♦ -2♦ 2♥/2♠ = weak	Transfers after 1♦-1M (except 1D-1H-1S) Reverses after 1♦:2♣ show extras 4SF to game	
1♥/♠		5	4♥		1NT = "semi-forcing" 5-11 2♣/♦/♥ = GF (1♥ - 2♥ = 3♥ 7-9 HCP) 2♠ over 1♥ = weak 2NT = 4 trumps GF 3C = 7-9HCP 4 trumps 3D = 10-11HCP 4trumps 1S - 3H = natural invitational 3M = 0-6HCP 4 trumps Splinters	All reverses show extras Over J2N: 3♣ = any min, 3♦ = max no short, 3♥ = short ♣, 3♠ = short ♦, 3NT = short ♥/♠ 4♣/♦/♥ = 5+/5+	In competition, 2NT = good 4-card raise, cue = good 3-card raise. 2♣ Drury by a passed hand (off in competition).
1NT		-	4♥	15-17	Stayman (does not promises a 4cM), transfers, 2♠ = clubs, 2NT = diamonds, 3♣ = GF puppet Stayman; 3♦ = 5/5+m; 3M = splinter 5/4+ m	Smolen. Transfer to a minor then new suit = shortage.	X = takeout, Lebensohl, after partner doubles a weak 2, 2NT forces 3C from the doubler If they X for penalties, XX = penalty
2♣	yes	-		22+ balanced or gf	2♦ = waiting, others = 2/3 top honours+constructive	2♥ over 2♦= 25+ / natural 2NT rebid= 22-24	Responders X shows general values ~6+)
2♦ 2♥ 2♠		6 (5)			2NT feature ask New suit non-jump = forcing	Only show feature with values 3NT = Extra values with no feature	
2NT		-		20-21	Puppet Stayman, GF transfers to M at 3 level, 3♠ minors, 4NT quant, 4X = transfer; transfer then 4nt = quantitative		X = takeout
3♣/♦/ 3♥/♠		6		Preempt	New suit = forcing		
3NT	yes	-		Running minor, no more than a queen outside	4/5♣ pass or correct, 4M to play.		
4x		7		Preempt			
4NT		-		Specific Ace Ask	5♣ no ace; 5x = A of x, 5N= two aces, 6C=AC		
5♣ 5♦		8				HIGH LEVEL BIDDING RKCB 1430 (, 5NT king ask (bid kings up the line) DOPI/ROPI Cuebid 1st+2nd round controls equally	