

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level Occasionally 4 cards at 1 level Jump raises are pre-emptive, new suit F1
If partner overcalls in a major, cue=good 3crd raise, If partner overcalls in a minor, cue=good 3+crd raise,
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18, system on Protective: 11-14, system on
Competition After they x for penalty, xx=a suit (relay to 2♣), 2X=44+ in that suit and a higher. Pass= to play
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 5-9, 6+ card suit Subsequent 2NT is an inv+ enquiry. Raises are pre-emptive. Unusual 2NT: 55 in two lowest unbid suits Fit jump: After int, jump new suit = 4+ support for partner's suit, 5+ in bid suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, 55+: 1m-2m = majors; 1M-2M= oM+m (1M)-2M-p-2nt = inv+ enquiry as can bid 3♣ p/c (1x)-3x=stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy: 2♣ = 5-4M; 2♦ = 6+M; 2M = 5M+4m X = Pen, otherwise natural After we double them for penalties, the next double is t/o and subsequent doubles are penalty.
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O,
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX=9+, new suit NAT F1, 2NT=good raise, jumps = Fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's unsupported suit	
Suit	4 th best (HxX, 2 nd best from 3+ bad suit, Xx)	Same	
NT	4 th best (HxX, 2 nd best from 3+ bad suit, Xx)	Same	
Subseq	Attitude, top of honours	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ,	AKJ, KQJ, KQT	
Queen	QJ	QJT, QJ9, KQ, KQxx	
Jack	JT, HJT	JT9, JT8, HJT	
10	T9, HT9	T9, HT9	
9	9x	9x	
Hi-X	Xx, xXxx, xXxxxx	xXxx, Xx,	
Lo-X	xXx, xXxxx	HxxX, HxX, xXx, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi DISC lo ENC	Hi ODD lo EVEN	Hi DISC lo ENC
Suit 2	Hi ODD lo EVEN	Suit preference	Suit preference
3	Suit preference		
1	Hi DISC lo ENC	Smith (see below)	Hi DISC lo ENC
NT 2	Hi ODD lo EVEN	Hi ODD lo EVEN	Suit preference
3	Suit preference	Suit preference	
Signals (including Trumps): reverse attitude/reverse count Suit preference Smith v NT (Hi DISC lo ENC in partner's led suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally take out, passed more often at higher levels. Take out doubles up to 4♥. 3 rd double is penalties.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles up to 2 of suit shown Lightner doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: ENGLAND
PLAYERS: Dido Coley & Lily Kearney
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 1♣=2+, 1♦=4+, 5cM, 1NT = 15-17, 2♦/♥/♠ weak 2/1 response forcing to game
SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1M-1NT = Semi-Forcing 5-11 3NT opening= gambling, long running minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		Natural 10+points, or balanced (12-14/18-19)	1NT= 5-11; 2♣ = 10+ 4+ ♣; 2♦ or 2M = weak jump shift; 2NT = 0-5 5+♣; 3♣ = 5-9 5+♣; 3X =splinter; 3NT=13-15 BAL	Two-way checkback	
1♦		4		Natural 10+points, or balanced (12-14/18-19)	1NT = 5-11; 2♦ = 10+ 4+♦; 2M = weak jump shift; 2NT = 0-5 5+♦; 3♣= 9-11 6+ ♣; 3♦ = 5-9 5+♦; 4♦; 3♥/♠/4♣ = splinter; 3NT= 13-15 BAL	As above	
1♥		5		10-22, Natural	1NT=5-11 (could have 3M), 2NT=Jacoby GF+ with 4+M, Jump oM = weak, 2M= 8-10 with 3M, 3M= 4-6 with 4M (could be weaker NV), Bergen raises: 3♣ = 6/7-9pts 4M; 3♦ = 10-11pts 4M 3♠/4♣/4♦= splinter; 3NT= NAT	After 1M=2NT: 3♣ = Minimum but not terrible; 3♦ = balanced, extras; 3♥ = Shortage in ♣; 3♠ = Shortage in ♦; 3NT = Shortage in oM. 4M is weakest.	2NT: Good 4 card raise.
1♠		5					As above
1NT				15-17, can include 5M/6m	2♣ Asks for 4M, promises nothing, 2♦/♥/♠/NT transfers to ♥/♠/♣/♦ 3any = natural slam try, good 6 card suit 3NT= to play, 4M = to play; 4NT= quant	Minor transfers: completing = 3+ support (or A/Kx) Breaking transfers: new suit = 4+ of suit; 2NT = 4cards, strong; 3M = 4cards, weak	
2♣	x			23+BAL, or any GF	2♦ Relay, other bids are natural and positive (8+)	2♣-2♦-2NT= 22-24 BAL (system on), Kokish 2♣-2♦-2♥ forces 2♠ then 2NT=25+ BAL 3X=♥&X	
2♦		5		Weak two, 5-9	2X=Constructive F1, 3X= F1 2NT= inv+ enquiry Raises are pre-emptive.	2♦-2NT=Enquiry, with a non-min we show features	
2♥		5		Weak two, 5-9	2♠=Constructive F1, 3X= F1 2NT= inv+ enquiry Raises are pre-emptive.	2NT=Ogust: 3♣=min with bad suit, 3♦=min with good suit, 3♥=max with bad suit, 3♠=max with good suit.	
2♠		5		Weak two, 5-9	As above	As above	
2NT				20-22 BAL	Puppet Stayman & major transfers. 3♠ = slam try, both minors 4X= natural slam try	2NT-3♠-3NT denies a 4cm	
3♣/♦		6		PRE	New suit =NAT, F1; 3NT= to play		
3♥/♠		6		PRE	New suit =NAT, F1; 3NT= to play		
3NT	x			Long running minor AKQxxxx at least	4♣/5♠= pass or correct to diamonds 4M= to play		
4 any		7		PRE			
4NT				Specific ace ask			
5♣		7		PRE		HIGH LEVEL BIDDING	
5♦		7		PRE	1430 RKCB (step up asks for Q trumps)	Subsequent 5NT= Specific King Ask (6 trumps = no)	
5M		7		PRE	Jump to 5NT= pick a slam		