

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 (+Lebensohl, fast arrival to 3N shows stop), 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 Fl, 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+♠			
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: Aleks Birdsall, Maks Blicharz, Thomas Bradkin, Harriet Cork
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, 1NT=15-17, 2/1 F/G, 3 weak twos
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Pre-empts may be aggressive 1st NV & 3rd seat
Some use of Lebensohl 2N in competition after takeout doubles
Lebensohl 2N (Blackout) after reverse by opening bidder
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	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
				1♣		3	4♥
					2♦/♥/♠ 4-9 6cards	After 2♣ raise, 2N 12-14, 3N 18-19	(Comp) Cuebid, 10+ 4+♣
1♦		3	4♥	11-21	2♣ Nat FG, 2♦ 10+ 4card raise, 3♦ 5-9 5♦,	2♣ Checkback after 1NT rebid	(P/H) Fit jumps
				Only 3 if 4432 shape	2N 0-5 6♦. 2♥/♠ 4-9 6cards, 3♣ 9-11 6+♣	After 2♣ raise, 2N 12-14, 3N 18-19	(Comp) Cuebid, 10+ 4+♦
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
					3♠/4♠/♦ shortage 8-11 with 4+♥	4♣/♦ 5card suit, 4♥ min	(Comp) Cuebid, 10+ 3+♥
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+♣/♦/♥	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
					4♣/♦ shortage 8-11 with 4+♠, 4♥ to play		(Comp) Cuebid, 10+ 3+♠
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, 2NT Leb (3N via Leb denies stop), Cuebid asks 4M, 3level 5+cards (inv below opp suit, GF above opp suit), 3N to play
					3level=Nat FG, 6+cards		
2♣	X			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♣ 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, 2NT is Lebensohl, suits at the three-level are forcing to game. If advancer acts in this situation, the auction is forcing to game opposite the 19+ hand.
- 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
2NT - Lebensohl relay
- 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