

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18, (11-14 in protective)
Responses as for 1NT opener
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels(10+), 5+,5+ (over m = both M, over M = oM+m)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C Majors (normally 54 either way). X = PEN (16+)
2NT = Minors
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs Wk 2, Double= T/O then 2NT lebensohl, Cuebid = Stop ask, 2NT 16-19 BAL (+2N system)
Vs Wk 3, Double - T/O, 3NT 16+ BAL
Vs Wk 4, Double Values, 4NT 2 places to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. Str 1♣: X=Majors, 1NT=Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=9+, new suit=NAT F1, 2NT=good raise (10+)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits), AQ asks ATT, K asks CT	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits), AQ asks ATT, K asks CT/UB	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits), AQ asks ATT, K asks CT	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits), AQ asks ATT, K asks CT/UB	
Subseq	Attitude after trick 1	Attitude after trick 1	
Other: 3 <sup>rd</sup> from HxX, 2 <sup>nd</sup> from xXx, top of Xx			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
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	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxxX(+), HxX	HxxX(+), HxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
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)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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+♠			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES/RDLS</b>			
Support X/XX up to 2♥.			
Lead Directing X			
Double of shortage is save suggesting			
All doubles penalties when us or opposition open NAT NT bid			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: ENGLAND</b>
<b>PLAYERS: Thomas Bradkin, Harriet Cork</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors, 1NT=15-17, 2/1 F/G, 3 weak twos
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Pre-empts may be aggressive 1st NV & 3rd seat
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DOUBLE THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		3	4♥	11-21	2♣ 10+ 4+♣, 3♣ 5-9 5♣, 2N 0-5 6♣ 2♦/♥/♠ 4-9 6cards	2♣ Checkback after 1NT rebid After 2♣ raise, 2N 12-14, 3N 18-19	(P/H) Fit jumps. (Comp) Cuebid, 10+ 4+♣
1♦		(3) 4	4♥	11-21, 4+♦ unless 4=4=3=2	2♣ NAT FG, 2♦ 10+ 4card raise, 3♦ 5-9 5♦, 2N 0-5 6♦. 2♥/♠ 4-9 6cards, 3♣ 9-11 6+♣	2♣ Checkback after 1NT rebid After 2♣ raise, 2N 12-14, 3N 18-19	(P/H) Fit jumps (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+♣/♦ 3♠/4♠/♦ shortage 8-11 with 4+♥	2♣ Checkback after 1♥-1♠-1NT After 1♠-2N, 3♣/♦/♠ shortage, 3♥ extras no feature, 3N 18-19 BAL 4♣/♦ 5card suit, 4♥ min	(P/H) 2♣=8-11 3♥, 2♦=8-11 4♥, fit jumps (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+♣/♦/♥ 4♣/♦ shortage 8-11 with 4+♠, 4♥ to play	After 1♠-2N, 3♣/♦/♥ shortage, 3♠ Extras no feature, 3N 18-19 BAL, 4♣/♦/♥ 5card suit, 4♠ min	(P/H) 2♣=8-11 3crd raise, 2♦=8-11 4crd raise, fit jumps (Comp) Cuebid, 10+ 3+♠
1NT				15-17 BAL, can include 5M/6m	2♣ asks 4M, does not promise M or values, 2♦/♥/♠/NT transfer to ♥/♠/♣/♦ 3level=NAT FG, 6+cards	step 1 no fit after transfer to minor	After overcall, new suits 2level NF 5+cards 2N=lebensohl forcing 3♣, 3level, GF 5+cards. Cuebid general ask, GF
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♠		6 (5)		Weak two		2NT=Ask (Feature)	
2NT				20-22 BAL	3♣ Stayman, 3♦/♥ Transfers to ♥/♠, 3♠ 5♠+4♥ 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	X			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		<b>HIGH LEVEL BIDDING</b>	
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			