

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)
1NT OVERCALL (2 nd /4 th 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, may be 44 NV). X = Pen (16+)
2NT = Minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs Wk 2, Dbl= T/O
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+)
After 1M opening, response structure still applies

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:			
All Att Lo-Hi = Enc, all Ct Hi-Lo = Even			
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-Lo even	Lo=Enc
Suit 2	Lo=Enc	S/P	Hi-Lo Even
3	S/P		S/P
1	Hi-low even	Hi-Lo even	Lo=Enc
NT 2	Lo=Enc	S/P	Hi-Lo Even
3	S/P		S/P
Signals (including Trumps): AQ Rev Att, K Ct, others 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+♠			
1NT - (2X NAT) - X. 1NT - (2x NAT) - P - (P) - X			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX up to 2H.			
Lead Directing X			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: England
PLAYERS: Wilf Marshall - Aleks Blicharz
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542, 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
Possible light opening bids 3rd seat NV
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♣		2	4♥	11-21	2♣ 10+ 4+♣, 3♣ 5-9 5♣, 2N 10-11bal	2♣ Checkback after 1NT rebid	(P/H) Fit jumps.
					2♦/♥/♠ 4-9 6cards, 3♦/♥/♠ 5-9, 7cards	After 2♣ raise, 2N 12-14, 3N 18-19	(Comp) Cuebid, 10+ 4+♣
1♦		5(4)	4♥	11-21	2♣ Nat FG, 2♦ 10+ 4+♦, 3♦ 5-9 5♦,	2♣ Checkback after 1NT rebid	(P/H) Fit jumps
				(1♦ only 4 if 4441)	2N 10-11bal. 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 (2♣ may be 3+♣), 2NT=FG 4♥, 3♣ 9-11 3♥, 3♦ 9-11 4♥,3♥= PRE 4♥, 1NT=semi forcing 5-11, 2♥=5-9 3-4♥, 2♠ 4-9 6♠ 3♠/4♠/♦ shortage 8-11 with 4+♥	2♣ Checkback after 1♥-1♠-1NT After 1♠-2N, 3♣/♦/♠ shortage, 3♥ extras no feature, 3N 18-19Bal 4♣/♦ 5card suit, 4♥ min	(P/H) 2♣=9-11 3♥, 2♦=9-11 4♥, fit jumps (Comp) Cuebid, 10+ 3+♥
1♠		5	4♥	11-21	2/1=F/G Nat(2♣ may be 3+♣), 2NT=FG 4+♠, 1NT=semi forcing 5-11, 2♠=5-9 3-4card raise, 3♣ 9-11 3♠, 3♦ 9-11 4♠, 3♥ 9-11 good 6+♥, 3♠= PRE 4♠ 4♠/♦/♥ shortage 8-11 with 4+♠	After 1♠-2N, 3♣/♦/♥ shortage, 3♠ Extras no feature, 3N 18-19Bal, 4♣/♦/♥ 5card suit, 4♠ min	(P/H) 2♣=9-11 3crd raise, 2♦=9-11 4crd raise, fit jumps (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,
					3level=Nat FG, 6+cards		Cuebid asks 4M,
							3level 5+cards (inv below opp
							suit, GF above opp suit), 3N to play
2♣	X			GF	2♦Neg/Waiting, 2♥/♠/ 3♠/♦ positive 2 of top 3	2NT - 23-24bal + 2N system	After overcall, Pass = 0-3, X=4-6
					honours 5+ cards. 2N 8-10 scattered	3NT - 25-26bal	
2♦		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Range and Suit Quality)		
2♥		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Range and Suit Quality)		
2♠		6 (5)		Weak two	2NT=Ask(Range and Suit Quality)		
2NT				20-22 Bal, can include 5M/6m	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				Solid minor (AKQxxxx)	4♣=P/C, 4♦=shortage ask		
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT				No agreement			
5♣				PRE		HIGH LEVEL BIDDING	
5♦				PRE		1430 RKCB + Specific King Ask. DOPI/ROPI over interference	
5♥				No agreement		Cues 1st or 2nd round control.	
5♠				No agreement			

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
 - If opposition now bid 2H/S over the X, our next double from either hand is again takeout. Bids show positive values for the (2 or 3-level). If we wish to penalise the suit they have bid, we pass and hope partner doubles
 - If opposition bid 2NT (Relay), double shows values (9/10+). Any subsequent doubles are then penalties.
 - If opposition bid 3H/S (or higher in a major), double is again takeout
- 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
- 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