

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level
Occasionally 4 cards at 1 level
Jump raises are preemptive, new suit F1
If partner overcalls in a major, cue=good 3-card raise in competition
If partner overcalls in a minor, cue=good 3+card 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 (puppet to 2♣), 2X=44+ in that suit and a higher. Pass= to play
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 4-9, 6+ card suit
Subsequent 2NT is an inv+ enquiry. Raises are preemptive.
Unusual 2NT: 55 in two lowest unbid suits
Fit jump: After interference, 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, 3♣ p/c
(1x)-3x=stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy: 2♣ = 5-4MM; 2♦ = 6+M; 2M = 5M+4m
X = Pen, otherwise natural
X by passed hand is 4M5m.
After we double them for penalties, we each get one T/O X.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O (Lebensohl in response),
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 (2 nd from weak suit)	4 th (2 nd from weak suit)	
NT	4 th (2 nd)	4 th (2 nd)	
Subseq	Attitude, top of honours	Attitude	
Other: xXx then highest from 3 small, top from doubleton.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ,	AKJ, KQJ, KQT, KQ9	
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	HxxX, HxX, xXx, HxxXx	HxxX, HxX, xXx, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high= DISC	Low = even	high= DISC
Suit 2	Low= even	S/P	S/P
3	S/P		
1	high= DISC	High = DISC for lead	high= DISC
NT 2	Low= even	Low = even	S/P
3	S/P	S/P	
Signals (including Trumps): reverse ATT/reverse CT, Smith Low ENC			
Suit preference			
Generally give count on K leads, att. on A/Q.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally take out, passed more often at higher levels.			
Take out and negative doubles up to 4♥. 3 rd double is penalties.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X by responder when we open 2suit is penalties.			
Lightner doubles			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: ENGLAND
PLAYERS: Dido Coley & Lily Kearney
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5CM, 1♦ 5 or 4 in (4441)
1 level openings unlimited and F1
2 level opening intermediate, unbalanced, and natural (5+).
1NT: (11)12-14
May be 5422(not MM), may have 5M, may have 6m (rare)
May be 4441 but not 41(44) 14hcp, rarely (41)44 14hcp
Pass many bal 11s, some bal 12s
With 13 and (41)44 with a small singleton, can open 1NT or 1m.
1♣: 2+ with transfer responses
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT opening= gambling, long running minor.
1M-(P)-2♣ = many hands all inv+
Either 8+ with 3+ S support, or 10+ balanced, or 10-12 with 5+ diamonds, or 10+ natural with clubs.
Transfers over 1♣.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♠	14+ with clubs unbalanced, or 15+ bal. May be 5♦ in any 5332.	1 level suit bids 0-9 (can be stronger with a noted desire to right-side), TRF to majors; 1NT FG bal (may have 5cm), 2NT FG 5M332 (3♣ asks); 2 level FG unbalanced and natural, 3♣ = 5-5 FG ♣ & another, 3♦ = 5-5 FG ♥&♠, 3♥ = 5-5 FG ♥&♦, 3♠ = 5-5 FG ♠&♦.	Completing TRF shows any 4-card support or 23+ bal. After 1NT, 2♣ = any balanced, 2♦ = extras 18+ unbalanced, 2NT = 14-17 unbal with ♦.	
1♦		4	7♠	Unbalanced 5♦ unless 4441.	1 level bids 0-9, 2♦=5♠4♥, 2♣ = FG ♣ or ♦ raise or balanced (can have 4cM) 2M unbalanced natural FG, 2NT = 5M332, 3 level 5♠ FG	1NT rebid by opener 18+ unbal (2♣ any FG), Gazzilli over 1♦-1NT (2♣ is any 18+)	
1♥		5	7♠	11+ with 4+♠, else 14+	1NT 0-9; 2♣ = (7)8+ 3card raise OR 10-12 with ♦ OR 10+ ♣ or bal.; 2♦ = FG natural 5+; 2♥ = 3-6(7) 3card raise; 2♠ = 10+ 4+card raise FG; 2NT = 5-9 4+card bal. raise; 3♣ = 4-8 4+card raise with singleton; 3♦ = 5-5 mm FG; 3♥ = 0-4 4+card raise; 3♠ = 8-11 any splinter; 3NT/4m = void splinter.	Gazzilli over 1M-1NT or 1♥-1♠ (2♣ is either 5M,4+♣, or 16-17 5332, or 18+ any)	
1♠		5	7♠	11+ with 4+♥, else 14+	1NT 0-9; 2♣ = (7)8+ 3card raise OR 10-12 with ♦ OR 10+ ♣ or bal.; 2♦ = FG natural 5+; 2♠ = 3-6(7) 3card raise; 2♥ = FG natural; 2NT = 10+ 4+card raise FG; 3♣ = 5-9 4+card bal. raise; 3♦ = 4-8 4+card raise with singleton; 3♥ = 5-5 mm FG; 3♠ = 0-4 4+card raise; 3N = 8-11 any splinter; 4 level = void splinter.		
1NT			No		Stayman, 4-suit transfers. 3♣ = 5cd puppet Stayman; 3♦ = 31(54) GF, 3♥ = 13(54) FG (or similar shapes). 3NT = game try 4♣/♦ = TRF to 4♥/♠; 4♥/♠ to play.	1NT – 2♣ – 2M – 2NT doesn't promise 4oM. 1NT – 2♠ – 2♦ – 3M = 4M, 5oM GF.	When 1NT is Xed for penalties, responder has: P to play (can be good or bad), 2X = lower of 2 4+card suits, XX = 5card suit; forces 2♣ then p/c.
2♣		5	No	10-13 6♣ or 5♣ with a singleton/void; 0-13 in 3 rd	2♦ inv+ enquiry; 2M to play; 2NT = transfer to 3♣; 3♣ =inv.	Over 2♦, 2M = min with 3/4M, 2NT = min no 4M, 3♣/♦ = max with 4♥/♠, 3♥/♠ = max with 3♥/♠, 3NT = max with good ♣.	All doubles by responder are penalty. Opener can double for takeout on suitable hands but is not obliged.
2♦		5	No	10-13 6♦ or 5♦ with a singleton/void; 0-13 in 3 rd	2♥ = ♠ inquiry, inv+; 2♠ = ♥ inquiry, inv+; 2NT = inv to play, 3♣ = pre-emptive raise to 3♦ or slam try; 3♦ = inv with ♦ support.		
2♥		5	No	10-13 6♥ or 5♥ with a singleton/void; not 4+ ♠; 0-13 in 3 rd (may have 4+♠)	2♠ inv+ inquiry (minima bid 2NT or 3♥); 2N = inv+ with 5+♣; 3♣ = inv+ with 5+♦; 3♦ = weak/slam try with ♥; 3♥ = inv. with ♥ support.		
2♠		5	No	10-13 6♠ or 5♠ with a singleton/void; not 4+ ♥; 0-13 in 3 rd (may have 4+♥)	2NT inv.; 3♣ = inv+ 5+♦; 3♦ = inv+ 5+♥; 3♥ = weak/slam try with ♠; 3♠ = inv with ♠.		
2NT				(20)21-22	5-card puppet Stayman, 3red = TRF, 4X = TRF to 2 above X.	HIGH LEVEL BIDDING	
3 any		6		No weak 2s available so they can be standard weak 2s with shape.		1430 (exclusion) keycard except 3014 over clubs.	
3NT	X			Long running minor; no outside A/K (can have more values in 3 rd /4 th).	4♣ pass/correct	3NT non-serious in some auctions.	
4 any		6				Cues are 1 st or 2 nd round.	
4NT	X			Very weak both minors (approx. 0-9)			
5 any		7					

