

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive style, May be 4 cards at 1 level with HHxx
Raises are PRE, cue usually 3 card support, jump 2NT over 1M
shows 4 card support, Jumps are FIT showing.
Re-opening almost always 5 cards, may be a K weaker.
Simple Change of suit F at 1 and 3 level, NF at 2 level after 1 level
Overcall, but F over 2 level overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd 11-15 re-opening. Responses are as to 1NT opening
Responses to re-opening 1NT: 2♣ asks for range and Majors. Others are transfers as after opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit Weak
2 suit Leaping Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue=Michaels, Jump Cue in 2 nd /4 th asks for stopper. If opponents have bid two suits jump cue shows stop in bid suit and asks for stop in other
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣=♥+1 other, 2♦=♦+1 other. With both Ms 2♣=shorter ♥,
2♦=Shorter ♦ or equal length. 2NT asks for 5 card suit
X=PEN PH x=Ms or ms. Same vs Weak or Strong NT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O. then over Weak 2 2NT=Lebensohl, 3any=INV, 2NT
Overcall NAT, respond as 2NT opening. Over 3NT 4♣=Range ENQ, 4♦=End Signal for M, 4M=Constructive,
Leaping Michaels: Jump to 4m with 5-5 m+M
Non Leaping Michaels: (3♣)4♦=♦+M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ x+2 suits same colour. 1♦= 2 suits same rank, 1NT=2 odd s
suits, Same over 1♣ No 1♦ 2 Level Natural Weak. 2NT=1m 3♣=ms, 3♦=1M, 3♥=Ms. All apply after 1♣ No 1♦.
1♣ No 1♦ No any, then bids are as if opener opened the rebid including
Asptro over 1NT, same defence over Strong ♦
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble=10+ penalty seeking (oppo can't play 2 level undoubled)
Over 1♣ 2NT weakfish with ms, Jump Shift Weak
1♦♥♦: 2NT=high card raise to 3+. Fit Showing Jumps, Raises pre

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (2 nd from bad suits)	3 rd /5 th	
NT	Same	3 rd /5 th	
Subseq	Same	Same	
Other:	King requests count, Ace/queen attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK asks for ATT	Usually AK asks for ATT	
King	KQ or AK asks for count	Asks for unblock/count	
Queen	QJ(x) or KQ ask for ATT	QJ(x) or KQ ask for ATT	
Jack	J10(x), KJ10	J10(x), KJ10, AJ10	
10	109, Q109 etc	H109, 109(x)	
9	Shortage	Shortage	
Hi-X	Sx, xSx(x)	Sx, xSx(x)	
Lo-X	HxS HxxS HxxS(x)	HxS HxxS HxxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi odd	Hi odd	Hi odd
Suit 2	Hi DISC	Hi DISC	Hi DISC
3	SP	SP	SP
1	Hi odd	Hi odd	Hi odd
NT 2	Hi DISC	Hi DISC	Hi DISC
3	SP	SP	SP
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be weak if shape suitable			
Re-opening x may be a king weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low level doubles are for take out			
Responsive doubles to 3♣			
Support doubles			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Heather Dhondy Nevena Senior
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, 1♣ Nat or Balanced; 1♦ 4+ cards unbalanced
2♦♣ Nat & Weak
1NT=15-17 (6m or 5M possible), 2 over 1 NAT GF
Wide range overcalls. Many NEG and COMP doubles
t/o doubles emphasise unbid majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ (11)12-14 BAL(may have 5♦) or 18-19 BAL(may have 5♦) or NAT
3NT Gambling 1 st /2 nd , to play 3 rd /4 th
1♣-2♣ GF with ♣, 1♦-2♦ INV+
1♥♣-2NT FG with support
Fit showing bids in some auctions
SPECIAL FORCING PASS SEQUENCES
After (1NT) x (2m) pass F, x=take out
IMPORTANT NOTES
PSYCHICS: No specific types

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4♥	(11)12-14 BAL, May have 5c	NAT may bypass ♦ to show 4M. 2 or 3♦♥♠ Weak	1♣-2♣-2♦ guarantees 4+♣ then 2♥ relay	2♣=Constructive
				or NAT or 18-19 BAL May have 5♦	2♣=FG with ♣ (weak if opponents dbl)	1♣-1M-2♦=reverse or 18-19 BAL 1♣ 1X 1NT=11-14 then 2-way Checkback 1♣-1M-3♦ 18-9 BAL with 4 card SUP (Note 2)	1♣ (x) 2♣=Weak
1♦		4	4♥	Unbal 5+ cards unless 4-4-4-1 (any singleton except ♦)	NAT Inverted raises, jump shift=strong but	1♦-1♥-1NT=6♦+3♥, 1♦-1♥-2♦=6♦+<3♥	Jump=suit+♦ FIT
					1♦ 3♣=INV	1♦-1♠-1NT=4+♦+4♥ NF, 1♦-2♣-3NT=4-4-4-1 15-17 2NT other 4441 (NOTE 2), 1♦-1♠-3♥=SPL	
1♥		5	3♠	NAT 11+ HCP	2NT=FG 4+♥, 3♠/4m=SPL, Bergen Raises Note 1 3NT=Limited Splinter	1♥-1♠-1NT=11-14 BAL, with 2-way checkback	Jump=suit ♥+ FIT
1♠		5	3♥	Nat 11+ HCP	2NT=FG 4+♠, 4m♥=SPL, 3NT=limited SPL, Bergen		Jump=suit ♠ + FIT
INT		3♠	15-17 BAL. 5M or 6m possible	2♣=4 card Stayman, 2♦=♥, 2♥=♠, 2♠=range enq	After xfer new suit=FG, Jump=auto SPL		
				2NT=Puppet to 3♣ (Note 3), 3 any slam try 4♣♦=MM slam try/no slam try	Smolen. After 2♣ 2♦ 3M=4M 5OM FG		
2♣	✓	0		23+ or any FG	2♦=0-7, others NAT	2♣-2♦-2♥=Kokish (23-24 BAL or 28+ BAL or ♥. 2♣-2♦-2NT=25-27 BAL)	Unchanged
2♦	✓	0		Weak 5-9 (6-10 VUL (5) 6 card INT 4th	2NT=relay New suit=NF at 2-level F1 at 3-level		Unchanged
2♥		5		Weak 5-9 (6-10 VUL (5) 6 card INT 4th	2NT=relay New suit=NF at 2-level F1 at 3-level		
2♠		5		Weak 5-9 (6-10 VUL (5) 6 card INT 4th	2NT=relay New suit=F1		
2NT				20-22 BAL	3♣=Puppet Stayman, 3♦=♥, 3♥=♠, 3♠=ms 4any=2 below slam try	2NT-3♣-3NT=5♥	
3♣♦♥♠				NAT PRE	New suit=F unless Game, 4m=assumed to be cue		
3NT	✓			Solid m and <K outside 1 st /2nd	4♣5♣=p/c		
4♣♦♥♠				NAT PRE			
						<p>HIGH LEVEL BIDDING</p> <p>RKCB (3041) DOPI, Cue bids can be 1st or 2nd round control</p> <p>If cue is x then xx=1st round</p> <p>Void showing responses 5NT=odd keycards+Q, 6x=even keycards+Q</p> <p>6 trump suit=higher ranking void</p>	