

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Aggressive at 1 level, sound at 2 level.
Change of suit forcing except 2/1
1N = 8-12, 2N = 12-14 after 1 level overcall.
Where change of suit NF then cue may be any FG
2N is Forcing when no cue bid available
Protective 2m reopening similar values to overcall
<b>1NT OVERCALL</b>
15-18 direct, in protective 11-14 minor 11-16 major
Responses as 1N except if bid shows their suit
<b>JUMP OVERCALLS</b>
Weak, though tactical opposite passed partner.
2N = game try; Cue = FG raise.
Reopening jump = intermediate.
Jump in new suit in contested auction typically fit
<b>DIRECT &amp; JUMP CUE BIDS</b>
1m-2m = Majors (2n=Game try+, cue=FG in a Major)
1X-2N = 2 Lowest unbid; typically 5+5+, not guaranteed
1M-2M = Other Major = minor; 2N asks.
Jump cue may guarantee shortage or look for NT
<b>VS. NT</b>
Dbl=pen, then first dbl = t/o
Dbl by passed hand = 4 Major 5 minor
2♣=Majors; 2♦=1 Major; 2M = 5+M with 4+minor
2N = minors or FG 2 suiter
<b>VS. PRE-EMTS</b>
4♣/4♦ over 2M/3M = 2 suited with other M
4♣ over 2/3♦ = ♣ and one Major
(3m)-4m = Majors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = Majors (1♦ = relay)
After negative 1♦ dbl = Majors
1N = minors

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low = even, high = odd	Low=even high=odd	
NT	Low = even, high = odd	2 <sup>nd</sup> 4 <sup>th</sup>	
Subseq	Low from honour	Low from honour	
Other: K for count or unblock in suit contracts, sometimes high from small cards when we have supported suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax(+)	
King	KQx(+) AK Kx	KQx AKJ10 Kx	
Queen	QJx(+) Qx AKQ	QJx(+) Qx AKQ	
Jack	J10x(+) AJ10 KJ10 Jx	J10x(+) AJ10 KJ10	
10	109(x) H109x 10x	109(x) H109x 10x	
9	9x H98x	9x H98x	
Hi-X	Usually odd	Usually odd	
Lo-X	Usually even	Usually even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Usually reverse attitude but can be standard count or SP, often depending on dummy	Reverse Smith v NT and suits, positively asking for switch. Count when deemed appropriate but often random	First discard is usually rev attitude but can be count or SP if appropriate
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
SP in trumps if at all			
DOUBLES			
TAKEOUT DOUBLES			
Typically Major suit orientated. Equal level conversion applies.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dbl shows next suit up after 1♦ or 1♥ overcall.			
Rdbl shows next suit up after dbl at the 1 level.			
OVER OPPONENT'S TAKEOUT DOUBLE			
Pass may be traditional Rdbl by passed hand as Rdbl = next suit up			
Transfers from suit above; 1N = nat. Raise = weak.			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ENGLAND</b>
<b>PLAYERS: ANDREW BLACK – DAVID GOLD</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors, possibly 4 cards in third but rare
1N = (14)15-17, may contain 5M/6m/singleton honour
1♣=2+♣, balanced or natural, maybe 5♦ if weak
1♦ = 5+♦ or 4441, <18
2 over 1 in principle but with exceptions below
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Responses to our opening bids;</b>
Transfer responses to 1♣ (1♠=4+♣)
1♣ - 1N = NF with 5♦ or 3343
1♣ - 2♣ = 6+♦ weak or FG
1♣ - 2♦♥♠ = invite, 6+ cards
1M - 2♣ = ♣, balanced or artificial raise in Major
<b>2 and 3 Level Openings</b>
2♦ = trash multi in first or second; otherwise weak
2M (5)6 cards, constructive, better hand than for 3M
3M can be very light, particularly 1 <sup>st</sup> /2 <sup>nd</sup> favourable
<b>Competition</b>
Transfer bids in many sequences in both contested and uncontested auctions.
<b>PSYCHICS</b>
Fairly rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♥	5+♣ or 4414 short ♦ or balanced hand 11-14 maybe 5 other suit 18-19 maybe 5 other suit	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 4+♣ 1N = 4+♦ NF, 2♣ = 6♦ 2♥♠ = invite, 2N = nat inv+ 4/5♦ 3L = weak	1♣ - 1♦♥ - complete = 11-14 2/3 cards 1♣ - 1♦♥ - 1N = 1819 balanced 1♣ - 1♦♥ - 2N = 16+, 4 card support	
1♦		4	7♥	10-22 5+♦ or 4441	1M = 4+, 1N = 5-11 no 4CM 2♣ = nat FG, 2♦ = inverted 2M = invite, 2N = nat inv, 3♣ = inv 3♦ = mixed, 3M = splinter	1♦-1M-1N = 15+ unbal <4 cd support 1♦-1M-2m = 10-14 nat 1♦-1♠-2♥ = 15-17 1444/0454 1♦-1M-2N = 16+ with 4+ support	Jump is fit 2N is strongest 4 card raise
1♥		5 (4)	7♦	10-22 Can be 4 cards in 3rd	1N = 5-11; 2♣ = ♣, balanced or invite+♥ 2♦♥ = nat FG; 2N = Jacoby 3m nat invite; 3♥ mixed raise 4 cards; 3♠ = any singleton; 3N(♠)/4m = void	1♥-1♠-1N = 15+ unbal <4 cd support 1♥-1♠-2X = 10-14 nat Transfer continuations after 1♥-1N Puppet after 1♥-2♣	2♦ = 4 card Drury 2N – 4+♥ plus short Jump = fit
1♠		5 (4)	7♥	10-22 Can be 4 cards in 3rd	1N = 5-11; 2♣ = ♣, balanced or invite+♠ 2♦ = nat FG; 2♠ = invite♠; 2N = Jacoby 3L nat invite; 3♠ mixed raise 4 cards; 3N = any singleton; 4L = void	Transfer continuations after 1♠-1N Puppet after 1♠-2♣	2♦ = 4 card Drury 2N – 4+♠ plus short Jump = fit
1NT			4♠	(14)15-17 5M/6m optional	2♣ stayman; 2♦♥♠NT transfer to ♥♠♣♦ 3X = short in suit above (completing xfer indicates doubt)	1N-2♣-2♦ then 3M = Smolen Retransfers after Major suit transfer 1N-2♦-2♥-2♠ = artificial invite	
2♣	Yes	0		FG	2♦ = wait or neg; 2M = nat 5+; 2N/3♣ = transfer normally 6+; 3♦ = 5-5 minors FG		
2♦	Yes	0		(1) Weak 2♦ (2) NV, 1 <sup>st</sup> or 2 <sup>nd</sup> : Multi; Poor weak 2M (5 card)	After Weak 2♦; 2M nat; 2N ask After Multi; 2M/3M p/c; 2N = ask 3m = NF; 4♣ = transfer to your suit 4M = nat		
2M		6		Constructive, typically 8-11; (5)6(7) cards, varies by seat, vulnerability.	2♠ = nat; 2N = ask; 3m = constructive NF		
2NT				20-22 balanced 5M/6m optional	3♣ = Stayman; 3♦♥ = transfer; 3♠ = minor suit stayman 4m = 2 under transfer; 4M = 3 under transfer	Smolen after 3♦ response to stayman Completing transfer shows 3+ cards	
3X		6		Pre-emptive	3L response FG 4♣ artificial slam try (4♦ over 3♣) 3M - 4♦ choice of Major suit games		New suit fit
3NT	Yes			Gambling	4m p/c	<b>HIGH LEVEL BIDDING</b>  Kickback (suit above trump suit at 4 level) applies. 1 or 4, 0 or 3, 2 no Q, 2 & Q, 2 & void, 1 and void. DOP1 and ROP1 over intervention.	
4X		6		Natural	4N = rkc		
4NT				Specific ace ask	5♣ = none; 5N = 2;		