

DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS (Style: Responses: 1/2 Level; Reopening)**

Aggressive at 1 level, 2m sound.
 New suit forcing except 2/1.
 Where new suit NF then cue may be any FG.
 2N is forcing when no cue bid available.
 Protective 2m reopening similar values to overcall.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct 15-18, system ON, transfer to their M=shortage 3-suiter.
Protective 11-14 (minor), responses as direct. 11-16 (major), 2♣ range asking Stayman. 2N=19-21, responses as direct.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak, but tactical opposite passed partner.
 2N=game try, cue bid=FG raise, jump new suit=fit jump below game.
 Reopening Jump=intermediate.

DIRECT & JUMP CUE BIDS (Style Response; Reopening)

1m-2m=both Majors (2N=Game Try+, Cue=FG in a Major)
 1m-2N=other minor and ♥
 1M-2M=other Major and a minor
 1M-2N=both minors
 1m-3m=asks for stop unless 1m=<3 then natural weak
 Jump Cue asks for stop (or FG 2 suiter v weak 2)
 Double Jump Cue=Strong 4M overcall

VS. NT (vs. Strong/Weak; Reopening; PH)

Double=Penalty then first Double=take-out
 Double(PH)=4M5+m
 2♣=Majors (2♦=Relay)
 2♦=1 Major (2M=p/c, 2N=Relay)
 2M=5+M 4+m (2N=Relay, 3♣=P/C)
 2N=minors or FG 2 suiter

VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)

4♣/4♦ over 2M/3M=2 suited with OM
 4♣ over 2/3♦=♣ and Major
 (3m)-4m=Majors

VS. ARTIFICIAL STRONG OPENINGS 1♣ or 2♣

Double=Majors (1♦=Relay)
 After negative 1♦ Double=Majors
 1N=minors: 2L=suit or suit above (2N=Relay)

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	Lowest from even Highest from odd	
NT	Attitude leads	
Subsequent	Attitude, may be 3/5 if honour position known	

Other: King for count or unblock in NT contracts.
5L+: K from AK asking for count, A denies the K.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+) Ax(+)	Asks for attitude
King	KQx(+) AK Kx	Asks for unbl./count
Queen	QJx(+) Qx AKQ	Asks for attitude
Jack	J10(+)/KJ10 AJ10 Jx	J10(+) KJ10/AJ10
10	109(+)/H109 10x	109(+) H109 10x
9	9x H98(+)	9x H98(+)
Hi-X	Usually odd	Usually odd
Lo-X	Usually even	Usually even

We revert to standard after opening lead, low usually promises an honour

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Standard Att	Standard Count	High-ENC
Suit 2	Standard Count		Low-DISC
3	Standard SP		
1	Standard Att	Standard Smith	Hi-Lo even
NT 2	Count on K		when useful
3			

Signals (including Trumps)**Signal often depends on what is in dummy.**

Suit preference in trumps.

DOUBLES**TAKEOUT DOUBLES (Style; Responses; Reopening)**

May not have the other minor if we double 1m
 Equal level conversion applies

SPECIAL ARTIFICIAL & COMPETITIVE Doubles/Redoubles

Game try if no space at 3 level after we have raised our suit
 Double=next suit up after 1♦ or 1♥ overcall

OVER OPPONENT'S TAKEOUT DOUBLE

Pass may be traditional Redouble by unpassed hand
 Redouble=next suit up
 Transfers from suit above, 1N=Natural, Raise=weak

WBF CONVENTION CARD

CATEGORY: GREEN
 NCBO: ENGLAND

PLAYERS: **ANDREW BLACK – DAVID GOLD**

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

5 Card Majors, possibly 4 cards in third but rare.
 1N=(14)15-17 may contain 5M/6m.
 1♣=2+♣, could have 5♦.
 1♦=5+♦ OR 4441 <18

SPECIAL BIDS THAT MAY REQUIRE DEFENSE**Responses to our opening bids**

Transfer responses-1♣ (1♠=4+♣)
 1♣-1N=mild INV
 1♣-2♣=5+♦ FG
 1♣-2♦/M=invitational
 1M-2♣=2+♣ nat or balanced
 1M-3♣=artificial raise of Major, INV+

2 Level Openings

2♦=bad 2M in 1st and 2nd
 2M=constructive 2M

3 Level Openings

3N=Gambling

Competition

After opponent's Double pass may be 11+ balanced Artificial Redouble, e.g. 1♣-(Double)-Redouble=♦
 Many transfers in Competition

SPECIAL FORCING PASS SEQUENCES**IMPORTANT NOTES**

Opening	Artificial	Min no:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	10-22 2+♣, could have 5♦ 11-14 maybe 5♦ 18-19 denies 5♦	1♣=4+♥, 1♥=4+♠, 1♠=4+♣, 1N=mild INV, 2♣=5+♦ FG, 2♦/2M=nat INV, 2N=nat INV no 4M, 3L=weak	1♣-1R-complete=10-13 2/3 cards 1♣-1R-1N=18-19 balanced 1♣-1R-2N=16+ 4+ card support	
1♦		4	7♥	10-22 5+♦ or 4441 (Could be 5♦332 min with strong diamonds)	1M=4+, 1N=5-11 4+♣, 2♣=natural FG, 2♦=Inverted F3♦, 2M=nat INV, 2N=nat INV, 3♣=INV 3♦=mixed, 3M=splinter	1♦-1M-1N=14+ 1♦-1M-2m=10-14 1♦-1♠-2♥=14-16 1444/0454 1♦-1M-2N=16+ with 4+ support	
1♥		5 (4)	7♦	10-22 5+♥ Rarely 4 cards 3 rd	1N=5-11, 2♣=bal FG or ♣ INV+, 2♦=FG 5+♦, 2♠=6♠ INV, 2N=Jacoby, 3♣=♥ INV, 3♦=nat INV, 3♥=mixed, 3♠=any singleton, 3N(♠)/4m=void	1♥-1♠-1N=15+ 1♥-1♠-2m=10-14 1♥-1♠-2N=16+ with 4+ support Transfer continuations after 1♥-1N.	2♣=Drury 3♥ 2♦=Drury 4♥ 2N=4+♥ any singleton jump new suit=fit
1♠		5 (4)	7♥	10-22 5+♠ Rarely 4 cards 3 rd	1N=5-12 NF, 2♣=♣ or balanced not FG, 2♦=FG 5+♦, 2♥=FG 5+♥, 2N=Jacoby, 3♣=invite+♠, 3♦/3♥=Invite, 3♠=mixed 3N=any singleton, 4L=void	Transfer continuations after 1♠-1N.	2♣=Drury 3♠ 2♦=Drury 4♠ 2N=4+♠ any singleton jump new suit=fit
INT			4♠	(14)15-17 5M/6m optional	2♣=Stayman, 2♦/2♥=Transfers, 2♠=range ask or ♣, 2N=♦, 3♣=short ♦, 3♦=short ♥, 3♥=short ♠(4♥), 3♠=short ♣(44MM), 4m=Texas	Smolen, retransfers after major suit transfer 1N-2♦-2♥-2♠=Artificial invite 1N-2♦-2♥→transfers 1N-2♥-2♠→transfers	
2♣	Yes	0		FG	2♦=Waiting or negative, 2M=nat positive, 2N/3♣=transfers positive, 3♦=5-5 minors FG		
2♦	Yes	0		Bad weak 2M in 1st/2nd (2♦/2M reversed in 4th)	2♥=p/c, 2♠=p/c (INV ♥), 2N=Relay, 3m=NF, 3M=p/c, 4♣=transfer to your suit, 4♦=nat forcing, 4M=natural	2♦-2N 3♣=♥ not Max, 3♦=♠ not Max, 3♥=♠ Max, 3♠=6♥ Max, 3N=5♥ Max.	
2M		5		Constructive weak 2M (2♦/2M reversed in 4th)	2♠=nat forcing, 2N=Relay 3m=nat NF, 2♥-3♠=nat INV, 2♠-3♥=nat forcing.	2M-2N 3♣=feature or no better bid, 3♦=feature FG, 3M=min, 3OM=nat 6M4OM	
2NT				20-22 balanced (not good 22)	3♣=Stayman, 3♦/3♥=transfers, 3♠=minor suit Stayman, 4L=2 under transfer	Smolen, complete transfer shows fit	
3X		6		Pre-emptive (can be very weak in 1 st and 2 nd NV)	3L response is F1 (NF after partner's first in hand fav opening) 4♣=artificial slam try (4♦ over 3♣)	3M-4♦=choice of Major suit game	New suit has fit for opener
3NT	yes			Gambling	4♣ pass correct, 4♦=asks for shortage (4N=no), 4M=to play, 4N=INV looking for extra card, 5m=p/c.		
4X		7		Natural	4♣-4♦=kickback, 4X-4N=RKC	HIGH LEVEL BIDDING	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces	Kickback (1/4, 0/3, 2noQ, 2+Q, 2+void, 1+void) Step Q ask, next step specific K ask.	
5m		7		Usually sound 1 st /2 nd		DOP1 and ROP1 over intervention.	