

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Typically 7-15, fair 5+ suit, cue response show raises, raises weaker New suit response nat, constr Jumps show fit If next hand bids or doubles then new suit shows fit, doubles are raises if no cue possible long suit, no fit otherwise, redoubles/2NT show long suit, no fit Prot: K weaker, responses K stronger Over art minors: Canape overcalls, nat 1NT
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup>; Responses; Reopening)</b>
Weak t/o, 2 or 3 unbid suits, usually 3-11 4 <sup>th</sup> : Mild t/o, 5/4+ Over major shows other major Resps: suit p/c, minor cue asks for better major, 2NT art g/try Prot: 11-15, need not have stop, responses as opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, 3-11, may be 5 card suit n/v at 2-level 2NT: Minor 2-suiter over major Other minor plus major, opening bid values over minor Prot: Intermediate, 11-16 2NT: 18-20
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopening)</b>
Direct and prot: Michaels: majors over minor (5/4+), major/minor over major (5/5+), show opening bid Jump cue: asks for stop for 3NT (1♣) P (1♥) 2♣/3♣ = nat 2♥ = 4♠s + 6♦s 3♥ = 6♠s + 4♦s
<b>V NT (v Strong/Weak; Reopening; PH)</b>
2♣ = hearts and another 2♦ = spade and another Dbl/2♥/♠ nat After double later doubles are for t/o 2NT = minors or GF 2♣/♦: with both majors show shorter Responses to 2♣/♦: next suit relay: 2NT/3 suit art Dbl of strong NT [inc 17] or at MPs = 4/4+ ♣/♦ or ♦/M or ♥/♠ Protective after pass: Dbl = ♠ + other, 2♣ = ♣ + ♦/♥, 2♦ = ♦+♥

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Standard honours, strong tens [trick one, not partner’s suit], 4 <sup>th</sup> and 2 <sup>nd</sup> K from AK v suit shows AK doubleton or singleton if switch Roman v NT asks for unblock [AKJT, KQT9, QJ98] or reverse count K lead asks for reverse attitude at trick one defending 4NT and below A lead asks for reverse attitude after trick one or defending 5♣ and above To a known 5+ suit lead high with even number, low with odd From a known 3+ suit lead high with even number, low with odd			
LEADS			
Lead	V Suit	V NT	
Ace	AKx, Axx	AKQx, AKJx, AKx	
King	KQx, AK	KQJx, KQTx, KQx, AKJT	
Queen	QJx, KQJ	QJT <sub>x</sub> , QJ9 <sub>x</sub> , QJ <sub>x</sub> , KQJ, KQT9	
Jack	JTx	JT9, JT8, QJ98	
10	KT9, KJT, QT9	AT9, AJT, KT9, KJT, QT9	
9	K98, Q98, J98, T9x	A98, K98, Q98, J98, T97	
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Rev Count	Rev Count	Roman [odd/even]
Suit 2	Rev Att [K lead]	Rev Smith in trumps	Rev Count
3	S/P [A lead, sing]	S/P in trumps	
1	Rev Count	Rev Smith	Roman [odd/even]
NT 2	Rev Att [K lead]	S/P in Smith suit	Rev Count
3		Rev Count	
Signals (including Trumps):			
After T1 and against 5+ level: A for rev att, K for rev count			
Roman discards: odd encourages, even S/P		Returns: high = even	
Signals when obvious and later signals S/P			

W B F CONVENTION CARD
<b>CATEGORY:</b> Natural - GREEN <b>NCBO:</b> ENGLAND <b>PLAYERS:</b> David STEVENSON Liz COMMINS
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>5 CARD SPADES</b>
5 card ♠ 1 <sup>st</sup> and 2 <sup>nd</sup> : otherwise 4 card majors
3 card ♣: 4 card ♦ except 3 cards 1 <sup>st</sup> /2 <sup>nd</sup> Not Vul
Light 2 over 1s except GF over 1♠ 1 <sup>st</sup> /2 <sup>nd</sup>
Fairly light openings
Pre-emptive raises
Aggressive pre-empts
October 2019 v 9.2 Cat 3
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
1NT 9-12 1 <sup>st</sup> /2 <sup>nd</sup> NV (poss sing honour in minor)
2♣ Weak with diamonds or 21+ bal or GF
2♦ Weak with hearts or spades
2♥/♠ Weak two suiter, 5+ cards in ♥/♠
2NT Weak minor two-suiter
3NT Solid minor, no outside A/K
1NT overcall Weak takeout, 2/3 unbid suits
Weak artificial defences to strong openings
Canapé overcalls over short minors and either/or clubs
Special defences to artificial openings and responses

<b>V PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	<b>DOUBLES</b>	
Dbl for t/o, others nat, opening values, jumps stronger Over 2s: 4♣/♦ = leaping Michaels, 2-suiter      2NT = 15-18 Cue = asks for stop      Dixon dbl over Multi 2♦	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	4♣ ask, Flint and Transfers after 3NT overcalls
	Support for all suits or 17+ or 15+ bal	Muppet 3♣, Transfers, 3♠ = art s/try, 4♣ = Gerber,
	Prot: K weaker, responses K stronger	4♦ = majors, 4♥/♠ = to play over nat 2NT
<b>V ARTIFICIAL STRONG OPENINGS - eg 1♣ or 2♣</b>	2NT response often Lebensohl if game possible, Scrambling otherwise	<b>SPECIAL FORCING PASS SEQUENCES</b>
Over 1NT > 2NT: Suction: suit = next suit or two suits after that Over 1♣: CRASH+: Dbl/1♥/1NT = 2 suits of same col/rank/shape 1♦ = ♥ or ♠      1♠ = 3 ♠s exactly      Suction	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>	
	After pass over opening bid, double next round is EITHER strong penalty	
	dbl, typically 4+ trumps, 17+ OR weak t/o dbl, typically 4432, 10-12	
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>	Most low level dbls are for t/o      Responsive to 4♥ = 2 places to play	<b>IMPORTANT NOTES</b>
Pass = 0-5, or 6-8 usually short in partner's suit Rdbl = 9+ looking for penalties, usually short in partner's suit 1M (X) 1NT+ = Transfers      Others as without double	Lead-directing      Lightner      Game try doubles	S/P = suit preference (Lavinthal)      t/o = takeout
	After cue of our suit by opps, dbl = do not lead, pass = neutral [not 1 <sup>st</sup> rd]	p/c = pass or correct      David always asks alerted 2/3 openings
	SOS redoubles	<b>PSYCHICS:</b> Rare, no agreements

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥		Inverted minors 3NT = 4333 2NT = G15+ bal/weak raise Splinters	1♣ - 2♣ - 2♦ = 3 cards in ♣  Rebids: Good-Bad 2NT Mini-splinters Short suit trial bids [Mod] Later: O'Neal Crowhurst 2♣ Wolff 4th suit F Blackout Bourke Reopening doubles may be light	1♣ (1♦) Dbl = 4♥s  1m (1NT) 2♣/♦ = Asptro  Fit Jumps UNT/UNT Opening bids may be light 3rd 2NT as without intervention Transfers over 2♥/♠/NT o'call
1♦		3	4♥	4+ cards except 1st/2nd NV			
1♥		4	4♥	5+ cards or 15+ except 3rd	2NT = raise to 3+ 3♣ = G15+, 5+♠/♦ 3♦ = G15+ bal Splinters 3NT = 4333		
1♠ 3rd/4th		4	4♥	5+ cards or 15+ in 4th		Rebids: Gazilli	1M (X) 1NT+ = Transfers
1♠ 1st/2nd		5	4♥		1NT = 5-P12, NF 2♣ = ♣ or bal, GF  2♦/♥ = nat, GF 3♣ = 3 card raise to 3♠  3♦/♥ = nat, constr Others as over 1♥	1♠ - 2♣ - 2♦ = no suitable alternative  1♠ - 2♦/♥ - 2NT = no suitable alternative  1♠ - 2X - 2♠ = 6♠s 1♠ - 2♣ - 2NT = 4♠s	As over 1♥
1NT			3♠	9-12 [1st/2nd NV] 14-17 [3rd] 12-14 [other] Possible singleton ♣/♦ honour	2♣ = 5 card Stayman 3♣/♦ = 3-suit GF 2♦/♥/♠/NT = Transfer 4♣ = Gerber 3♥/♠ = Game try, 6 cards Game = to play 4♦ = Both majors (5/5) 4NT = nat	Transfer breaks: Over 2♦/♥ with fit 2NT = max, 3♥/♠ = min Over 2♠/NT 2NT/3♠ = no fit, 3♠/♦ = fit	After dbl: rdbl = 5 card suit 2♣/♦/♥ = suit + higher suit 2♠/NT = 5/5 with/without ♠s After overcall: 2NT = Lebensohl
2♣	√	5 (0)		Weak 2♦ [5+ cards] or 21+ bal or GF	2♦ = p/c 2♥/♠/3♦ = to play opposite weak 2♦ 2NT = art G/try+ 3♠/♥/♠ = nat GF	2♣ - 2♦ - 2♥ = Kokish	
2♦	√	5 (0)		Weak 2♥/♠ [5+ cards]	2♥/♠/3♥/♠ = p/c 2NT = art G/try+ 3♠/♦ = art GF [M/m] 4♠/♦ = asks for major		Dbl of 2M = p/c Other dbl = pens
2♥		5/4		Weak 5+ cards plus 4+ ♠/♦s	2♠ = to play 2NT = art G/try+ 3♠/♦ = p/c		Dbl = pens
2♠		5/4		Weak 5+ cards plus 4+ ♠/♦s	3♥/♠ = to play 3♠/♥ = nat GF		
2NT	√	5/5 (0)		Weak ♣+♦	3♠/♦ = to play 3♠ = nat GF  3♥ = slam try in minor or GF, ♥		
3♣		6		Weak	3♦ art F 3♥/♠/4♦ = nat F		Dbl = pens New suit shows fit Redouble shows suit, no fit
3♦		6		Weak	3♥/♠/4♦ = nat F 4♠ = art slam try		
3♥		6		Weak			
3♠		6		Weak			

3NT	√	7 (0)		Solid ♣ or ♦, no outside A/K	4♣ = p/c                      4♦ = asks for singleton 4♥/♠/5♣/♦ = to play                      4NT = asks for minor	3NT - 4♦ - 4♥/♠/5♣/♦ = ♥/♠/♦/♣ singleton 4NT = no singleton	
4♣		7		Weak			
4♦		7		Weak			
4♥		7		Weak			
4♠		7		Weak			
HIGH LEVEL BIDDING							
4NT	√			Asks for specific aces	5♣ = no ace                      5♦/♥/♠ = that ace 5NT = two aces                      6♣ = that ace	Roman Key-Card Blackwood                      Kickback                      Exclusion RKCB Resps: 30/41/2/2+Q/2+V                      Rebids ask for specific kings	
5♣		7		Weak		Gerber    GSF                      Blue Club controls                      Last Train	
5♦		7		Weak		Over intervention: Dbl = 1 <sup>st</sup> step                      Pass = 2 <sup>nd</sup> step                      Next bid =3 <sup>rd</sup> step etc	
5♥		7		Weak		Over 6-level intervention: Dbl = odd number    Pass = even number	
5♠		7		Weak		First round only:    Acol specific ace ask                      Blackwood 4NT response	