

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound at 2 level, could be very good 4-card suit at the 1 level.
Responses: raises = pre-emptive; new suit = natural F1; 1/3NT = natural; Cue/2NT = 3+card raise/natural if partner overcalled in a
minor, 3-card/4+card raise if partner overcalled in a major; jump = fit; double jump = splinter; bids at game-level = to play.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = (15)16-18 if passed =5m4M; protective = 11-14
(1M)-1N: 2♣ inv+ stayman: 2♦ min then 2M=stayman
2♠=5oM, 2♥=54mm, 2♠=♣, 2N=♦
1m-1N: As over strong NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct: weak with attention to vulnerability; 2NT= Unusual, 0+
Protective: strong; 2NT = 19-21 bal with system almost as (1M)-1N
Reopen: 16-18
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1x-2x = highest unbid suits
(1M)-3M/(1♦)-3♦/(2x)-3x = Running minor, partner bid 3N
With stop
VS. NT (vs. Strong/Weak; Reopening; PH)
X = 6+m vs. >15NT (5m4M if PH), then scramble; Penalties of NT (15+ pts) up to and including 13-15 and strong NT in 3 rd
2♣ Majors (4+/4+), then 2♦ = equal preference, 2NT = asking bid; Natural as a PH
2♦ = 6+M, XM=p/c, 4♣ transfer to M, 4♦ bid M, 2NT = asking bid; Natural as a passed hand.
2M = 5M and 4+m, then 2NT = enquiry, 3♣ = p/c
2NT = 5+♦5+♠ or strong 5-5
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2x-3x= as (1M-)3M, 2x-4y 5+oM5+y FG, 2x-dbl =see doubles
3x-4y=5+oM5+y FG, 3x-4x=MM/mm, 4N=worse 5m bid
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
1♠ 16+: constructive, 18+ destructive
Vs strong 1♠:2♦=MM, 1N=M+m, x=clubs, 2♠=mm
Vs strong 2♠: 2N= any 5-5
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(x) = Transfers, system on over 1♦-(x)
1♠-(x): xx=4+♣ 9+, 1R=transfer, 1♠=5+♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /low	
NT	4 th /Top of Nothing (2 nd from Txxx/9xxx)	4 th /Top of Nothing (2 nd from Txxx/9xxx)	
Subsequent	Same	Same	
Other: Potential Suit Preference in Trumps			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	AK(+), A(+)	
King	KQ(+),AK	AKQ(+), AKJT(+), KQ(+),	
Queen	QJ(+),Qx	QJ(+), KQJ(+), AQJ, KQT9	
Jack	JT(+),Jx	AJT, JT(+)	
10	KJT, T9x(+)	AT9, KJT, T9(+), Txx	
9	HT9(+),9x,9	AKT9, HJT9(+), KT9, QT9,9xx	
Hi-X	xxX(+)	Xxx(+)	
Lo-X	HxX; HxXx; HxxxX...	HxX; HxxX; HxxXx...	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Rev Att (Std trick 1)	Std Ct	Rev Att
	Std Ct	Substitute Count	Std Ct
	SP/ Sub Ct	SP	SP
NT 1	Rev Att (Std trick 1)	Complex Smith	Rev Att
	Std Ct	Sub Ct	Std Ct
	SP	SP	SP
Signals (inc Trumps): Reverse Attitude (low=enc), Standard Count (high-low=even), Standard Suit Preference (occasionally in trump suit)			
Standard Attitude (high=enc) at Trick 1 only.			
Complex Smith vs NT: On declarer's first lead give rev attitude for suit led at trick one or if already known/not relevant, give substitute count for suit led at trick one or if already known/not relevant, give suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Responsive doubles to 4♥			
Lebensohl over (2x)-x-P-2N relay to 3♣ P/C/invite, 3N denies a stop			
Scrambling 2NT			
ACTION WHEN OPPONENTS DOUBLE 1NT FOR PENALTIES			
XX= single suiter – forces 2♣ P/C; 2x =4-4 touching suits, lowest bid			
P forces XX after which 2x=4-4 non touching, lowest suit bid & P=to play			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X up to 2M, Game Try Doubles, Lightner Doubles, Competitive doubles, Lead-directing doubles, Rosenkrantz -Ax/Kx in partner's suit			
SOS redoubles after they have tried to penalise partner's two-suited overcall			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Kripa Panchagnula, Jonathan Clark
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1NT = 10(11)-13NV 1 ^s (2 nd), 9-14 3 rd NV otherwise 15-17
5cM, 2/1GF, 1♠ = 1+ with transfer responses
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to 1♣
2♦ = Ekren, 4-4majors or better, weak (3-10)
(1♠)-2♠=5-4(4-4)majors, 0+
SPECIAL FORCING PASS SEQUENCES
After we dbl 1N for penalties and they run to 2m
Once GF established e.g. after 2/1 or Jacoby
Making FP pass then pulling a dbl shows a strong hand
Value showing X/XX creates FP for 1 level
IMPORTANT NOTES
Transfers in many competitive auctions
PSYCHICS: Rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1 (2+ or 4441)	4♥	All balanced hands not in 1N&2N+ range w/o 5M or natural or 4441♣	1R=transfer, 1♠=5+ no 4cM, 1N=10+ 5+♦, 2♣=10+ 5+♣, 2♦=5♠4♥ 5-9, 2M=WJS, 2N= 0-6 6♣, 3♣=7-9 6♣, 3♦/M=pre-emptive	Complete 1R transfer = min NT, then modified checkback	System on but 1♣-(x)-1♠=♦
1♦		5 (unless 1444 <16)	4♥	Only 4 if precisely 1♠444 <16	1N=5-9, 2N=10-11, 1M=nat, 2♣=nat FG, 2♦=10+♦, 2♥=5♠4♥ 5-9, 2♠=WJS, 3♦=7-9, 3M=splinter	1♦-1M-2(M+1)=9 card raise	Fit Jumps, 2N 0-6 with ♦ - competition
1♥		5	4♦	11-21	1♠=4+♠, 1N=5-11, 2♣= 2+♣ FG, 2♦=5+♦ FG, 2♥=7-9, 2♠=WJS, 2N=4+ ♥FG, 3♣=4♥ 9-11, 3♦= 3♥ 10-11, 3♥=mixed, 3♠=any singleton 8-11, 3N/4m=void 8-11	1♥-2N-3♣ 11-14 any, 3♦ >14 no shortage, 3♥/♠/NT=short♣/♦/♠ 4m=5+♥5+m 1♥-1♠=Transfers, 2♥=min NT 1♥-1N-2♣ 11-15 5♥4♣/ 16+ not 64/55 2N=64 inv+, 3x=55 inv 1♥-2♣-2♦=5♥4m min, 2♠ asks	Fit Jumps & 2♣/♦ 3/4card raise 8-11
1♠		5	4♥	11-21	1N=5-11, 2♣= 2+♣ FG, 2R=5R FG, 2♠=7-9, 3♣=4♠ 9-11, 3♦= 3♠ 10-11, 2N=4+♠ FG, 3♠=mixed, 3N=any singleton 8-11, 4m/♥=void 8-11	1♥-2N-3♣ 11-14 any, 3♦ >14 no shortage, 3♥/♠/NT=short ♣/♦/♥ 4m=5+♠5+m 1♠-1N-2♣ 11-15 5♠4♣/ 16+ not 64/55, 2N=64 inv+, 3x=55 inv 1♠-2♣-2♦=5♠4m min, 2♥ asks	Fit Jumps & 2♣/♦ 3/4 card raise 8-11
1NT				10-13 1 st NV	2♣=Inv+ask or wk ♦, 2♦= asks longer major, 2M=Nat, 2N=6+♣ wk or GF ♣ or ♦, 3♣ =Muppet Stayman, 3♦=5+♥s GF, 3M = stiff oM: 13(54);	1N-2♣-2♦=10 or 12-13 no 5cM	As below
				11-13 2 nd NV/15-17	2♣ = Non-Promissory Stayman; 2♦/♥/♠/NT= transfers; 3♣= Muppet Stayman ;3♦=5-5mm FG; 3M = stiff oM: 13(54); 4m= slam try in M	1N-2♣-2♦ -3M:5oM4M FG; 1NT-2R-3M = 3N max, 2NT= 4+M, 3x =4+M Ax/Kx; Completing minor transfer =Qxx or better	dbl=t/o (if nat, else values), 3x=transfers inv+, 2N forces 3♣ p/c. Same as non-passed hand
				9-14 3 rd NV	2♣ garbage stayman, 2♦/M=nat		
2♣	X			22+bal/GF	2♦ = waiting; 2N 7-11, new suit: 5+ cards 8+	2♣-2♦-2♥ = 25+ bal/nat, 2♣-2♦-2NT =22-24 bal	Same as non-passed hand
2♦	X			4+-4+ NV (3-9) 1 st -3 rd 5+-4+ Vul (4-10) 1 st -3 rd	XM to play, 2N=Puppet to 3♣, 3m=inv+in M	2♦-2N-3♣: 3♦ asks FG, 3♥ inv 33MM	Same as non-passed hand
				4 th Natural, 9-12	2M Constructive non forcing		
2M		5 NV		Weak two	2N Super Ogust, New suit at 3 level F1, 2♥-2♠ NF	3♣=GG/BB, 3♦ =5cM, 3M=good hand, 3oM 6M4oM, 3N=good suit	Same as non-passed hand
		6 V				3♣=GG/BB, 3♦=worst, 3M=good suit, 3N=good suit, 3oM 6M4oM	
2NT				20-21, can include 5M/6m	3♣ = 5-card Muppet Stayman 3R = transfers; 3♠ = Minor Suit Stayman; 4x=2 under slam try	2NT-3R-3R+1 = 3R, 3NT = 2R, 4x cue 4+R; 2NT-3♠-4♣/♦ = 4+♣/♦, 4M slam try in m	Same as non-passed hand
3♣		6		Pre-emptive	3x=transfer, 4♦ =modified keycard	Complete to 3M=semi fit, 4M=fit	
3x		6		Pre-emptive	New suit = natural GF; 4♣=modified keycard	1 st step :0, 2 nd =1 w/o Q, 3 rd =1 w Q, 4 th = 2 w/o Q, 5 th = 2 w Q	Same as non-passed hand
3NT	X			Good 4M; 7.5-8.0 tricks	4♣=range/shortage ask; 4♦ major ask; 4M= P/C;	4♣-?: 4♦ = ♠, 4♥ = ♥ min, 4♠/5♣/♦ = ♥ max short	Same as non-passed hand
4♣		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	HIGH LEVEL BIDDING 1430 RKCB. 3041 EKCB. 4♠ is RKCB for ♣ & 4N=♠ cue 5N= RKCB when 4N not used; Italian cues + non-serious 3♠/NT SSA after 4♣ modified keycard/4N keycard: 1 st step: Q/xx, 2 nd step: Kxx(+) 3 rd step: Kx, 4 th step: KQx, 5 th step:x	
4♦		7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB		
4♥		7		Pre-emptive	4♠/5♣/♦ = cue; 4NT = RKCB		
4♠		7		Pre-emptive	5♣/♦ = cue; 4NT = RKCB		
4NT	X			Specific ace ask	5♣ = none; 5♦/♥/♠/6♣ = specific A; 5NT = 2		
5x		7		Pre-emptive			

