

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Standard. 5 card,
New suit F1 by un-passed hand, NF by passed hand.
Standard protective re-opening, may be light in suitable hands.
Fit jumps in competitive auctions
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18
4 card Stayman after 1NT overcall
4 suit transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
NV = Weak. VUL = Weak
(1m): 2m = Michaels
All either weak or strong.
(1M): 2M = Michaels (5oM & 5+♠/♦). 2NT = UNT (5+♣ & 5+♦).
All either weak or strong.
Reopen: Intermediate-strong.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
As above : 1m-2m 2 suited, 1M – 2M 2 suited
UCB forcing – asking for stop or more info.
<b>VS. NT (vs. Strong/Weak; Re-opening ;PH)</b>
Weak: X = Penalty. Strong: X = Penalty.
2♣ = majors. 2♦ = long single major.
2♥/2♠ = that suit and unspecified minor, 5 in base suit.
2NT=both minors.
Over (1NT) Pass (transfer): X of suit is lead directing.
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<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=takeout – partner can leave if seems best place so optional.
Over 4M : 4NT=2 places to play
Cue bid = 2 suited
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = majors; NT =minors; Jump Overcalls: Weak NV, INT VUL.
Treat as natural first round.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Pre-emptive raises. 2NT = stronger raise. 1NT = 9-10.
Fit jumps after passed hand promising 4 card support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead Low from honour	In Partner's Suit	
Suit			
NT	Low from honour or decide from bidding – may look for partners suit.		
Subseq			
Other: <u>X</u> x unusual – top of rubbish, 2 <sup>nd</sup> top of rubbish, J is none higher – 10 is 2 or none higher.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> or <u>AK</u> if Reverse Attitude signal is required.	Same	
King	<u>KQ</u> x or <u>AK</u> if Standard Count signal is required.	Same	
Queen	<u>QJ</u> x or <u>KQ</u> if Reverse Attitude signal is required.	Same	
Jack	<u>J</u> Tx, <u>J</u> x or <u>J</u> (denies a higher Honour)	Same	
10	A <u>J</u> <u>T</u> , K <u>J</u> <u>T</u> , T <u>9</u> x, T <u>x</u> or <u>T</u> (0 or 2 higher Honours)	Same	
9	A <u>T</u> <u>9</u> , K <u>T</u> <u>9</u> , Q <u>T</u> <u>9</u> , <u>9</u> x or <u>9</u> (0 or 2 higher Honours)	Same	
Hi-X	<u>X</u> x or x <u>X</u> xx or J <u>X</u> x	Same	
Lo-X	Usually from Hxx or more – not use MUD.	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A or Q: rev attitude	Count if desired	Reverse attitude
Suit 2	K : standard count		
3	Count if table wins		
1	A or Q: rev attitude	Count if desired	Reverse attitude
NT 2	K : standard count		
3	Count if table wins		
Signals (including Trumps):			
SPS on singleton, ruff etc.			
Hi disc low encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1M-X promises 4 other M. 1m-X promises 4 both M, otherwise overcall 4 card suit if 2 honours in suit			
Standard responses			
Protective reopening may be light.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X to 3♠			
Competitive X to 3♠			
3NT X = lead directing			
4♣ and above = value showing, except over 4 level preempt			
Slam X = Lightner			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	
<b>NCBO:</b>	SBU
<b>PLAYERS:</b>	Kirsty Goodman 10886
	Andy Bonnes 5808
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Majors, Short Club	
1NT 15 - 17	
Multi 2d Lucas type 2h and 2s	
Stayman puppet over 1 and 2NT (non-promissory).	
Leads: Low from honour	
Coded Tens	
Signals: Reverse Attitude on lead of A or Q, Count on K.	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
We may pass for penalty if our 2♣/2♦ openings are doubled.	
1NT = 6-10 HCP, <probably 3 card support.	
2NT = 10/12 HCP game forcing	
3NT = 13-15 BAL,	
3 clubs/3 diams by Passed hand = Weak	
SPECIAL FORCING PASS SEQUENCES	
When game force has been established	
IMPORTANT NOTES	
Can do losing trick count/and or bid to fit if desired.	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♣	Natural or BAL	1NT = 6 - 10    2NT = 10-12 no 4cm 2♦/2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♣ 2♣ = 5 card suit under 12 HCP.	Natural
1♦		4	3♣	Natural	1NT - 6-10    2NT = 10-12 no 4cm 2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♦-2♦ = under 10 HCP.	Natural
1♥		5	3♣	Natural	1NT = 6-10, 2♠/2♦ = NAT, 10+ HCP, 2♠ = WJS. 2nt = 10/12 Splinters	NAT, SPL, 4M = min. 3NT = 15-17 BAL. Long Suit Trial Bids below 3M. Cue bids below 4M. Slam try in a suit with features above 4M: cue bid accepts.	Natural, Fit Jumps
1♠		5	3♣	Natural	3NT = 13-15 BAL with 3 card support.	Pass, correct or cue bid.	
1NT			Penalty	15 17	2♣ = puppet Stayman (non-promissory). 4 suit transfers	Super accept possible	
2♣	✓	0	Penalty	G/F bid or 23+ 2NT rebid = 23-24 BAL.	2♦ = Relay, 5+HCP, GF. 2♥ = NEG (0-5 HCP).	New suit = strong with 2 of top 3 Honours. Single raise suggests Q.	
2♦	✓	0	3♣	Multi. Weak 2M or 19/20 HCP if BAL.	2nt enq 3c wk hrt 3d wk spd 3hrts max spds 3 spds max hrts		
2♥		5	3♣	Weak 5♥ & any other 5 card suit (may be ♠).	2♠ = P/C. 2NT = ENQ (3♣ = ♣ min, 3♦ = ♦ min/max, 3♥ = ♠ max,		
2♠		5	3♣	Weak 5♠ & 5 card minor.	2NT = ENQ (is other suit 3♣/♦)		
2NT			Penalty	21-22 BAL	3♣ = Puppet Stayman. 3♦/3♥ = Transfers. 3NT = to play    4NT Quantitive 4♠/4♦ = NAT, Slam Try: Q to agree, 4NT to play.		
3♣/3♦		7	3♣	Pre-empt			
3♥/3♠		7	3♣	Pre-empt			
3NT	✓	7	Values	Gambling Solid minor	4♣/5♣ = Pass or Correct. 4♥/4♠ = to play. 4NT = Slam Try.		
4♣/4♦		8/9	Weak	Pre-empt		<b>HIGH LEVEL BIDDING</b>	
4♥/4♠		8	Values	Pre-empt		RKCB: 0/3; 1/4; 2 without Q; 2 with Q	GERBER over 1NT opening.
4NT	✓	0		Specific Ace Asking	5NT = 2 Aces. 6♣ = ♣A. 5c = 0	Next suit up for Q below trump: cue king.	D0P1/R0P1 (X/XX = 0/3, Pass =
5♣/5♦		8/9	Values	Pre-empt		5NT after 4NT for specific kings (bid lowest)	0/1/2/3
5♥/5♠		8/9	Values	Pre-empt	Bid 6 with 1 trump honour (A or K); or 7 with both.	Jump to 5NT Grand Slam try. 6♣ = 1 top Hon.	Jump to 5M. slam try suit quality?
						If game force has been established, all passes forcing	

Sequences over 1NT : 1nt - 2d/2h - 2h/2s - 2nt : 5 card major and invitational

1NT - 4H/4S game bid protects    1NT - 3C/3D Slam try    Cue bid accepts    3nt to play

1NT - transfer - complete new suit game force    new major = 5 card

If a double over major opening it promises strong or other 4 card major

If Opponents dble 1NT redble by responder shows weak & 6 card suit If opener has no 5 card suit then bids 2 c or pass if decide to play

