

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) 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
1NT OVERCALL (2nd/4th; Responses; Reopening) Weak t/o, 2 or 3 unbid suits, usually 3-11 4 th : 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
JUMP OVERCALLS (Style; Responses; Unusual NT) 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
DIRECT & JUMP CUE BIDS (Style; Response; Reopening) 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
V NT (v Strong/Weak; Reopening; PH) 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♦ = ♦+♥
V PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 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♦
V ARTIFICIAL STRONG OPENINGS - eg 1♣ or 2♣ 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
OVER OPPONENT'S TAKEOUT DOUBLE 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

LEADS AND SIGNALS																												
OPENING LEADS STYLE Standard honours, strong tens [trick one, not partner's suit], 4 th and 2 nd 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																												
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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																												
DOUBLES																												
TAKEOUT DOUBLES (Style; Responses; Reopening) Support for all suits or 17+ or 15+ bal Prot: K weaker, responses K stronger 2NT response often Lebensohl if game possible, Scrambling otherwise																												
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 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 Most low level dbls are for t/o Responsive to 4♥ = 2 places to play Lead-directing Lightner Game try doubles After cue of our suit by opps, dbl = do not lead, pass = neutral [not 1 st rd] SOS redoubles																												

W B F CONVENTION CARD	
CATEGORY: Natural - GREEN	
NCBO: ENGLAND	
PLAYERS: David STEVENSON Liz COMMINS	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 CARD SPADES	
5 card ♠ 1 st and 2 nd : otherwise 4 card majors 3 card ♣: 4 card ♦ except 3 cards 1 st /2 nd Not Vul Light 2 over 1s except GF over 1♠ 1 st /2 nd Fairly light openings Pre-emptive raises Aggressive pre-empts	
November 2020 v 9.4 Cat 3	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1NT 9-12 1 st /2 nd 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	
4♣ ask, Flint and Transfers after 3NT overcalls Muppet 3♣, Transfers, 3♣ = art s/try, 4♣ = Gerber, 4♦ = majors, 4♥/♠ = to play over nat 2NT	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES S/P = suit preference (Lavinthal) t/o = takeout p/c = pass or correct David always asks alerted 2/3 openings PSYCHICS: 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 4 th 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 3 rd 2NT as without intervention Transfers over 2♥/♠/NT o'call
1♦		3	4♥	4+ cards except 1 st /2 nd NV			
1♥		4	4♥	5+ cards or 15+ except 3 rd	2NT = raise to 3+, new suit rebids art 3♣ = G15+, 5+♣/♦ 3♦ = G15+ bal Splinters 3NT = 4333	Rebids: Gazilli	1M (X) XX/1NT+ = Transfers
1♠ 3 rd /4 th		4	4♥	5+ cards or 15+ in 4th			
1♠ 1 st /2 nd		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 1♠ - 3♣ - 3♦ = asks for shortage	As over 1♥
1NT			3♠	9-12 [1 st /2 nd NV] 14-17 [3 rd] 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 3♥/♠ = to play 3♠/♥ = nat GF		Dbl = pens
2♠		5/4		Weak 5+ cards plus 4+ ♣/♦s			
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		
3♥		6		Weak	4♣ = art slam try		
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 Non serious 3NT	
5♦		7		Weak		Over intervention: Dbl = 1 st step Pass = 2 nd step Next bid = 3 rd 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	