

Suit Overcalls
Wide range: may be 4 cards at one-level but generally sound at two-level. Advances: 2N in competition = mixed raise of a MAJ; Cue = UCB
Notrump Overcalls
Direct 1N = 15-18 Balancing 1N 11-15 (2♣ for range/majors; 2♦/♥ TRF) Direct 2NT is 5-5 lowest 2 unbid, balancing is 19-20.
Takeout Double
Suit Jump Overcalls
Natural and weak. Intermediate in balancing.
Cue Bids
1m-2m = majors, 1M-2M = OM & minor, any strength.
Defence to 1NT (Weak or Strong)
Dble = Penalty 2♣ = 1 MAJ + 1 min 2♦ = both MAJs
Defence to Pre-empts
Takeout doubles at 2/3 level 2NT & 3NT natural; DOUBLE = VALUES AT HIGHER LEVELS
Over Artificial Strong Openings
(1♣*) double = MAJs 1N = mins
Over Short Club (2+)
2♣ = Michaels; 3♣ = WJO
Over Opponent's Take-Out Double
XX = 9+ HCP; 2NT = good raise

Leads, Signals & Discards

Opening Lead Style		
No-trump	Top of honour sequences; 2nd & 4th from length	
Suit	Top of honour sequences; 2 nd and 4 th from length	
Later	Attitude in new suits	

Leads		
Lead	vs Suits	vs Notrumps
Ace	Ax(+), AK(+)	AK(+)
King	AKxx(+), KQ(+)	KQJ(+), AKJ10(+), KQ109(+)
Queen	QJ(+)	QJ(+)
Jack	J10(+), Jx	A/KJ10(+), J10(+), Jx
10	K/Q109(+), 10x, 109x(+)	A/K/Q109(+), 10x, 109x(+)
9	H98, 9x	H98, 9x
High x	Sx, xSx, xSxx, HxS, xSxxx	Sx, xSx, xSxx, HxS, xSxxx
Low x	Sx, HxS, HxxS, HxxSx, xxxSx	Sx, HxS, HxxS, HxxSx, xxxSx

Signals In Order of Priority			
	Partner's	Declarer's	Discard
1st	High = Even	High = Even	Low = Odd
2nd	High = Encouraging	High = S/P	Low = Disenc
3rd	High = S/P (High Suit)		Low = S/P

Echo in trumps suggests ruffing else suit preference.

No Smith.

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System Category	Green (Natural)	
Players	David KENDRICK Malcolm PRYOR	
NCBO	England	

System Summary
4-Card Majors
Strong No-trump: 15-17
2♦ = weak 2 MAJ
2♥ = weak 5-5(4) ♥ + min
2♠ = weak 5-5(4) ♠ + min

Special Bids That May Require Defence
2♦ = weak 2 MAJ

Special Forcing Pass Sequences

Important Notes That Don't Fit Elsewhere
After 2-suited overcalls lower-cue = good raise higher-cue = forcing with 4th suit. Natural bids NF. Control-bids are 1 st or 2 nd round; XX = 1 st round.

Call	Art?	Min Lgth	Neg Dbl Upto	Description	Responses	Subsequent Auction	Modifications with passed partner (if any)
1♣		4	7♥		Single raise INV; double raise weak; Splinters Strong jump shifts; 1NT = 5-11 2/1 = F to at least 2N 2NT = 11-12 NATURAL 3N = MAJ raise	1NT rebid: 11-14 then when responder has a major, 2♣ puppet to 2♦; 2♦ = ART FG 2NT rebid: 18-19	
1♦		4	7♥			After 1 MAJ – 3N: 4♣ = serious slam try, 4♦ = non serious slam try	
		4	7♥				
1♠		4	7♥				
1NT		BAL	-	15-17 5M possible also 6m322, 5m422, 4♥5♦22	2♣ = Stayman (with 4M); 2♦/♥ = TRF; 2♠ = Clubs 2NT = Diamonds; 3X = shortage	After 2♠: 2NT = no fit; 3♣ = FIT After 2NT: 3♣ = no fit; 3♦ = fit After intervention 2N =2 places to play; 3 min NF; 3MAJ F; X = PEN 4N after stayman or transfer = RKCB	
2♣	✓	-	-	FG or semi-bal 23-24	2♦ = Waiting		
2♦	✓	-	4♥	Weak 2 major <10 HCP 6 ♥/♠	2/3M P/C; 2NT = ART ENQ; 4♣ = 'bid suit by transfer'; 4♦ = 'bid major'	After 2NT: 3♣/3♦= min ♥/♠; 3♥ = max ♠; 3♠ = max ♥	
2♥		5	-	<11 HCP, 5♥ & 5 minor	2♠ = NF INV; 3/4/5♣ Pass/correct; 2NT = ART ENQ, INV+;	2M – 2NT; 3m = NAT min; 3 MAJ = ♣/♦ Max	
2♠		5	-	<11 HCP, 5♠ & 5 minor	As 2♥ but with 3♥ = NAT FG	Slam Approach and Conventions	
2NT		BAL	-	20-22 HCP BAL / semi-balanced	3♣ = Baron: (bid suits upwards) 3♦/♥ = TRF 3♠ = minors 4NT = quantitative	RKCB: 0 or 3, 1 or 4, 2 no Q, 2 + Q. Q ask after 5m (bid King) After intervention: Dble = zero (forcing); Pass = 1 5NT after 4NT = grand invite	
3♣/♦		6	-	Pre-emptive	New suit below game NAT F1		
3♥/♠		6	-	Pre-emptive	New suit below game NAT F1		
3NT	✓	7	-	Solid minor No outside ace or king	4/5♣ p/c; 4M NAT NF		
4♣/♦		6	-	Pre-emptive	4M to play		
4♥/♠		6	-	Pre-emptive			