

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Usually suit-quality suits, but aggressive with long suits/distribution.
Advancer: pre-emptive raises (usu jump with 4c support).
Advancer: cue-bid with genuine game interest.
Advancer: Change of suit forcing. Fit jumps.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+ to 18. >= 1 control opener's suit. 11-14 in fourth seat.
System on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Usu six-card suit. Variable strength: Vul intermed (11-15), NV weak (5-10).
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump in competition = 4c support.
UCB
UNT – lower two suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy (2c=majors, 2D= 6card suit somewhere, 2M= M+m)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3 level P: X t/o. CB asks for stop.
Vs Weak2s.: X t/o Lebensohl. CB asks for stop. 2N 16-18. 3N 21-22
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
“Truscott”: two-suited overcalls or pre-emptive jumps. Over forcing opener, an “opening hand” usually passes.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Pre-emptive raises. 2NT= limit raise (e.g. equivalent 1H-3H)
XX = 8+ HCP and no clear support for p's suit.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Top seq, 2 <sup>nd</sup> and 4ths MUD	Top if I supported	
NT	As above		
Subseq	Low suggests interest new suit.		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xxxxx) Ax(x)	Unblock	
King	AK KQJ KQx(x)	KQJ(xx) KQx	
Queen	QJT(x) QJx	QJ (xx) QJx	
Jack	KJT JT9x	KJT(xx) AJT(xx) JT9xx	
10	QT9(xx) KT9(xx)	A/K/QT9(xx)	
9	Single/doubleton	Single/doubleton	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att - HELD	Count	Att
Suit 2	Count – stand.	Suit pref	Count
3	Suit Pref.		Suit Pref.
1	Same		
NT 2			
3			
Signals (including Trumps):			
HELD Standard count HiLo trumps interest in ruff. HiLo doubleton			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Show other major(s) or tolerance unless extra strength.			
Can be light with distributional hands.			
Double of 1NT overcall is for penalties.			
Negative doubles “promise” other major. Likely two-suited.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Halmic wriggle after double of our 1NT in next seat. “System off” if fourth seat.			
Double of artificial bid usually lead directing (either strength of shortage)			

W B F CONVENTION CARD
<b>CATEGORY: Green:</b>
<b>NCBO: SBU</b>
<b>PLAYERS: John Larkin &amp; Rob Boulton-Jones</b>
<b>EVENT</b> Any SBU event
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
12-14. 4c majors. Benjaminised Acol.
Reasonably aggressive, particularly light opening in third seat.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Benji Acol 2C=8+tricks or 23-24HCP. 2D=9+ tricks or 25+HCP
RKC1430 Step-wise response to Q ask.
4SF. UCB. Jacoby 2-step 2NT response to 1M
Checkback 2/3C following 1x-1y-1NT or 1x-2y-2NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
Halmic wriggle after 1NT-(x)-
<b>IMPORTANT NOTES: First full card for this pairing.</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4		10+	Nat. 1NT=7-10		PRE raises of p's overcall
1♦		4		10+	Nat 1NT=5-9		Cue bid opp suit if gen. interest
1♥		4		10+	Nat. 1NT=5-9		
1♠		4		10+	Nat. 1NT=5-9		
INT				12- to 14+	Stayman. Transfers to majors. 2S=NT invite or GF.		
					2NT transfer to minor.		
2♣	x			23-24HCP or 8+ tricks	2D Neg. Denies 1.5 tricks/8 points	"Fast arrival" principle.	
2♦	x			25+HCP or 9+ tricks	2H Neg. Denies 1.5 tricks/8 points	"Fast arrival" principle	
2♥		6 (5)		6+H 5- to 10	2NT "Ogust" Suit Qual/range ask	3C/D low pointage 3H/S high	
2♠		6 (5)		6+S 5- to 10	2NT Ogust etc.	3C/D low pointage 3H/S high	
2NT				20-22 balanced.	3C "Puppet" Stayman (5-card). Transfers to majors. 4C=Gerber		
3♣				PRE approx. 6 tricks NV, 7V	Nat. New suit forcing.		
3♦				PRE approx. 6 tricks NV, 7V	Nat. New suit forcing.		
3♥				PRE approx. 6 tricks NV, 7V	Nat. New suit forcing.		
3♠				PRE approx. 6 tricks NV, 7V	Nat. New suit forcing.		
3NT	x			Gambling. Solid minor.	4C/5C Pass or correct.		
4♣				PRE approx. 7 tricks NV, 8V			
4♦				PRE approx. 7 tricks NV, 8V			
4♥				PRE with poss game chances			
4♠				PRE with poss game chances			
4NT				Specific Ace-ask	5C=0, 5D, 5H, 5S, 6C = approp Ace.		
5♣				PRE		<b>HIGH LEVEL BIDDING</b>	
5♦				PRE		RKC 1430. 5NT ask re specific kings. Q-ask: step-wise response.	
5♥				Strong	Bid 6 with one of trump AKQ, 7 with 2		
5♠				Strong	Bid 6 with one of trump AKQ, 7 with 2		