

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
May be weak at one level and can be 4 cards.
Responses: change of suit by unpassed hand F1
Frequent use of UCB raise
X when no UCB available is good raise
Jump raises are preemptive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, system on
4 th =11=14
Re-opening 17-19
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit – weak
2NT = lowest 2 suits 5+/5+ any range
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct=Michaels , 2nt asks, cue = game try
Jump= stop asking with running minor
VS. NT (vs. Strong/Weak; Reopening;PH)
Versus weak or strong=Multi/Landy, 10+vul, 8+ non vul
2C=majors, 2D response equal pref.
2D=single suited major
2H/S= suit plus minor , promises 5cM
2NT=minors
X=penalties over weak./single minor 11+ over strong
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X is TO over 2X and 3X. Cue bid is strong 2 suiter.
Lebensohl applies over weak 2s and multi.
4C/D/H – optional X. 4S = penalty and 4NT is TO.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
Jumps are preemptive
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+, new suit F1, 2NT good raise
Fit jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th /2nd	Same	
NT	4 th /2nd	Same	
Subseq			
Other: A/Q ask for rev Att, K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Rev att	Rev att	
King	Normal count	Normal count	
Queen	Rev att	Rev att	
Jack	Top of seq.	Top of seq.	
10	Promises honour if length	Promises honour	
9	2 nd from 109x+ or dbleton	2 nd from 109x+ or dbleton	
Hi-X	May be suit pref if obvious	doubleton	
Lo-X	ditto	Mud or honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	count	Rev Att
Suit 2	Lo enc on A/Q		Count
3			
1	Count/unblock on K	count	Rev att
NT 2	Lo enc on A/Q		Count
3			
Signals (including Trumps): hi/lo in trumps = odd no. Suit preference where possible.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening values required.			
Cue bid forces to suit agreement.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles of overcalls to 3S.			
V strong 1NT = single suited minor			

W B F CONVENTION CARD
CATEGORY: Green
PLAYERS: Laura Middleton & Andy Phillip
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol
Weak NT (11)12-14
Weak twos in D/H/S
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT (X) XX = single suit, forces 2C
1NT (X) 2C/D/H = suit and a higher suit
Gambling 3NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
4 th suit forcing to game
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3S	Natural 10+	Limit raises, strong jump shifts 2NT= (15)16+support; 3NT=12-14(15) support	1NT=15-17 Opener shows shortage over 2NT response	
1♦		4	3S	Natural 10+	Limit raises, strong jump shifts 2NT= (15)16+support; 3NT=12-14(15) support	1NT=15-17 Opener shows shortage over 2NT response	
1♥		4	3S	Natural 10+	Limit raises, strong jump shifts 2NT= (15)16+support; 3NT=12-14(15) support	1NT=15-17 Opener shows shortage over 2NT response	
1♠		4	3S	Natural 10+	Limit raises, strong jump shifts 2NT= (15)16+support; 3NT=12-14(15) support	1NT=15-17 Opener shows shortage over 2NT response	
INT				(11)12-14	2C=non promissory stayman 2D/H/S/NT = transfers, can be broken	Lebensohl over intervention FASS	
2♣	yes			GF, strong hand	2D=4+ pts, 2H=0-4 pts, 2NT= +ve with hearts	2NT rebid = 23+ balanced	
2♦		6		5-9	Suit positives require 2 of top 3 honours 2NT inquiry asks for high card feature	Responses are as for 2NT opener Show feature if non-minimum	
2♥		6		5-9	Change of suit F1 2NT inquiry asks for high card feature	Show feature if non-minimum	
2♠		6		5-9	Change of suit F1 2NT inquiry asks for high card feature	Show feature if non-minimum	
2NT				20-22	Change of suit F1 5 card puppet Stayman, transfers	After 2NT-3C-3D-4m is natural	
3♣		6		pre-empt	Change of suit F1		
3♦		6		pre-empt	Change of suit F1		
3♥		6		pre-empt	Change of suit F1		
3♠		6		pre-empt	Change of suit F1		
3NT				Gambling, solid minor	All club bids = pass or correct, 4D asks for shortage	After 4D, 4NT shows shortage in other minor	
4♣		7		pre-empt	Change of suit F1		
4♦		7		pre-empt	Change of suit F1		
4♥		7		pre-empt	Change of suit F1		
4♠		7		pre-empt	Change of suit F1		
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						4NT= roman keycard blackwood. 5C=1 or 4,5D=0 or 3	
5♥						Trump Q ask using next step. Lower of trump suit and 5NT denies Q, show a king in another suit if have Q of trump.	
5♠						DOPI/ROPI with step responses	
						5NT = king ask. Show kings up the way.	
						Splinters 9-12 hcp.	

