



Defensive and Competitive Bidding
Overcalls (Style, Responses, Reopening)
<b>General Style:</b> Light <b>NV</b> , Sound <b>Vul</b> <b>Responses:</b> 2cue/2NT = Support (2NT natural over m) <b>Reopening:</b> Can be light, Jumps are 9-13HCP
NT Overcall (2 <sup>nd</sup> /4 <sup>th</sup> Live, responses, reopening)
<b>2<sup>nd</sup> seat:</b> 15-bad 19 (As over 1NT opening) <b>4<sup>th</sup> seat:</b> 11-14 (As over 1NT opening) <b>Other:</b> Sandwich 1NT = 16-19, Balancing 2NT = 19-21
Jump Overcall (Style, responses, unusual NT)
<b>General Style:</b> Aggressive if <b>NV</b> , Sound if <b>Vul</b> <b>Two suited hands:</b> (1M)-2NT = 5oM-5♦; 9+HCP; (1M)-3C = ♣+♦
Direct & Jump cue bids (Style, responses, reopen)
<b>Two suited hands:</b> (1♣)-2♣ = 5+♥, 5+♠; 9+HCP, (1♣=2+)-2♦ = ART 5♥-5♠; 9+HCP, (1M)-2M = 5♣-5oM; 9+HCP, (1m)-4m and (1♥)-4♥ = Good 4M bid (like 3NT opening)
Vs NT (vs. Strong/Weak, reopening, PH)
DBL = Penalties: by passed hand X = Ms, minors or ♦; 2♣ = nat 2♣ = Both majors 2♦ = ART 6+♥/♠ 2M at pairs = 4M+5m 2M at teams = 5M+4♣/♦
Vs Pre-empts (DBLs, cue-bids, jumps; NT bids)
(2any): DBL = T/O (TRF LEB), 4♣/4♦ = ♣/♦+oM (3any): DBL = T/O, 4♣/4♦ = ♣/♦+oM
Vs Artificial strong openings. i.e 1♣ or 2♣
DBL = Majors, 1NT or 2NT = Minors
Over opponents T/O double or overcall
<b>General Rule:</b> System remains on where possible RDBL = ART 8+BAL, (next X = TO) 1M-(DBL): transfers from 1NT 1H (1S) or 1m (1M or 2M); transfers

Leads and Signals			
Opening lead style			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
<b>NT</b>	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
<b>Subseq</b>	2 <sup>nd</sup> /4 <sup>th</sup>		
<b>Other:</b>	If our length is known then: Suit Preference		
<b>Leads</b>			
	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AK(+), A(+)	AK(+), A(+)	
<b>King</b>	AK, KQ(+), K(+)	AK(+), KQ(+), K(+)	
<b>Queen</b>	QJ(+), Q(+)	KQ(+), Q(+), QJ(+)	
<b>Jack</b>	JT(+), J(+), HJT(+)		
<b>10</b>	T9(+), T(+), HT9(+)		
<b>X</b>	Xx, xXx(+), xXxx, HxxX xxxXx (Vs NT can be 4 <sup>th</sup> from 5 small)		
<b>Signals in order of priority (Vs Suits or NT)</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	Low = Encourage	Low=Even	Low = Encourage
<b>2</b>	Low = Even	High = Enc (Smith)	Low = Even
<b>3</b>	Low = Lower suit*		
<b>*Suit Preference</b>	Applies in lots of situations (e.g cash-out)		
<b>Doubles</b>			
Takeout doubles (Style, Responses, Reopening)			
<b>Style:</b> Can often be off-shape e.g 4333 or 4225			
<b>Responses:</b> 2NT response = ART (Often TRF LEB) After (1A)-DBL-(P) or (2A)-DBL-(P): 1NT/2NT+ = TRF LEB			
<b>Reopening:</b> v light in balancing seat especially if shortage			
Special, artificial & competitive DBLs/RDBLs			
<b>Doubles:</b> SUPP DBL if below 2NT in most situs, 1♣-(1♦)-DBL = 4♥; 4+HCP ; 1m-(1♥)-DBL = <4♠; 4+HCP. 1M (X) XX = Balanced; 1N up = xfer; 1S (X) XX = balanced, 1N up = xfer. DBL of 1NT often penalties DBL of ART bids = Values then next X = TO <b>Redouble:</b> SUPP RDBL, Otherwise RDBL = Values or S.o.S or Doubt/Certainty			

	<b>WBF</b> <b>Convention Card</b>	
<b>Open and Mixed Events 2021</b>		
<b>Category</b>	<b>Green</b>	
<b>Players:</b>	Norman <b>Selway</b>	Kay <b>Preddy</b>
<b>BBO alias</b>	(Jespersen)	(k preddy)
<b>NCBO:</b>	England	England
<b>System Summary</b>		
General Approach and Style		
<b>Natural:</b> 5cM, 1♣ = 1+ with <b>TRF</b> responses, <b>Aggressive:</b> Light opening, pre-empting & responding style <b>1NT opening:</b> 15-17NT (good14/bad 18/can be off-shape) <b>2 over 1:</b> 2♣ = 4 way RELAY, Others = GF		
Special bids that may require defence		
<b>ART Opening bids of note:</b> 2♦ Non VULN = Weak 2♦ VULN = 5♥-4♠; 11-16 3NT = Good pre-empt in ♥ or ♠		
<b>ART Responses of note:</b> <b>TRF</b> s over 1♣ (1♣-1♠ = (4)5+♦) 1M-2♣ = BAL or ♣ or 3M INV+ 1M-3m = SPL 1M-1NT = 5-12HCP or weak with support		
<b>ART Contested auctions of note:</b> Often <b>TRF</b> for 1level from 1NT or 2NT Multi Landy defence vs any natural 1NT bid by opponents (1M)-3♣ = Both minors		
Special forcing pass sequences		
(INT) X (pass) P; (bid): Pass = F		
Important notes		
Light/Variable in 3 <sup>rd</sup> , <b>Psychics:</b> Unlikely but possible		

	Min.	Description	Responses	Subsequent actions	Competitive & PH bidding
1♣	1	11+HCP 4+♣s or 1+♣ BAL Or 4441 (can be 2♣-5♦)	1♦/1♥ = 4+♥/♠; 3+HCP, 1♠ = (4)5+♦; 3+HCP, 2♣ = 4+♣; INV+, 2♦ = 5+♣; 6-9, 2NT = BAL; INV, Other = Pre-emptive	<b>Over TRFs or 1♦-1M:</b> <b>Complete</b> (over 1♣) = 11-14BAL <4M, <b>1NT Rebid = ART</b> ; Any 16+ with <4M (Then: 2♣ = <GF, 2♦ = 5+M; GF, 2NT = BAL; GF)  2NT Rebid = Strong with support, Double <b>Jump New Suits</b> = SPL with 12-16 2M = 11-15 with 4M <b>Reverses</b> = Natural at least 5-4 shape; 14-16, <b>Jump Shifts</b> = 14-17 with 5-5	(DBL): System on, ReDBL = Strong, 2NT (over M) = Supp (1♦): <b>TRF</b> including DBL (1M): 2♣ = 4+m; 10+, 2♦ = ♥, 2M-1 = ♦, 2M = 4+m; 6-9 1C (1NT): DBL = Penalties, 2♣ = ♥+♠, 2♦ = 5+M; 2M = 5M+4+♣/♦, (2any): DBL = T/O (then <b>TRF</b> LEB), <b>TRF</b> from 2NT to 3♣ (not over 1H) (3any): DBL = T/O
1♦	4	11+HCP 4+♦	1♥/1♠ = 4+♥/♠; 3+HCP, 1NT = 4-12HCP; SF, 2♣ = ♣, 2♦ = ♦; INV+, 2NT = BAL; INV, Other = Pre-emptive	<b>Over 1♣-2♣ or 1♦-2♦:</b> 1 <sup>st</sup> step = major singleton, 2 <sup>nd</sup> step = minor singleton, 3 <sup>rd</sup> /4 <sup>th</sup> step = BAL, Other = Void	
1♥ 1♠	5	11+HCP 5+♥ or 5+♠  Can be 4♥/4♠ in 3 <sup>rd</sup> /4 <sup>th</sup> position	1NT = 4-12HCP; SF 2♣ = 0+♣, Relay; INV+ 2/1 = GF 1♥-2♠ = GF with 4+♥ 1♠-2NT = 4+♠; GF 3m = SPL with 7-9 3M = preemptive 0-5 4M 1♥ - 3♠ = Any SPL; 9-12 1♥ - 3N/4m = Void ♠/m 1♠ - 3N = Any SPL; 9-12 1♠ - 4m/4♥ = Void m/♥	<b>Over 1M-1NT:</b> <b>Transfers</b> 2♣ = ♦ or most 18-19BAL or strong shapely 2♦ = ♥, 2M-1 = 6M, 2M = ♣, 2NT = ♣ (or 3♥ over 1♠) <b>Jump 3m</b> = 5m GF  <b>Over 1M-2♣:</b> 2♦ = Ask +ive, 2M = Double negative, Other = Natural (Over 2♦: 2M = 3M GF, 2NT = BAL, 3H = 3M; INV, 3S = 4M INV; Other = Nat with ♣ )  <b>Over 1♥-2♠ or 1♠-2NT:</b> 1 <sup>st</sup> step = Ask, 3M/3NT/4M = BAL, <b>Others</b> = SPL; Min	(DBL): <b>TRF</b> from 1NT to 2A, ReDBL = 8+BAL, 2NT = SUPP; INV+, <b>1♥-(1♠): TRF</b> from 1NT (1NT): DBL = Penalties, bids natural (2any): DBL = T/O (then <b>TRF</b> LEB) (3any): DBL = T/O  <b>BPH 1♥:</b> 2♣ = 3+M or ♣ <b>BPH 1♠:</b> 2♣ = 3+M or ♣
1N	15-17	Any 5(332) Any 6m(322) Any 5(422) singleton rare	2♣/2♦/2♥ = STAY/TRF, 2♠ = 6+♣ or 5♣-5♦, 2NT = 6+♦ or 5♣-5♦ (weak), 3L = SPL in suit above	<b>Over 1NT-2♣-2♦/2♠:</b> 2♦-2M; weak; 3♣ = Ask 3♦/3♥ = 5+♦/♣; 2M-3M = Not Forcing; 2♦-3♠ = 5♠-4♥ <b>Over 1NT-2♠-2♥:</b> 2♠ = Ask, 3m = 5+♣/♦, 3M = NF <b>Over Minor transfers</b> <b>Break</b> = Dislike	(2any): DBL = T/O or Values, <b>TRF</b> from 2NT to 3♣, 4m = m+oM (3any): DBL = T/O
2♣	0	Game-Forcing or 23-24+bal	2♦ = Waiting, 2♥ = Nat 2♠ = Nat	<b>Over 2♣-2♦:</b> 2♥ = 23-24BAL or ♥	DBL = 0-5, Pass = 6+

### Pre-emptive bidding

### High level bidding

Pre-emptive bidding		High level bidding	
Bid Meaning	Responses	Bid Meaning	Responses
2♦ = NV 5+♦; weak	2NT = Ask, 2M = NF	4NT = RKCB 1430	5NT then is a grand ask, first new suit asks for Queen if unknown. Can be 6RKCB occasionally
2♦ = Vuln: 5♥-4♠; 11-16	2NT = Ask, 3m = Natural and F	4NT = LEB (5L = Slam Try)	Applies in (ST) auctions when we have not set a suit and we/partner has shown a suit
2M = Weak (aggressive NV)	2any = NF, 2NT = ask;	4NT = Two places	Applies over (3/4any)-4NT or analogous/reopening auctions. Or we made a Stop ask/X
2NT = 20-22bal	3♣ = Puppet Stayman, 3♦/3♥ = Xfer, 2 under TRF	5NT = Pick a slam	In most confused auctions jump to 5NT is Pick a slam. Can be RKCB if bypassed 4NT
3any = Weak (aggressive NV)	3♦ = Relay	4NT = Natural	If uncontested and no fit or if contested and we have shown/been asked for stop.
3NT = Good pre-empt in ♥/♠	4m = Stop ask, 4M = Pass or Correct	SPL and Cue-bids	Italian cue-bidding style, Show shortage in most auctions esp when ♥/♠ set as trumps
4any = Weak (aggressive NV)		Exclusion	3041
4NT = Specific Ace ask	5♣ = None, 5any/6♣ = That Ace, 5NT = 2 Aces		
5any = Weak (aggressive NV)			