

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Can be weak 5 cards at 1 level or 4 cards in Opening hand
Expect 3 HCP less in balancing seat.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ to 18- but 11-15 in Balancing Seat
X followed by 1NT 18+ to 20, Balancing X then 1N 15_18-
Over 1NT overcall responses to opening 1NT apply.
X followed by 2NT 21-23,
Over 2NT bid responses to opening 2NT apply.
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK vary with vulnerability with 2NT Relay
2NT 2 lowest suits: Vary with vulnerability
At 3 level Weak to Intermediate.
Balancing: Opening Bid with 6 Cards. 2NT 18+-20
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue at 2 level = Both M, or other M and either m. Then 2N asks.
Cue at 3 level ask for STOPPER in their suit. May have long M.
VS. NT (vs. Strong/Weak; Reopening;PH)
If 1NT inc 16 or more then X = Minors,
If 1NT max 15, X = penalties, 2NT minors (or Strong = Majors)
2♣ = ♥ & another, 2♦ = ♠ & another (anchor short M)
Passed Hand X minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X TO, Over 3m Cue – Majors,
Over weak 2, Cue = ASKS FOR STOPPER, 4m = m+M or MM
After (2M) X P 2N is weak expects 3♣
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
WEAK OVERCALLS
X Majors: Lowest NT Minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX 10+: Fit Jumps (3 card support but 5♣ after 1♣)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th (top Of 2)	2 nd & 4 th (top Of 2)	
NT	2 nd & 4 th (top Of 2)	2 nd & 4 th (top Of 2)	
Subseq	2 nd & 4 th (top Of 2)	2 nd & 4 th (top Of 2)	
Other: BUT least confusing from 3			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for reverse count	Asks r. count or unblock Q	
Queen	Normally Top H or Short	AQJ, KQ10, QJx, Qx, Q	
Jack	KJ10 Top H or Short	A/KJ10, QJ9, J10x, Jx, J	
10	Will not have J	A/K/Q109. 109x, 10x, 10	
9	Will not have 10	98x, may be 9xx or 9x, 9	
Hi-X	Short or 2 nd from 3 or 4	Short or 2 nd from 3 or 4	
Lo-X	Likely to have honour	Likely H or 3 in Partners suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Mainly R. Attitude	Reverse Count	Reverse Attitude
Suit 2	Some R. Count	Suit Preference	Reverse Count
3	Suit P. if Obvious		Reverse Count
1	Mainly R Count	Low like Opening L.*	Reverse Attitude
NT 2	Some R Attitude	Reverse Count	Reverse Count
3	Suit P. if Obvious		Reverse Count
Signals (including Trumps):			
• Except where obvious reverse count signal required.			
Normal Suit Preference in Trumps and when obvious: giving ruffs etc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SHAPE SUITABLE OR STRONG			
3 POINTS LESS IN PROTECTIVE SEAT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEGATIVE and COMPETITIVE X UP TO 4♦			
IF OPPO CUE to show 2 suiter, X shows interest in Defence			
IF OPPO CUE Partners Suit X shows Q,K or A			
If oppo explring slam X Cue suggests lead (or possible save NV vs V			
If oppo interfere in Control Asking etc DOP1 or ROP1 apply (0 = 1 st step)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: ENGLAND
PLAYERS: Tony McNIFF & Tony SOWTER
EVENT: SENIOR
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
FIVE CARD MAJORS
2/1 FG
1NT 14.5 to 17
1♣ may be 2 cards may have 5 cards in any suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: WEAK 2 in ♦ OR ANY VERY STRONG
WEAK 2: 5:9 STRONG 23-24 Balanced or FG
2♦: 3 SUITED SHORT in ♣:
4-4-4-1 11:20 or 4-4-5-0 11-14
3NT: WEAK in ♣ OR ♦
4♣/4♦: show corresponding MAJOR
2NT response to 1 MAJOR is Raise to 3 Or More
INVERTED RAISES
JUMP TO 2 IN NEW SUIT IS WEAK
JUMP TO 3 IN LOWER SUIT NAT BUT NF
2NT response to 1♣ is very weak with 6+ ♣
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Defence to Multi, X is TO of ♥ or strong, 2NT shaped TO
of ♠ in BOTH 2 nd and 4 th seats.
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	Natural OR Balanced.	1 suit F1. 1♦ could be 3. 1NT 8-10 with 4♣.	1♣-2♣-2♦=wk NT. Then	1♣ P P X then 1♦ denies 3♠
				May have ANY 5 card suit if weak NT. May have 5♦ if 18-20. If Balanced will not be in 1NT range. Rule of 19.	3♣ weak 5+♣. 2NT very weak 6♣, 2♣ F2NT or 3♣, 3NT nat with 4♣. 2 other suit is WEAK. (Then 2NT Relay: rebid suit minimum). 1♣ - 3 other is splinter.	2M F1, 2N/3♣ NF, 3M stop 1NT rebid weak then 2♣ asking, (SEE SUPP A) 3♣ over 2NT. 1♣ 1M 3♦ Raise in M either 18-20 BAL or 4M 225. Not FG!	XX has 3♠. 1M 5, 1N 18-19 1♣-(1♥)-1♠ shows QTxx + 2♠ is 4♠+5♣ (Fit Jump) Passed H. Fit Jump with 5♣.
1♦		4	4♣	Natural Usually 5.	1M F1, 1N NF, 2♣ FG, 2♦ F1, 2M WEAK, 2N nat NF, 3♣ nat game try NF, 3♦ weak, 3M splinter	Over 1M, 2N shows 4 in M or 6♦. 3♣ R (3♦6-3NF, 3M 5-4 NF, 3OM 6-3 FG, 3N 6-2, 4 level = raise but not splinter.	1♦ (1♥) 1♠= QTxx +. Q in their suit = good raise. Fit jumps with 3 card support.
1♥ 1♠		5	4♦	5 CARD MAJORS	1♥- 2♠ WEAK (2N R as above). 1M-3M weak.		2NT still good raise (may be 3)
		5	4♦	Poor 5 carder may open 1♣	1M - 3 lower suit 6 card suit Invitational NF		Fit Jumps
				As may hand with 5♠ & 3♥	1M - 3NT (3-3-3-4any Pudding 13-15+). Splinters.	After 1♠ - 3NT - 4♥ NF	First X is negative either hand
					1M - 2NT Good Raise to 3 or More (SEE SUPP B.)	After 1M - 2NT SEE SUPP B	
INT			4♦	14.5 - 17 Balanced	2♣ for 5 card Ms. 4 suit transfers (SEE SUPP C)	Transfer breaks etc SEE SUPP C	SEE SUPP C
				No Singleton	3 any suit SLAM TRY No shortage. 4♣ to play 4M (55), 4♦ to play 4♥, 4♥ & 4♠ to play 4♠.		After X, XX 5 card suit, Bid lowest of 2 card suits, 2♠ NAT.
2♣		0		Weak 2 in ♦ or V. Strong	2♦ To Play 3♦ weak 2M nat but NF, 2N Relay.	After 2♣ - 2M (See SUPP D)	
					Responses to Relay: See SUPP F	After 2♣ - 2♦ (See SUPP E)	
2♦		4	No	Opening bid 4441 or 4450 NF	2M to play, 2N Invitational, 3♣ Relay (see SUPP G)	See SUPP G	R0P1 or D0P1 (where 0 is first Step) if oppo bid over Relay
				Stiff ♣ 11-20 Void ♣ 11-14	3 other suit invitational, 3NT to play		
2♥		5		5-9 Normally 6 cards	Change suit F1, 2NT Relay		
2♠		5		5-9 Normally 6 cards	Change suit F1, 2NT Relay		
2NT			4♦	Nat 20+ to 22	3♣ for 5M, 3 suit transfers (see SUPP H)	(see SUPP H)	
				May have singleton A/K	3NT, 4♣ NAT, 4♦, 4♥ Transfer Weak/Strong	(see SUPP H)	
3m				Weak varies with Vulnerability	3M Natural (5+) F1, 4 other minor asks for Shortage.		
3♥				Weak varies with Vulnerability	3♠ Nat F1, 4m Q bid		
3♠				Weak varies with Vulnerability	4m Q bid, 4♥ to play		
3NT				Weak in One minor	4♣/ 4♦ are pass/convert . 4M to play.	Can cue shortage on way from 4♦ to 5♣	
4♣				Good 4♥. Vul 8 NV 7 Tricks	Next suit up invites Q bid		
4♦				Good 4♠. Vul 8 NV 7 Tricks	Next suit up invites Q bid		
4♥/4♠		6		To Play		HIGH LEVEL BIDDING	
4NT				Specific Ace Asking	5♣ None, 5 suit or 6♣ bid ace, 5NT 2	Jump to 5NT for 2 of Top 3. RKCB (0-3, 1-4, 2, 2+Q, 3 + void, 2 + void)	
						Over 1 st 2 responses next step (exc. Trumps) asks for T Q.	
						6 Ace Blackwood - applies when 2 suits agreed or 2 suits shown opposite	
						Balanced hand (Responses 0-3,1-4,2-5, 2/5 plus Lower Q, 2/5 plus higher Q 2/5 plus Both Qs). Over 1 st 2 steps next non Trump suit asks for Qs using Same pattern None. LQ, HQ, Both). After 4NT, 5NT asks for extras.	