

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Can be weak 5 cards at 1 level or 4 cards in Opening hand
Expect 3 HCP less in balancing seat.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
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.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X TO, Over 3m Cue – Majors, Over 3M 4m=6m 4OM NF
Over weak 2M, Cue =Wants STOPPER, 4m = m+OM 5-5 NF
After (2M) X P 2N is weak expects 3♣
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
WEAK OVERCALLS
X Majors: Lowest NT Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX 10+: Fit Jumps (3 card support but 5♣ after 1♣)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> & 4 <sup>th</sup> (top 0f 2)	2 <sup>nd</sup> & 4 <sup>th</sup> (top 0f 2)	
NT	2 <sup>nd</sup> & 4 <sup>th</sup> (top 0f 2)	2 <sup>nd</sup> & 4 <sup>th</sup> (top 0f 2)	
Subseq	2 <sup>nd</sup> & 4 <sup>th</sup> (top 0f 2)	2 <sup>nd</sup> & 4 <sup>th</sup> (top 0f 2)	
Other: <b>BUT least confusing from 3</b>			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for reverse count	Asks r. count or <u>unblock Q</u>	
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 <sup>nd</sup> from 3 or 4	Short or 2 <sup>nd</sup> from 3 or 4	
Lo-X	Likely to have honour	Likely H or 3 in Partners suit	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
SHAPE SUITABLE OR STRONG			
3 POINTS LESS IN PROTECTIVE SEAT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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 <sup>st</sup> step)			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ENGLAND Nos 27142 and 96214</b>
<b>PLAYERS: Dave ROBINSON &amp; Tony SOWTER</b>
<b>EVENT: SENIOR</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
<b>FIVE CARD MAJORS</b>
<b>2/1 FG</b>
<b>1NT 14.5 to 17</b>
<b>1♣ may be 2 cards may have 5 cards in any suit</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>2♣: WEAK 2 in ♦ OR ANY VERY STRONG</b>
WEAK 2: 5:9 STRONG 23-24 Balanced or FG
<b>2♦: 3 SUITED SHORT in ♣:</b>
4-4-4-1 11:20 or 4-4-5-0 11-14
<b>3NT: WEAK in ♣ OR ♦</b>
<b>4♣/4♦: show corresponding MAJOR</b>
2NT response to 1 MAJOR is Raise to 3 Or More
MINOR 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+ ♣
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Defence to Multi, X is TO of ♥ or strong, 2NT shaped TO
of ♣ in BOTH 2 <sup>nd</sup> and 4 <sup>th</sup> seats.
<b>PSYCHICS: RARE</b>

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. 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.	1 suit F1. 1♦ could be 3. 1NT 8-10 with 4♣. 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.	1♣-2♣-2♦=normally wk NT. Then 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!	1♣ P P X then 1♦ denies 3♣ 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♥		5	4♦	<b>5 CARD MAJORS</b>	1♥- 2♠ WEAK (2N R as above). 1M-3M weak.		2NT still good raise (may be 3)
1♠		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. 1M - 2NT Good Raise to 3 or More (SEE SUPP B.)	After 1♠ - 3NT - 4♥ NF After 1M - 2NT SEE SUPP B	First X is negative either hand
1NT			4♦	<b>14.5 - 17 Balanced</b> <b>No Singleton</b>	2♣ for 5 card Ms. 4 suit transfers (SEE SUPP C) 3 any suit SLAM TRY No shortage. 4♣ to play 4M (55), 4♦ to play 4♥, 4♥ & 4♠ to play 4♠.	Transfer breaks etc SEE SUPP C	SEE SUPP C After X, XX 5 card suit, Bid lowest of 2 card suits, 2♠ NAT.
2♣		0		<b>Weak 2 in ♦ or V. Strong</b>	<b>2♦ To Play 3♦ weak 2M nat but NF, 2N Relay.</b> <b>Responses to Relay: See SUPP F</b>	<b>After 2♣ - 2M (See SUPP D)</b> <b>After 2♣ - 2♦ (See SUPP E)</b>	
2♦		4	No	<b>Opening bid 4441 or 4450 NF</b> <b>Stiff ♣ 11-20 Void ♣ 11-14</b>	<b>2M to play, 2N Invitational, 3♣ Relay (see SUPP G)</b> 3 other suit invitational, 3NT to play	<b>See SUPP G</b>	<b>R0P1 or D0P1 (where 0 is first Step) if oppo bid over Relay</b>
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 May have singleton A/K	3♣ for 5M, 3 suit transfers (see SUPP H) 3NT, 4♣ NAT, 4♦, 4♥ Transfer Weak/Strong	(see SUPP H) (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.	<b>Can cue shortage on way from 4♦to 5♣</b>	
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		<b>HIGH LEVEL BIDDING</b> Jump to 5NT for 2 of Top 3. RKCB (0-3, 1-4, 2, 2+Q, 3 + void, 2 + void)	
4NT				<b>Specific Ace Asking</b>	<b>5♣ None, 5 suit or 6♣ bid ace, 5NT 2</b>	If ♣ trumps 4♦ RKCB. Over 1 <sup>st</sup> 2 responses next step (exc. Trumps)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 <sup>st</sup> 2 steps next non Trump suit asks for Qs using Same pattern None. LQ, HQ, Both). After 4NT, 5NT asks for extras.	