DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Natural, cue = sound raise, jump cue = mixed raise, new suit = constructive.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 2nd/4th live, responses as 1NT opening.
11-14 unpassed reopening, responses as 1NT opening.
9-11 passed reopening, responses as 1NT opening.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak (intermediate reopening).
Unusual 2NT for 2 lower suits except unpassed reopening.

Reopen: unpassed 2NT=19-21 bal, responses as 2NT opening.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels (both majors or other major plus a minor) any strength.
Responses to major cue: 2NT constructive, 3♣ p/c.
Jump cue asks for stopper (usually with solid minor).

VS. NT (vs. Strong/Weak; Reopening;PH)

Unpassed x=PEN, 2♣=both Ms, 2♦=1M, 2M=5M&4+m, passed x=1m.
After PEN x, first x of suit bid is takeout, subsequent x are PEN.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

x=TO, cue=2-suiter, jumps=NAT strong, leaping and non-leaping
Michaels – jumps to 4♣/♦ over weak 2M is 5suit-5OM
Over Multi 2♦ x=13-15 bal usually, 2NT=16-18 bal.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Over 1♣: x=Ms, 1NT=ms (same over 1♦ negative to strong+1♣)

OVER OPPONENTS' TAKEOUT DOUBLE

xx = 11+, suits NAT F, Jumps fit, but PRE if partner opened 1♣.
2NT = sound raise to 3+, but 5-5 ms PRE if partner opened 1♣.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th	same
NT	2nd/4th	same
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	[A, AK](x..)	[A, AK](x..)
King	[AK, KQ](x..)	[AKJ, KQJ, KQ10](x..)
Queen	[QJ, AQJ](x..)	[KQ, QJ, AQJ](x..)
Jack	[J10, KJ10, AJ10](x..)	[J10, KJ10, AJ10](x..)
10	[109, A109, K109, Q109] (xx..)	[109, A109, K109, Q109] (xx..)
9	9x	9x
Hi-X	xS(xx..),Sx	xS(xx..),Sx
Lo-X	HxS, HxxS(xx..)	HxS, HxxS(xx..)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi = even	Hi = even	Hi = even
Suit 2	Hi = enc	Hi = enc	Hi = enc
3	Hi = SP for high suit	Hi = SP for high suit	Hi = SP for high suit
1	Hi = even	Hi = even	Hi = even
NT 2	Hi = enc	Hi = enc	Hi = enc
3	Hi = SP for high suit	Hi = SP for high suit	Hi = SP for high suit

Signals (including Trumps): SP in trump suit
Att given in potential Bath coup pos,
and also on A/Q v NTs, A vs suits.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles and redoubles up to 2 of responder's suit - not over 1 NT and not obligatory with 3-card support.
1♣(1♥)x denies 4♠.
xx at 1-level facing overcall is Rosenkrantz
Game try x when no room to try with suit.
Responsive x through 4♦. 2NT rarely natural in competition

W B F CONVENTION CARD

CATEGORY: Green
NCBO: England
PLAYERS: James Thrower & Abbey Smith

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Fairly natural(1♣ may be 2 cards), 5 card majors, 15-17 NT, 2/1 GF, 3 weak 2s.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦♥♠ = weak 2s.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

After 1/2NT bid or rebid and (x/2/3♣) then system on, with x substituting for 2/3♣ meaning and xx puppet to 2/3♣.

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	(□)	2	4♠	NAT or 11-14 bal or 18-19 bal	Walsh style when <12. 2♣ = NAT, F, ART resps. Weak jump shifts, 3♦♥♠ PRE, 1/2NT = NAT 4+♣	1♣ 2♣ 2♦/2NT= 11-14/18-19 bal. 1♣ 1M 3♦=18-19 bal with 4-card support.	passed 2♣ = 6+♣ 5-9.
1♦		4	4♠	Opened in preference to 1♣ when NAT, bal with 4+♦.	Splinters, 2M weak, 3♣/3♦ INV, 2♦ NAT NF, 2NT = FG raise.	Over 1NT rebid: 2-way Checkback 2NT/3♦ INV, 3♣ to play	passed 2♣ = 6+♣ 5-9.
1♥		5	4♠	NAT	2NT=Inv+ 4+M raise, splinters, 3♣/3♦/3♥=nat inv	Over 1suit 1suit 2NT: 3♣ puppet signoff, 3♦	passed 2♣ = 6+♣ 5-9. passed 2♦
1♠		5	4♠	NAT	double raise= mixed. 1♥-2♠=weak	Stayman, 3♥ S/T in opener's, 3♠ S/T in responder's. Over 1M 2NT, 3 suit NAT.	= 8-11 3+ M raise. passed 2NT = FG raise over opening values.
INT			3♠	NAT 15-17 may have 5M, 6m, or singleton (honour usually).	4 suit transfers. 3 level natural slam try 4♣ = 55Ms no slam try 4♦/♥ - transfers	1NT-2♠/2NT – complete with a fit	Over (x/2♣) system on (x=2♣ bid). xx puppet to 2♣ to play in a minor. Over other (2suit) Lebensohl, fast shows.
2♣	□	0		23+ Fairly BAL or any FG.	2♦=neg or other unsuitable.	Kokish 2♣-2♦-2NT = 25+	
2♦ 2♥ 2♠		6 (5) 6 (5) 6 (5)		Weak, about 5-10. Suit may be poor, 5-card rare, usually no side 4M.	2NT asks for long suit feature, change of suit F. Rebid of opening suit is minimum.		After (x) or (suit), change of suit NF.
2NT			3♠	20-22 fairly BAL.	Puppet Stayman, transfers, 3♠=minors, 4any=2 below S/T. After 3♣, 3♠/NT=5-card ♠/♥, 3♥=no major, 3♦= 1 or 2 4 cd M	After 3♣ 3♦, 3any by responder shows every bypassed M. After 3NT by opener, 4♦=trf	
3♣ 3♦ 3♥ 3♠		7 (6) 7 (6) 7 (6) 7 (6)		NAT PRE, about 5-9. 6-card rare, usually no side 4M.	Change of suit F.		After (x) or (suit), change of suit NF.
3NT				Standard gambling (solid m no side A nor K in 1st and 2nd).			
4♣ 4♦ 4♥ 4♠		8 (7) 8 (7) 8 (7) 8 (7)		NAT PRE, 7-card suit reasonably often.			
4NT	□			Specific A ask.	5♣=none, 5NT=A♣.	HIGH LEVEL BIDDING	
5♣ 5♦		8 (7) 8 (7)		NAT PRE		**4NT = RKCB** Response step - 1st **1/4**, **2nd 0/3, 3rd 2, 4th 2+Q. When Q is not known, next step asks for it and 5trump denies. Cue bids – not necessarily 1st round before 2nd.**	
5♥ 5♠		7 7		Asks for 6 with A or K of M.			