DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural. New suit = constructive NF; Jump in new suit = Nat, F

(1x)-1y-..-2♣ = 3 card raise, Inv+

(1x)-1M-..-2N = 4+ card raise, Inv+

Jump in opponent's suit = mixed raise

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)
Direct = 15-18, system on

Protective = 11-16, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Pre-emptive; responses as for weak 2 opener

2-Suit: 2N = 2 lowest unbid suits

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels: (1m)-2m = Majors 5/5; (1M)-2M = OM+m 5/5

Jump cue ask for stopper in opponent's suit

VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = Majors (or strong)

2♣ = ♣+M

2♦ = ♦+M

2M = Nat

2N = minors

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = Takeout. 4m = 5m+5M

Leaping Michaels v Weak 2s/Multi

Transfers after (Weak 2)-2N

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = MM; 1NT = M+m

OVER OPPONENTS' TAKEOUT DOUBLE
Transfer responses

1♦-(dbl)-2♣ = good raise to 2♦

1♥/♠-(dble)-2♦/♥ = good raise to 2♥/♠

Jumps = weak (except jump in OM = mixed raise)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3ʳᵈ and 5ᵗʰ	3ʳᵈ and 5ᵗʰ
NT	Attitude	Attitude
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AKx(x)
King	KQ(x)	AKJT(x), KQx(x)
Queen	QJ(x)	KQT9(x), QJ(x)
Jack	JT(x), KJT(x)	JT(x), A/KJT(x)
10	T9(x), HT9(x)	T9(x), HT9(x)
9	9x	9x(x)
Hi-X	xx	xxx(x)
Lo-X	xxx, Hxx	Hxx(x)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Hi = Disc	Hi = Even	Hi = Disc
Suit	2	Hi = Even		Hi = Even
	3			
	1	Hi = Disc	Smith (Hi = Enc)	Hi = Disc
NT	2	Hi = Even	Hi = Even	Hi = Even
	3			

Signals (including Trumps):

Suit preference overtones

Smith

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Equal level conversion after takeout dbl

After takeout dbl of M, responder's cue = FG

After takeout dbl of m, responder's cue = 4/4 majors or any FG

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Responsive, Competitive, Support dbls and rdbls

1♣-(1♦)-dbl = 4+♥; 1♣-(1♥)-dbl = 4/5♠

1♦-(1♥)-dbl = 4+♠; 1♦-(1♥)-1♠ = 4+♣

(1x)-1y-(dbl)-rdbl = competitive (8+)

1l-(dbl)-rdbl = next suit up

'Action' doubles up to 4♠

W B F CONVENTION CARD

COUNTRY: England

EVENT: Premier League 2016

PLAYERS: Alexander Allfrey & Andrew Robson

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card Majors

1♣ = 2+

1NT = 15-17

1M-2♣ = Art FG

1♠-2♦ = 5+♥ (8+)

1♥/♠-2♦/♥ = 3(4) card raise (8+)

1M-3m = Nat FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = Multi, weak 2 in a M OR any 4441 (16+)

2M = 5M/4+m (5-10)

Transfer responses to 1♣

Transfer responses after 1L-(dbl)

1♣-2♦ = Multi, weak in a Major

1♣-2♥ = 4/5 Majors, weak

1♣-2♠ = 5/5 Majors, weak

1♠-2♦ = 5+♥ (8+)

1♥/♠-2♦/♥ = 3(4) card raise (8+)

1M-3m = Nat FG

2♣ = weak 2 in ♦ OR Strong Bal 23+

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	Natural or balanced	1♦/♥=4♥/♠; 1♠=no 4M; 1N/2♣=5+♣/♦ FG; 2♦=6M(4-8)	1♣-1♦-1♥=3(4)♥ min; 1♣-1♥-1♠=3(4)♠ min;	
					2♥/♠=45/55MM(5-9); 2N=55mm; 3L=Pre	then 2♣/♦=Art FG/Inv; 1♣-1N/2♣-2♣/♦=R	
1♦		4	7♥	Natural	2/3♦=invert raise; 2M/3♣=Nat weak; 3M=Spl	1♦-1M-1N=Art 16+; 1♦-1M-2N=36 Inv+	2♣=♦ raise (7-9)
1♥		5	7♥	Natural	2♣=Art FG; 2♦=3 card raise (8+); 2♠=Nat, weak.	1♥-1♠-1N=Bal or ♥+♣; 1♥-1♠-2♣=Art 16+	2♣=good raise
					2N=4+ card raise FG; 3m=Nat 6+m FG	1M-1N-2♣=Nat or any 16+; 1M-2M-2N=FG	Jumps = Spl*
					3♠=4+ card raise with unspecified void	1M-2♣-2♦=5M-4m or min bal; then 2♥ asks.	*except mixed raise
1♠		5	7♥	Natural	2♣=Art FG; 2♦=5+♥ (8+); 2♥=3 card raise (8+)	1M-2♣-2N=16-19 bal or 55 (14+); 3L=55 (10-14)	As 1♥
					2N=4+ card raise FG; 3m=Nat 6+m FG; 3♥=Nat, weak.		
					3N=4+ card raise with unspecified void		
INT			7♥	15-17, 5M or 6m possible	2♣=range enquiry; 2♦/♥=♥/♠	1N-2♣-: 2♦=min; 2M=5M min; 2N=Max	
					2♠=Bal Inv, ♣/♦ Inv or ♣+♦ FG	1N-2♣-2♦-2M=Nat Inv; 1N-2♣-2♦-2N=FG asking	
					2N=FG with xx or ♣, weak; 3m=Spl; 3M=Spl with 4OM	1N-2N-3♣ asks, then responder bids suit below xx	
					4♣/♦=♥/♠	Second Transfers; 1N-2♠-2N/3♣=min/Max	
2♣		0		Weak with ♦ or 23+ Bal	2♦=to play opp weak 2♦, others nat constructive NF	2♣-2♦-2N=25+. 2♣-2♦-2♥-2♠relay-2N=23-24 bal	
2♦		0		Weak 2M or 4441 16+	2M=p/c; 2N=enquiry	2♦-2N-3♣=Max(5); 3♦/♥=min♥/♠; 3♠/N=Max♥/♠(6)	
						2♦-2M(p/c)-2N/3L=suit below x in 4441	
2M		5		5M/4+m 5-10	3♣=p/c; 2N=enquiry	2M-2N-3m=min nat, 3M=max linked	
2NT				20-22, 5M or 6m possible	3♣= stayman; transfers; 3♠=mm; 4L=2 below, s/t	2N-3♣-3♦=no 4M, then 3♥/♠=54/45 Majors	
3♣		6		Natural	4♦=s/t		
3♦		6		Natural	4♣=s/t		
3♥		6		Natural	4♣=s/t		
3♠		6		Natural	4♣=s/t		
3NT				Solid minor	4♦ asks for shortage		
4♣		7		Natural			
4♦		7		Natural			
4♥		7		Natural	4♠= to play		
4♠		7		Natural			
4NT				Asks specific Aces	5♣=0; 5N=2		
5♣		7		Natural			
5♦		7		Natural			
5♥							
5N						**HIGH LEVEL BIDDING**	
						RKCB (1430); over intervention dbl=pen; pass=1, next step=2, 2+Q, 3, 4	
						Last train, cue bids	
						6 Ace Blackwood (2 suits agreed)	
						5N usually pick a slam; when GSF, 6T=worst holding, then 6♣	