

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE	CATEGORY: Green NCBO: England PLAYERS: Mike+Sarah Bell
Light overcalls (may be a non-min WJO type) Responses: new suit NF, 5+ cards. Single jump to 2- or 3-level = NAT, forcing. 2NT raise if 3 rd seat bids	Leads (including in partner's suit) Suit High = odd with A/K/Q or even without A/K/Q NT Attitude Subseq Attitude. Around to weak dummy in NT: 9 or higher = one higher card, unless leading top to maintain lead Other:	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS K from AK@5-level or vs 4m (asks for count)	SYSTEM SUMMARY
15-17 over 1m, 15-18 over 1M <i>now system on, except 2D after they opened 1H is "to play".</i>	Lead Vs. Suit Vs. NT Ace AK+ AK+, AKJ+ King KQ+, AK doubleton KQ+, AKQ+, AKJT+ Queen QJ+, AKQ+, Qx QJ+, KQJ+, AQJ+, KQT9+ Jack JT+, KJT+, AKQJ+, Jx JT+, KJT+, AJT+	GENERAL APPROACH AND STYLE
Reopening – 11-14 over 1m <i>now system on</i> , 11-16 over 1M <i>now 2C = range ask. Transfers except 2D after they opened 1H is "to play".</i>	10 T9+, HT9+, Tx Same 9 H98+, J98+, 9x H98+, J98+, 9x, 9xx Hi-X Xx, HXx, xXxx, HXXxx Discouraging Lo-X xxX, HxxX, xxxX, HxxxxX Encouraging	5 card majors, 15-17 NT (14-16 1 st NV) 1C = natural or balanced, can have 5 diamonds 1D = 4+D unbal (could be 4D5C 11-15) Weak-only Multi, 2M 5M5m Light openings 1 st NV (decent 10+)
JUMP OVERCALLS (Style; Responses; Unusual NT)	SIGNALS IN ORDER OF PRIORITY	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
9-12 @ 2-level. 13-16 @ 3-level except 3H over 1S which is weak. Unusual 2NT - 5-5(+) and constructive. Reopening 2NT is 19-21.	Partner's Lead Declarer's Lead Discarding 1 High = encourage High = even High = encourage Suit 2 High = even Suit pref High = even 3 1 High = encourage Smith (high enc) High = encourage NT 2 High = even High = Even High = even 3 Suit pref Suit pref	2D weak-only multi Responses to 1C: 1D = 4+H; 1H = 4+S; 1S = no 4cM or GF with diamonds; 2D/H = transfers, 6M weak or 5M4C GF; 2S = INV with clubs Transfers in comp P:1S, 2C = hearts 3N opening = majors or minors
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Signals (including Trumps): Suit preference in trumps	SPECIAL FORCING PASS SEQUENCES
(1m) 2m 5/5 majors <i>now 2N = hearts, cue = spades</i> (1M) 2M 5M5m <i>now 2N INV+ask</i> (1m) 3m = spades+other minor (1M) 3M - stop ask, usually with running minor.	DOUBLES	IMPORTANT NOTES
VS. NT (vs. Strong/Weak; Reopening;PH)	TAKEOUT DOUBLES (Style; Responses; Reopening)	PSYCHICS
Multi-Landy Dbl = penalties vs weak NT or in direct seat Dbl = 4M5+m by passed hand, or in passout vs strong NT	Normal enough. 1m-dbl-P-2m forcing to suit agreement 1M-dbl-P-2M forcing to game	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
X = takeout, leaping and non-leaping Michaels Pick-a-minor lebensohl Vs 2D: No leb, 3D = H+S, 4C = C+H, 4D = C+S	1C (1R) X = stolen bid Support doubles up to 2H Game try doubles Lightner doubles X of splinter when oppo have only shown one suit (not 1H-P-3S) or RKC = "lead lowest-ranking unbid suit"	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C		
dbl/diamonds/NT = Colour/Rank/Other In 4 th , dbl/NT/jump in NT = Colour/Rank/Other Non vul: 2H/3H/4H = hearts, or bad with spades		
OVER OPPONENTS' TAKEOUT DOUBLE		
1C-X: XX = 11+, 1S = 5+D, 1N+ = to play Others: XX= good 9+ <i>now x = pens, p = F1 up to 2X</i> Transfers over 1M X		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2		1 st NV: nat/10 ⁺ -13/17-19 NT Other: nat/12-14 NT/18-19 NT 3 rd seat: min hand with 5 moderate spades ok	1D = 4+H, 1H = 4+S, 1S = no 4cM or GF with D, 1N = INV, 2C = 5+C GF (may have 4cM) 2R = 6M weak or 5M4C GF, 2S = 5+C INV	1C:1D, 1H = wk NT or 5+C3H or 4H bad 1C:1H, 1S can also be 1444/1435 1C:2C, 2D = weak NT, 2N = (17)18-19	System on@1-level after 1C (1R). 1C (1S) X doesn't imply hearts 1C (1S) 1N = 5+H; 2D = 4H inv+ 2C response by PH = 5-10
1D		4		Unbalanced, includes 4D5C 11-15. Sometimes 4+D balanced lead-direct 3 rd NV	2D inv+ raise (no 4cM) 3C = mixed raise (no 4cM) 3D = weak raise (may have 4cM)	1D:1H, 1S = minors, 1N = spades, 2C = three-suited. 1D:1S, 1N = hearts, 2C/2H = minors	Methods on by PH, and after 1D-dbl-1M-pass
1H		5			1N = semi, 2C = GF 2+C, 2R 5+cards GF 2M = semi-const, 2N = GF 4T 3M-2 = 4T 0-5 or 8-9*, 3M = INV 3+T 3M+1 = C/D sing, 3M+2 = C/D void 4M-2 = oM sing, 4M-1 = oM void 1H:2S weak; 1S:3C, 1S:3H and 1H:3D all INV * we just raise to 2M with "6-7" (i.e. a min GF opposite 17-18 balanced)	1M:2N, 3C = min 1S:3N, 4C asks <i>now</i> 4D = 1C, 4H = 1D <i>min</i> , 4S = 1D <i>max</i> 1H:3S, 3N asks <i>now</i> 4C = 1C, <i>etc</i>	By PH: 2C = 3+card support, 8+; 2D = 5-5 minors, 2NT = best 4 card raise
1S		5		3 rd seat: not usually a min with 5 weak spades			2C = 5+H; 2D = 3+T support, 8+; 2H = 5-5 minors, 2NT = best 4 card raise
1NT		-		14-16 1 st NV 15-17 otherwise	Stayman, Smolen, 2S = C or invite, 2NT = puppet stayman, 3C = D, 3D = minors, 3M = short with 4oM, 4m = transfer to 4M	1N:2N, 3C = no 5cM <i>now</i> 3D = (31)(54)	Transfers from 2NT Transfers vs 3m overcall 1N (2M) 4m leaping michaels
2C	yes	-		GF or 22+ balanced	2D = waiting, 2H = 0-4 no ace	2C:2D, 3M = 4M5+D GF 2C:2H, 3S = 4S5H GF	X = double negative vs jump X and XX = 5-7(8) bal otherwise (pass = 0-4 any or (8)9+bal or pens, cue = 5+pure takeout)
2D	yes	0		Weak two in a major. Can be five 1 st NV/3 rd NV	2M, 3M and 4H = pass or correct. 4C = bid the suit below your major, 2N enquiry, 3C and 4D = NF, 3D = GF with own major	Over 2N – 3M = min, 3C = non-min w/H, 3D = non-min w/S	Over X: P = NF (mild suggestion) XX = bid major you don't have 3m = NF, 4C = system on Dbl of 2M/3M/4H is PoC
2M		5		5M5m 5-10 NV, 6-11 vul	2N ask; 3C/3D/4C PoC 2S:4D PoC 2H:4D raise to 4H, opener to dbl 4S with 5+D	Over 2N – 3m min, 3M GF with linked minor	Dbl of 3m/4m is PoC
2NT		-		20-21	Stayman, transfers, 3S = minors 4C = diamonds, 4H = clubs, 4D = xfer to 4H	Completing RST = fit 2N:4C, 4H and 2N:4H, 4S = 3041 2N:4C, 4D agrees <i>now</i> 4H = 3041, 4S/4N/5C = L/M/H <i>short</i>	X = takeout
3C 3D 3H 3S		6		Preempt			
3NT	yes	-		6+/5+, minors or majors, preemptive	4X/5m "to play" opposite that suit 4N strong ask		
4C 4D 4H 4S		7		Preempt		HIGH LEVEL BIDDING	
4NT	yes	-		ace-asking	bid the ace you hold (5C = none)	1430 if 4N, 3041 otherwise, Mixed cues, Non-serious 3M+1, cheap step as king ask (5N pick a slam if available), POD1/POR1/PED1	