

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound, sometimes 4 cards at 1 level. New suit F 1/1, Constr 2/1
Jump shows fit, Cue shows good raise
2NT mixed raise after 1 level overcall
Short suit game tries after raise of 1M overcall
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd and 4 th live, 10-14 (over m) 11-16 (over M) reopening
Responses as to 1N opener (2♣ asks range where 11-16)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (destructive but don't deny values)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 2 Highest. 2N = 2 Lowest. 3♣ = ♣ and other
Jump cue asks for stopper
(2M)-3M is FG Leap M or asking stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Weak: X = Pen. 2♣ = ♥ and other. 2♦ = ♠ and other. 2M Nat
2NT Minors. 3X PRE
Vs Strong (15 or more): X = Pens. 2♣=MM. 2♦ = ♥ OR ♠. 2M = 5M
And 4+m. 2N = Strong 2 suiter. 3X PRE
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O v 2M, cue asks stopper, 4m suit and oM NF
V Multi: X = 13-15 or very strong, others NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong ♣: x=♥, 1♦=♠, 1♥/♠/NT = CRO
Vs 1♣-1♦ or strong 1♦: X/1N/2♣ = CRO. Others NAT
OVER OPPONENTS' TAKEOUT DOUBLE
XX = Penalty seeking, Transfers from 1N after 1M-(X)
Jump shift is FIT
2NT = Good raise to 3+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /Low	3 rd /Low	
NT	4 th , high from 3 low	3 rd /Low	
Subseq	ATT	ATT	
Other: A/Q asks ATT, K asks CT/UNBL vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A or K	A, AK, AKJ	
King	AK or KQ	AKJ, KQJ, KQT	
Queen	KQ or QJ	KQ or QJ	
Jack	JT(+), JX, KJT	AJT, KJT, JT(+), JX	
10	109(+), 10x, H109	T98(+), 10, H109	
9	9x	H98(+), 98X	
Hi-X	Low	Poor suit, not 9XX	
Lo-X	HxS, HxS(+)	HxS, HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Low = Even	Low = ENC
Suit 2	Low = EVEN	S/P	Low = EVEN
3	S/P		S/P
1	Low = ENC	Low = EVEN	Low = ENC
NT 2	Low = EVEN	Smith Echo	Low = EVEN
3	S/P	S/P	S/P
Signals (including Trumps):			
Smith Echo: Hi ENC both sides. S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are T/O			
Cue is FG or suit agreement at the three level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X at 1 and 2 level, Support 1NT over X			
Game try doubles, led directing doubles, responsive doubles to 4♦			
1m-(1♥)-X = T/O fewer than 4♣			
If 1N is doubled for PEN, XX forces 2♣ and shows 1 suiter, (poss 3-suiter if later XX), 2X = Lower of 4+ card suits			
DBL of cues in our suits at 3-level or higher = asks for different suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Jason Hackett & Justin Hackett
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Two over One Game Forcing
Forcing 1NT response to 1M opener
Weak 2 Openings in ♥/♠
Mexican 2♦ Opener. 18-19 BAL may have 5♥, not 5♠
Weak jump shifts to the majors at 2 level
Invitational jumps at the 3 level
3♣/♦ response to 1M are Bergen Raises
15-17 1NT Opener.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Opening = 18-19 BAL
2M opener could be 5 cards in certain colour/positions, do not deny a side 4M. 1 st /2 nd 2-10. 3 rd 3-13. 4 th 9-14
Jump shifts are FIT in competition
2NT often ART in competition
Gazilli
SPECIAL FORCING PASS SEQUENCES
After XX or similar
After our side doubles 1NT
IMPORTANT NOTES
Leb after 1N openings and after X of Weak 2
PSYCHICS: 1M sometimes with three cards

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor 1♣ if 3-3	2♣ Forcing raise. 2N Pre Raise. 3♣ = Mixed 2♦/♥/♠ = Weak Jump. Higher = SPL	After 1N rebid, 2♣ forces 2♦, 2♥ ART FG 3♣ to play, others inv.	
1♦		3		Only 3 if 4-4-3-2 Exact	2♦ F raise. 2N PRE raise. 3♦ Mixed. 2M Weak	As per 1♣ Opener	
1♥		5		Natural	3♣ = Mixed raise. 3♦ = 4 Card Limit raise. 1N = F1. 2♣ = Weak. Jacoby 2N.	1M-1N-2N = FG ART. Asks 3♣ unless M fit 1M-2N-3♣ = Any min, 3♦ = Extras, 3♥/♠/N	
1♠		5		Natural	Splinters void/singles (voids direct)	Are ♣/♦/♠/oM shortages always	
INT		2		15-17 Balanced	2♣ asks 5M, 2♦=♥ or Bal Inv/STR. 2♥=♠, 2♠=♣ 2N=♦, 3♣/♦ = 5♣4♥/4♠5♥, 3M = SPL, 4♣=MM	1N-2♦-2♥-2♠ = Bal INV or STR. Break of M TRF = Dbleton. 1N-3♦-3♥ = Relay	
2♣		0		20-22 Bal or FG	20-22 Bal or 25+ Bal or GF		
2♦	X	2		18-19 Bal, 5♥ poss, not 5♠	2♥=5+♠, 2♠=Pupp 2N, 2N=♣, 3♠=STAY 3♦=5♣4♥, 3M = 4144 sing M, 3N=5M5M		
2♥		5		Weak 2 (could be 5)	2♣ Constr NF, 2N asks feature, Raise shows top Honour, TRF below opening		
2♠		5		Weak 2 (could be 5)	2N asks feature. Raise shows top honour. TRF		
2NT		1			3♣ asks 5M, 3♦/♥=TRF, 3♠ puppet to 3N 3N=♣/♠ FG, 4♣=♥/♠, 4♦=MM5-5, 4M nat S/T	After 2N-3♦/♥, 3N shows doubleton ♥/♠ After 2N-3♦/♥-3♥/♠, New suit SHORTAGE	
3♣		6		NAT PRE			
3♦		6		NAT PRE			
3♥		6		NAT PRE			
3♠		6		NAT PRE			
3NT		0		7+M, good 4 M opening	4C ask opener to bid his suit below M 4D ask partner to bid his M		
4♣	X	0		PRE	4D= key card; 4H/S= to play; 4NT to play		
4♦	X	0		PRE	4H/S= to play. 4NT to play, 5C= key card		
4♥		6		Weaker than 4♣			
4♠		6		Weaker than 4♦			
4NT	X			Specific Ace Ask			
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 1430 after which 5N asks specific Ks, Italian style cue bidding with rolling	
5♥						4N. 4N after minor suit agreement is good raise to 5m (unless one hand has shown A shortage and we agreed m with 4m, after which step 1 is 1430 RKCB)	
5♠						DOPI ROPI Josephine 5N when ♠ agreed. 5♣ Otherwise. 5N generally pick a slam. Lightner DBL, Forcing pass followed by pull = INV to slam	