

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Can be 4-card suit at one-level
Can be low point count, good distribution vulnerable (1/2 levels)
Can be weak non-vulnerable not suitable for weak jump overcall
Natural responses – 2-over-1 is non-forcing, all others forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 2 <sup>nd</sup> – transfer Stayman responses
11-14 4 <sup>th</sup> over 1♣; 11-16 4 <sup>th</sup> over 1♦/♥/♠ system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak non-vulnerable
Intermediate vulnerable
2♦ over short 1♣ shows the majors
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Over short 1♣, 2♣ is natural
Over natural 1♣ or any 1♦, cue-bid = majors
Over 1M, cue-bid = other major + ♣'s
Jump cue-bid asks for 3NT with stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy vs strong 1NT (2♣ = MM, 2♦ = M, 2M = 5M4m)
Double of strong NT = 5m4M or very strong hand
Aspro vs weak NT (2♣ = ♥+other; 2♦ = ♠+minor).
Strong NT = 14+ (e.g. 14-16 = strong)
Passed hand double of weak NT = 5m4M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out doubles with Lebensohl responses over weak two bids
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = majors; 1NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers from 1NT upwards.
Redouble = 10+ HCP.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> &low	Same	
NT	2 <sup>nd</sup> &4 <sup>th</sup>	3 <sup>rd</sup> &low in partner's suit	
Subseq	Attitude – low like		
Other: Ace/Queen attitude, King count/unblock at NTs			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks attitude	Asks attitude	
King	Asks standard count	Asks count / unblock	
Queen	QJ for attitude	Can be weak KQ or QJ	
Jack	Denies Queen, usually 10	Denies Queen, usually 10	
10	Denies Jack, usually 9	Denies Jack, usually 9	
9	Can be Q98/J98 or shortage	Can be Q98/J98 or shortage	
Hi-X	Xx or perhaps 3 <sup>rd</sup> highest	Shortage or 2 <sup>nd</sup> no honour	
Lo-X	Lowest from odd number	Usually 4 <sup>th</sup> from an honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Standard count	Reverse attitude
Suit 2	Standard count	Suit preference	Standard count
3	Suit preference		
1	Reverse attitude	Suit preference	Reverse attitude
NT 2	Standard count	Standard count	Standard count
3			
Signals (including Trumps):			
Suit preference in trumps. Smith peters at NT (hi-like).			
Switches tend to be 2 <sup>nd</sup> & 4 <sup>th</sup> instead of 3 <sup>rd</sup> & 5 <sup>th</sup> in suit contracts.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b> John Cox & Peter Taylor
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
15-17 NT, 5-card majors, short club, 2-over-1 game forcing
Strong 2♣
2♦ 18-poor 20 balanced
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ 18-poor 20 balanced
Very aggressive pre-empting style 1 <sup>st</sup> position at favourable vul.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		Weak NT or ♣'s	2♣=F1; 3♣=Weak; 2♦♥♠=Weak; Walsh style 1M (4M before 5♦'s); 1NT=3+ support; 2NT = invite	1♣-2♣-2♦ denies ♣'s Opener's 2NT rebid = strong ♣'s or support	Transfers after an overcall
1♦		4		Weak NT or ♦'s	2♦=F1; 3♦=Weak; 2♥♠ = Weak; 3♣=Invite ♣'s	Opener's 2NT rebid = strong ♦'s or support	
					2♣=FG; 2NT = invite		
1♥		5			2♠=Weak; 3♣♦ = natural invite; 2NT=♥'s invite+ 3♥=Mixed; 3♠=any splinter 8-10; splinters 11-13		
1♠		5			Similar to over 1♥		
INT				15-17	Stayman/transfers		X = take-out; Transfer Lebensohl
				Can have singleton honour	3♣=5-card Stayman		
2♣	✓			23+ balanced or nearly FG	2♦=0-3 or 8+; 2♥ to 3♥ artificial 4-7	2♣-2♦-2NT=23-24; 2♣-2♦-2♥=♥'s or 25+	
2♦	✓			18-20 balanced (with 20 can also open 2NT)	2♥/2♠/2NT/3♣ puppet to force next bid up; Other 3level = transfers, 3NT = majors		Competitive = generally as if we had opened 1NT
2♥		5		Weak two	2NT asks for feature (FG) or apology	3♣ response to 2NT = feature or very weak 3♦ asks	Double penalty except over 1 <sup>st</sup> hand favourable opening
2♠		5		Weak two			
2NT				20-22 balanced (with 20 can also open 2♦)	3♣=5-card stayman + transfers	3♣; 3♦=4-card major(s) then Puppet; 3♥=no major; 3♠=5♠'s; 3NT=5♥'s	
3♣		6			3♦ asks for suit quality		
3♦		6			3♥ asks for suit quality		
3♥		6					
3♠		6					
3NT				Gambling 3NT – solid minor			
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Specific ace asking			
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				1430 4NT in majors	
5♥				Asks for AK of trumps for 6/7		4♣ when minor agreed = let's start cue-bidding; immediate 4♦ = 1430. Otherwise 4NT/5mi = discouraging/encouraging when minor suit agreed. 5mi+1 = 1430	
5♠				Asks for AK of trumps for 6/7		Jump to 5NT is usually pick-a-slam High level double can be competitive (i.e. inviting to bid on) if we are unsure of the ownership of the hand.	