DEFENSIVE AND COMPETITIVE BIDDING

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

Light overcalls (may be a non-min WJO type)

1M is nearly always five, but 1D sometimes only four cards
Responses: new suit NF, 5+ cards
Single jump to 2- or 3-level = NAT, forcing
If 3rd hand bids then 2NT shows a good 4-card raise
If 3rd hand passes then 2NT is natural

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

15-17 over 1m, 15-18 over 1M now system on, except 2D after they opened 1H is "to play".

Reopening – 11-14 over 1m now system on, 11-16 over 1M now 2C = range ask. Transfers except 2D after they opened 1H is "to play".

JUMP OVERCALLS (Style; Responses; Unusual NT)

9-12 @ 2-level (5-12 opposite passed hand). 13⁺-16 @ 3-level
Unusual 2NT - 5-5(+) and constructive
Reopening 2NT is 19-21

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

(1m) 2m 5/5 majors now 2N = hearts, cue = spades (1M) 2M 5oM5m now 2N INV+ask (1m) 3m = spades+other minor (1M) 3M - stop ask, usually with running minor

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

2C = MM, 2D = 6M, 2M = 5M4+m Dbl = penalties vs weak NT or in direct seatDbl = 4M5+m by passed hand, or in passout vs strong (14+) NT

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

Vs 2M: X = takeout now 3C wide-ranging, 2NT lebensohl-style except doubler bids their longer minor Leaping and non-leaping Michaels (NF) Vs 2D: 3D = H+S, 4C = C+H, 4D = C+S. 2D-dbl-P-2N = INV

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

Colour/Rank/Other two-suiters (dbl/2D/2NT, or 1D+1NT vs 1C)
After 2C-P-2R: dbl = suit, 2N = MM or mm

OVER OPPONENTS' TAKEOUT DOUBLE

1C-X: XX = 11+, 1S = 5+D, 1N+ = to playOthers: XX = good 9+ now x = pens, p = F1 up to 2XTransfers over 1M X

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	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:				

LEADS K from AK@5-level or vs 4m (asks for count)

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+	
10	T9+, HT9+, Tx	Same	
9	H98+, J98+, 9x	H98+, J98+, 9x, 9xx	
Hi-X	Xx, HXx, xXxx, HXXxx	Discouraging	
Lo-X	xxX, HxxX, xxxxX, HxxxxX	Encouraging (typically hxXx)	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Partner's Lead Declarer's Lead					
1	High = encourage	High = even	High = encourage				
Suit 2	High = even	Suit pref	High = even				
3			Suit pref				
1	High = encourage	Smith (high enc)	High = encourage				
NT 2	High = even	High = Even	High = even				
3		Suit pref	Suit pref				
Signals (including Trumps):							

Signals (including Trumps):

Suit preference in trumps

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal enough. 1m-dbl-P-2m forcing to suit agreement 1M-dbl-P-2M forcing to game

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1C (1D) X = hearts
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"

W B F CONVENTION CARD

CATEGORY: Green
NBO: England
PLAYERS: Mike+Sarah Bell

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card majors, 15-17 NT (14-16 1st 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 1st NV (decent 10+)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2D weak-only multi NV, the 2S response to this is "to play opposite either major" (may be long or short in spades)

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

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: Successful

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		1 (rare)	4H	1st 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	4H	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	4D		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	1H:1N, 2C occasionally 2 cards 1M:1N, 2m occasionally 3 cards	By PH: 2C = 3+card support, 8+; 2D = 5-5 minors, 2NT = best 4 card raise
1S		5	4H	3 rd seat: not usually a min with 5 weak spades	4M-2 = OM 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 now 4D = 1C, 4H = 1D min, 4S = 1D max 1H:3S, 3N asks now 4C = 1C, etc	2C= 5+H; 2D = 3+T support, 8+ 2H = 5-5 minors, 2NT = best 4 card raise
1NT		-	4H	14-16 1 st NV 15-17 otherwise	Stayman, 2S = C or invite, 2NT = puppet stayman, 3C = D, 3D = minors, 3M = short with 4oM, 4m = transfer to 4M	1N:2C, 2D:3M = 4M5oM GF 1N:2N, 3C = no 5cM <i>now 3D</i> = (31)(54) 1N:2N, 3D = 4S5H	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 = 4S5+H GF 2C:2D, 3C:3D = Stayman	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 cards NV	2S NV = to play opposite either major 2H, 2S VUL, 3M and 4H = pass or correct. 4C = bid the suit below your major, 2N enquiry, 3C and 4D = NF, 3D = GF with own major	2D-P-2S-dbl; now: P = spades, $XX = heartsOver 2N - 3M = min, 3C = non-minw/H, 3D = non-min w/S$	Over X: P = NF (mild suggestion XX = bid major you don't have 3m = NF, Others = system on Dbl of 2M/3M/4H is PoC
2M		5		5M5m 5-10 NV, 6-11 <mark>vul</mark>	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, 4D = xfer to 4H, 4H = clubs	Completing RST = fit 2N:4C, 4H and 2N:4H, 4S = 3041 2N:4C, 4D agrees now 4H = 3041, 4S/4N/5C = L/M/H short	X = takeout
3C 3D 3H 3S		6		Preempt	4D over 3C = 3041 4C over 3D/H/S = 3041		
3NT	yes	-		6+/5+, minors or majors, preemptive	4X/5m PoC, 4N strong ask	After 3N:4m, opener bids longer major	X = penalties, bids PoC
4C/4D/4H/4S		7		Preempt	4D over 4C = 3041	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) If oppo bid over KC: Pass with 0, (re)double with 1 or 4. Below 5X: bid with 2, pass with 3. Above 5X: pass with 2, bid with 3.	