

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
One-level can be for the lead, sound at two-level
UCB (but if third hand passes, cue may just be a good hand)
1/1, 2/1, 2/2 all NF (so jumps are nat F1)
3/2 F1 (but NF if third seat acts)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(15)16-18, responses as per 1NT opening
Protective: 11-14 over 1m, 11-16 over 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2♦ Michaels
(1♣) 2♣ nat
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs 13-15 or weaker: X = pens, 2♣ = majors, 2♦ = 5D4+M, 2M = nat
Vs 14-16 plus: X = 5M5m, 2♣ = majors, 2♦ = 5D4M, 2M = nat
2NT overcall = minors or very strong two-suiter
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = take/out, Leaping/Non-leaping Michaels
Three-level cue = stop-ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, NT = minors
NT is a UCB
OVER OPPONENTS' TAKEOUT DOUBLE
XX = strength, then one take-out double
Transfers after 1M-(X)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	3 rd / 5 th	
NT	2 nd / 4 th	3 rd / 5 th	
Subseq	Attitude (low = like)	Attitude (low = like)	
vs NT: honour asks for unblock of one below, if not, attitude for two below			
vs suits: Ace asks for attitude (low = like), King asks for attitude excluding doubleton (low = like), but King for count at five-level or higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ (unsupported at 5L+)	AK+	
King	KQ+ (AK or KQ at 5L+)	AKJ10, KQ+	
Queen	QJ+, AKQ (for count)	AKQ10, KQ109, KQJx, QJ+	
Jack	J10+	AQJ9, KQJ9, QJ98, J10+	
10	109+	109+	
9	9x, H98x	9x, H98x	
Hi-X	Xx, four or six-card holding	Xx, XXx+, HxxXx	
Lo-X	Three or five-card holding	HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = encouraging	Low = even	Low = encouraging
Suit 2	Low = even		Low = even
3			
1	Low = encouraging	Low = even	Low = encouraging
NT 2	Low = even		Low = even
3			
Signals (including Trumps):			
Smith peters: low-high encourages originally led suit vs NT (T2 or T3)			
Occasional suit preference in trumps (low is the default)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are take-out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game-try doubles			
Double of an artificial NT bid shows values and a desire to penalise			
Support doubles/redoubles after a 1M opening			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Stefano TOMMASINI and Ben NORTON
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card majors, short club with transfers, unbalanced diamond
2♦ opening = 18-19 balanced (no 5cM)
2/1 (2♣ art relay over 1♦ and 1M)
1♦:1M will be 5+ if contains GF values
1♥:1♠ will also be 5+ if contains GF values
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers after 1C
2♦ opening = 18-19 balanced (no 5cM)
Transfers after 1M (X) (opening and direct overcall)
Rubensohl after interference over our 1NT (2NT clubs or signoff)
Transfers in competition: 1♣ (1x), 1♣ (2♣), 1♣ (2M), 1♦ (2♣), 1♦ (2M)
2M switch after 1♣ (2♦) and 2m/3m switch after 1M (1/2oM)
1M (2m) 2oM is NF (3oM is GF with 6, X contains 5oM GF)
P:1♠; 2♣ = 5+ hearts any responding hand
P:1♥; 2♦ = 5/5 minors, also P:1♠; 2♥
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1 st NV: We open all balanced 11s
In relay auctions, we can show a singleton A/K as no shortage
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	12-14 bal (can have 5D but not 5M) or nat	1R = xfer, 1♠ = no M (could be GF), 1NT = nat inv 2♣ = 5+D GF, 2♦ = 5+C GF, 2M = weak 2NT = minors, 3x = preempt	Completing transfer shows min with three or terrible with four, then XYZ (2NT puppet)	XYZ is only on if they have doubled, not if they've bid a suit
1♦		4	4♥	Nat unbalanced 4+, only 4 when 4=4=4=1	1NT = semi-forcing, 2♣ = art GF (relay) 2♦ = inv NF, 2M = weak, 2NT = weak raise 3♣ = natural invitational, 3♦ = mixed	1NT rebid = 15+ no 4M, then 2♣ inv+ ask	First available jump in competition is mixed (for 1M too) 3L jumps PRE, 4L jumps fit
1♥		5	4♦	Nat, includes 12-14 and 18-19	2♣ = art GF (relay), 2♦ = GF 5+D unbal 2♥ = 7-9 if bal, 5-9 if unbal, 2♠ = weak 2NT = 3/4H inv or 4H mixed 3m = natural invitational, 3♥ = pre-emptive 3♠ = 4H any singleton, 3NT = void S, 4m = void	1♥:1♠; 1NT = 11-14 or clubs, else xfers 1♥:2♥; 2♠ = any game try, 2NT = GF 4+S, 3m = nat GF 1♥:2♦; 2NT = 12-14 or 18-19	2♣ = 9-11 3+H 2♦ = 5/5 minors 2♠ = mini-splinter somewhere 2NT = best four-card raise 3♥ = mixed
1♠		5	4♦	Nat, includes 12-14 and 18-19	2♣ = art GF (relay), 2R = GF 5+R unbal 2♠ = 7-9 if bal, 5-9 if unbal 2NT = 3/4S inv or 4S mixed 3x = natural invitational, 3♠ = pre-emptive, 3NT = 4S any singleton, 4x = void	1♠:1NT; 2♣ = nat or 6S or 18-19 1♠:2♠; 2NT = any game try, 3m = nat GF 1♠:2R; 2NT = 12-14 or 18-19	2♣ = 5+H any responding hand 2♦ = 9-11 3+S 2♥ = 5/5 minors 2NT = mini-splinter somewhere 3♥ = best four-card raise
1NT				15-17, can have 5cM/6cm	2♣ = Stayman, 2R = xfer, 2♠ = C or range ask 2NT = puppet, 3♣ = xfer, 3♦ = minors GF 3M = shortage, 4♣/♦ = transfer to H/S, 4M = nat	1NT:2♣; 2R:2♠ = 5S inv xfers after 1NT:2R; 2M (2♠ = inv+ ask) 1NT:2NT; 3♣ = no 5cM	
2♣	X	0		GF or 22+ balanced	2♦ = 5+ or an ace, 2♥ = 0-4, 2NT = heart positive	2♣:2♦; 2♥ = 22+ bal or nat, 2NT = clubs	
2♦	X	2		18-19 balanced, denies 5cM	2♥ = S, 2♠ ->2NT, 2NT ->3♣, 3♦ = H, 3M = short both minors, two-under xfers as per 2NT opening	2♦:2♠; 2NT:3♣ = four-card Stayman 2♦:2NT; 3♣: 3R = to play, 3♠+ = 6H NLMH	
2♥		5		Weak	2NT = asks, inv+, 2♠/3m = NF, 3♠ = GF	2M:2NT; 3♣ = non-min no side-suit / 3♦ = non-min 4cm / 3M = min / 3oM = nat 6/4	
2♠		5		Weak	2NT = asks, inv+, 3m = NF, 3♥ = GF		
2NT				20-21, can have 5cM/6cm	3♣ = four-card Stayman, 3R = xfer, 3♠ = minors, 4♣/4♦/4♥/4♠ = H/S/C/D (ST for C/D)	2NT:3R; 3M = fit, 2NT:3♦; 3♠ = 5S2H	
3♣		6		Preempt	New suit GF		
3♦		6		Preempt			
3♥		6		Preempt			
3♠		6		Preempt			
3NT	X			Gambling, solid minor	4♣ = pass or correct, 4♦ = shortage ask		
4♣		6		Preempt			
4♦		6		Preempt			
4♥		6		Preempt			
4♠		6		Preempt			
4NT	X			Specific ace-ask	5♣ = 0, 5x = that ace, 5NT = CA		
5♣		7		Preempt		HIGH LEVEL BIDDING	
5♦		7		Preempt		4NT RKCB: 1430, 5x+1 keycard: 1 st step even, 2 nd step odd, EKCB (et al): 3041 4NT encouraging in minor-suit slam auctions, 4M-1 last train in relay auctions	