

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural, cue = sound raise, jump cue = mixed raise, new suit = constructive only when 2 over 1 otherwise F, jump in new suit = F when simple new suit NF, jump to 2NT = 4-card support FG.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd/4th live, responses as 1NT opening.
11-14 unpassed reopening, responses as 1NT opening.
9-11 passed reopening, responses as 1NT opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (intermediate reopening).
Unusual 2NT for 2 lower suits except unpassed reopening.
Reopen: unpassed 2NT=19-21 bal, responses as 2NT opening.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (both majors or other major plus a minor) any strength.
Responses to major cue: 2NT constructive, 3♣ p/c.
Jump cue asks for stopper (usually with solid minor).
VS. NT (vs. Strong/Weak; Reopening;PH)
Unpassed x=PEN, 2♣=both Ms, 2♦=1M, 2M=5M&4+m, passed x=1m.
After PEN x, first x of suit bid is takeout, subsequent x are PEN.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x=TO, cue=2-suiter, jumps=NAT strong, leaping Michaels – jump to 4♣/♦ over weak 2M is 5suit-5OM (and over Multi 2♦ 5suit-5♠), Over Multi 2♦ x=13-15 bal usually, 2NT=16-18 bal.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: x=Ms, 1NT=ms (same over 1♦ negative to strong+1♣)
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 11+, suits NAT F, Jumps fit, but PRE if partner opened 1♣. 2NT = sound raise to 3+, but 5-5 ms PRE if partner opened 1♣.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	3rd/5th	
NT	2nd/4th	3rd/5th	
Subseq	attitude – low encourage	attitude – low encourage	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	[A, AK](x..)	[A, AK](x..)	
King	[AK, KQ](x..)	[AKJ, KQJ, KQ10](x..)	
Queen	[QJ, AQJ](x..)	[KQ, QJ, AQJ](x..)	
Jack	[J10, KJ10, AJ10](x..)	[J10, KJ10, AJ10](x..)	
10	[109, A109, K109, Q109] (xx..)	[109, A109, K109, Q109] (xx..)	
9	9x	9x	
Hi-X	xS(xx..),Sx	xS(xx..),Sx	
Lo-X	HxS, HxxS(xx..)	HxS, HxxS(xx..)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = odd	Hi = odd	Hi = odd
Suit 2	Hi = disc	Hi = disc	Hi = disc
3	Hi = SP for high suit	Hi = SP for high suit	Hi = SP for high suit
1	Hi = odd	Hi = odd	Hi = odd
NT 2	Hi = disc	Hi = disc	Hi = disc
3	Hi = SP for high suit	Hi = SP for high suit	Hi = SP for high suit
Signals (including Trumps):			
Att given in potential Bath coup pos, and also on A/Q v NTs, A vs suits.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles up to 2 of responder's suit - not over 1 NT and not obligatory with 3-card support.			
1m(1♥)x denies 4♠.			
xx at 1-level shows values and 2-card support for overcall.			
Game try x when no room to try with suit.			
Responsive x through 4♦.			

W B F CONVENTION CARD	
CATEGORY:	Green
NCBO:	England
PLAYERS:	Heather Dhondy & Brian Callaghan
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Fairly natural (1♣ may be 2 cards), 5 card majors, 15-17 NT, 2/1 not quite FG (suit rebid may be passed), 3 weak 2s.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦♥♠ = weak 2s.	
After opponents 1-level intervention:	
1m(1♥)1♠ denies 4♠, x shows 4+♠,	
1♣(1♦)1M shows the other M, x shows both Ms,	
1♣(1♦)x(p)2♣(p)2♦♥=trfs, 2♠=cue (also applies at higher levels).	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
After 1/2NT bid or rebid and (x/2/3♣) then system on, with x substituting for 2/3♣ meaning and xx puppet to 2/3♣.	
PSYCHICS:	Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣	(✓)	2	4♠
1♦		4	4♠	Opened in preference to 1♣ when NAT, bal with 4+♦.	Splinters, 2M weak, 3♣/3♦ INV, 2♦ NAT NF, 2NT = FG raise.	Over 1NT rebid: 2♣=puppet to 2♦ sign-off or FG, 2♦/♥/♠ trfs INV+, 2NT/3♦ INV, 3♣ to play, 3M=FG distributional	passed 2♣ = 6+♣ 5-9.
1♥		5	4♠	NAT	2NT=FG 4+M raise, splinters, 3♣/3♦=ART Bergen	Over 1suit 1suit 2NT: 3♣ puppet signoff, 3♦	passed 2♣ = 6+♣ 5-9. passed 2♦
1♠		5	4♠	NAT	INV 3/4+M raise, double raise= mixed 4+M raise, jump OM=5OM & 3M INV,	Stayman, 3♥ S/T in opener's, 3♠ S/T in responder's. Over 1M 2NT, 3 suit NAT.	= 8-11 3+ M raise. passed 2NT = FG raise over opening values.
INT			3♠	NAT 15-17 may have 5M, 6m, or singleton (honour usually).	4-card major shown before any longer suit. Nirvana: 2♣=puppet 4+♦ or 4+♠, 2♦=4+♥, 2♥=4+♠, 2♠=NT INV or 4+♣, 2NT=5♥ INV, 3♣/3♦=4♥ & 5+ suit NAT INV, 3♥/3♠=4♥ &. 4♣/4♦. BAL FG S/T, 4♣=puppet 6+♣ FG, 4♦=5♦ & 6+♣.	2nd round by responder: 2♥=5+♠, 2♠=4+ suit just above 1st response. 3suit after 1st 2♣ =as immediate response with 4♠ not 4♥. After showing M, 3♣=m, 3♦/3♥=M or OM length, 3♠=6+♠ INV or 4333 FG M.	Over (x/2♣) system on (x=2♣ bid). xx puppet to 2♣ (usually to play). Responder's later 2-level x system on if needed. Over other (2suit) Lebensohl, fast shows.
2♣	✓	0		23+ Fairly BAL or any FG.	2♦=neg or other unsuitable.		
2♦		6 (5)		Weak, about 5-10. Suit may be poor, 5-card rare, usually no side 4M.	2NT asks for long suit feature, change of suit F. Rebid of opening suit is minimum.		After (x) or (suit), change of suit NF.
2♥		6 (5)					
2♠		6 (5)					
2NT			3♠	20-22 fairly BAL.	Puppet Stayman, transfers, 3♠=minors, 4any=2 below S/T. After 3♣, 3M=5-card, 3NT=3♠ & not 4♥, 3♦=everything else.	After 3♣ 3♦, 3any by responder shows every bypassed M. After 3NT by opener, 4♥=trfr.	
3♣		7 (6)		NAT PRE, about 5-9. 6-card rare, usually no side 4M.	Change of suit F. Jump to 4-level in step above suit Is Kickback for key cards.		After (x) or (suit), change of suit NF.
3♦		7 (6)					
3♥		7 (6)					
3♠		7 (6)					
3NT				Standard gambling (solid m no side A nor K in 1st and 2nd).			
4♣		8 (7)		NAT PRE, 7-card suit reasonably often.	Step above is Kickback for key cards.		
4♦		8 (7)					
4♥		8 (7)					
4♠		8 (7)					
4NT	✓			Specific A ask.	5♣=none, 5NT=A♣.	HIGH LEVEL BIDDING	
5♣		8 (7)		NAT PRE		Kickback for key cards – 4-level in step above trump suit. Response step - 1st 0/3, 2nd 1/3, 3rd 2, 4th 2+Q, 5th 1/3/5 & void, higher 0/2/4 & that void. When Q is not known, next step asks for it and 5trump denies. To this with Q and other next steps Bid lowest side K with NT substituting for trumps. Then another new suit asks for K there. Asking in other than next step is for 3rd round control.	
5♦		8 (7)					
5♥		7		Asks for 6 with A or K of M.			
5♠		7					
Milk Train – when major agreed in forcing auction below game and at least at 3major then next step shows a minimum. Cue bids – not necessarily 1st round before 2nd.							