

## DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive at 1 level, 2m fairly sound  
 Change of suit forcing except 2/1  
 1N=8-12, 2N=12-14 after 1 Level overcall  
 Where change suit NF then Cue may contain any FG

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

15-18 direct, same in protective  
 Similar if (1X)-P-(1Y)-1N, 2N=19-21 protective  
 Responses as 1N opening except transfer into their suit

### JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak, but tactical opposite passed partner  
 2N=Puppet 3♣, Cue bid=raise  
 Reopening Jump=Constructive weak

### DIRECT & JUMP CUE BIDS (Style Response; Reopening)

Cue bid=Michaels (2N=F1, cue=FG raise of partner's Major(s))  
 Jump cue at 3 Level=asks for stop

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

Double=penalty  
 2♣=Majors (2♦=Relay)  
 2♦=5+Major  
 2M=5+M with 4+minor (2N=Relay, 3♣=P/C)  
 2N=minors or FG 2 suited

### VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Take-out Doubles, 4♣/4♦ over 2M/3M=2 suited with OM  
 4♣ over 2/3♦=♣&M (3m)-4m=Majors

### VS. ARTIFICIAL STRONG OPENINGS- 1♣ or 2♣

Double=Majors (1♦=Relay) 1N=minors (same 2♣)

### OVER OPPONENTS' TAKEOUT DOUBLE

Pass may be traditional Redouble by unpassed hand  
 Redouble=next suit up  
 Transfers from suit above, 1N=Natural, Raise=weak

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>
NT	2 <sup>nd</sup> and 4 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>
Subsequent	Low from Honour*	Low from Honour*

Other: \*maybe 3/5 if defenders know position. Top Touching Honours except Lower for unblock v NT's. 3<sup>rd</sup> from 6 usually

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+) Ax(+)	AKx(+) Ax (+)
King	KQx(+) AK Kx	KQx(+) AKJ10 Kx
Queen	QJx(+) Qx AKQ	QJx(+) KQ109 Qx AKQ
Jack	J10(+)KJ10 AJ10 Jx	J10(+) KJ10/AJ10/QJ98
10	109(+)H109 10x	109(+) H109 10x
9	9x H98(+)	9x H98(+)
Hi-X	3 <sup>rd</sup> and 5 <sup>th</sup> leads	Usually shortage
Lo-X	3 <sup>rd</sup> and 5 <sup>th</sup> leads	Usually promises honour

KQJ versus NT maybe unblock lead

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Usually reverse	Smith v NT high	First discard will usually be reverse
	2 attitude but maybe standard	encourages from both sides. Will be count otherwise but usually random	attitude but maybe count if appropriate
	3 count or SP, depends on dummy		

### Signals (including Trumps)

Suit preference in trump suit

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

May not have the other minor if we double 1m

### SPECIAL ARTIFICIAL & COMPETITIVE Doubles/Redoubles

Support Double/Redouble up to 2M after 1♣ opening only  
 Game try if no space at 3 level after we have raised our suit  
 Double=next suit up after 1♦ or 1♥ overcall  
 After 2M/3L opening and opponents Double, Redouble is competitive  
 Pass and then Double=penalties  
 If opponents Double our overcall Redouble=good hand with doubleton

## W B F CONVENTION CARD

CATEGORY: **GREEN**

NCBO: ENGLAND

PLAYERS: ESPEN ERICHSEN and GLYN LIGGINS

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

1♣=2+♣, either balanced or natural  
 1♦=5+♦ OR 4441 <18  
 1M=5 Cards  
 1N =15-17 may contain 5M/6m or singleton honour

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

##### 1 Level Responses

1♣-1♦/1♥=Transfer Response

1♣-1♠=no 4M

1♦-2♣=♦ raise

1♦-2♦=5+♣ no 4M FG

1M-2♣=♣ or balanced

1♥-2N and 1♠-3♣=any limit raise

##### 2 Level Openings

2♣=FG

2♦=multi, 5+ Major or 22+-24 balanced

2M=Constructive Weak 2 (8-11, 10-13 in 4<sup>th</sup>)

##### 3 Level Openings

3N=Solid minor

##### Competition

Artificial Redouble, e.g. 1♥-(Double)-Redouble=4+♠

After opponents Double our pass may be 11+ balanced  
 Many transfers in Competition

#### SPECIAL FORCING PASS SEQUENCES

#### IMPORTANT NOTES

PSYCHICS: Rare

Opening	Artificial	Min no:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	5+♣ or 4414 short ♦ 11-14 Balanced maybe 5♦ 18-19 Balanced	1♦=4+♥, 1♥=4+♠, 1♠=no 4M, 6-9 balanced, FG 5♦, other 10+ 1N=10-12, 2♣=Inverted, 2♦=FG 6+♦ 2M=4M and 5+♦ FG, 2N=12-15 FG 4♦, 3m=weak, 3M=void	1♣-1R-complete=3 cards 1♣-1R-1N=11-14 1♣-1R-2N=18-19	
1♦		4	7♥	10-22 5+♦ or 4441	1M=natural, 1N=5-11 no 4M 2♣=3+♦ raise invite+, 2♦=5+♣ no 4M FG 2M=4+M 5+♣ FG 2N=12-13 balanced invite, 3♣=Invite 3♦=mixed, 3M/4♣=Void	1♦-1M-1N=15+ <4 card support 1♦-1M-2m=10-14 1♦-1♠-2♥=15-17 1444/0454 1♦-1M-2N=16+ with 4+ support 1♦-2♣-2♦=<15 with 4/5♦	2m=natural, Jump is fit 2N=strongest 4 card raise
1♥		5	7♦	10-22	1♠=4+♠, 1N 5-12 NF 2♣=FG ♣ or balanced hand, 2♦=5+♦ FG 2♥=weak, 2♠=Jacoby, 2N=4+♥ invite 3m=Invite, 3♥=mixed 3♠=any singleton, 3N(♠)/4m=void	1♥-1♠-1N=15+ <4 card support 1♥-1♠-2L=10-14 1♥-1♠-2N=16+ with 4+ support	2♣=3+♥ 2♦=3+♥ / 4+♠ Jump=fit
1♠		5	7♥	10-22	1N=5-12 NF, 2♣=FG ♣ or balanced hand, 2♦=5+♦ FG 2♠=weak, 2N=Jacoby, 3♣=4+♠ invite 3♦/3♥=Invite, 3♠=mixed 3N=any singleton, 4L=void		2♣=5+♥ 2♥=3+♠ 2♦=3+♠ / 4+♥ Jump=fit
INT			4♠	15-17 5M/6m optional Possible singleton honour	2♣=Stayman, 2♦/2♥=Transfer, 2♠=Transfer to minor 2N=any small doubleton 3L=shortage 4m=Texas, 4M=natural	3♣=Relay after 2♦ or 2♠ response to Stayman, 2♠=Relay after 2♥ response	
2♣	yes			FG	2♦=waiting 2M=5+ 2N/3♣=Transfer 3♦=5-5 minors		
2♦	yes	0		Weak 2M 5+ card suit 22+-24 balanced	2M=p/c, 2N=Relay, 3m=NF, 3M=p/c, 4♣=transfer to suit, 4♦=bid suit, 4M=natural	2♦-2N-3♣=any maximum (3♦=Relay) 2♦-2N-3♦=minimum ♥ 2♦-2N-3♥=minimum ♠	
2M		6		8-11 Weak 2 10-13 in 4 <sup>th</sup>	2♠=natural NF, 2N=Relay 3X=either natural FG or fit 4m=shortage	2M-2N-3new suit=shortage (3♠=max) 2M-2N-3M=minimum 2M-2N-3N=max no shortage, 4m=6-5	
2NT				20-22	3♣=Stayman, 3♦/3♥=transfers, 3♠=minors 4♣=6+♦, 4♦=6+♥, 4♥=6+♠, 4♠=5♦332	2N-3♣-3♥=4/5♥ (3♠=Relay) 2N-3♣-3N=5♠	
3X		6		Pre-emptive	3♣-3♦=Puppet 3♥ 3♦/3M-4♣=slam try in opener's suit		New suit has fit for opener
3NT	yes			Solid minor	4♣=p/c 4♦=asks shortage, 4M=natural, 4N=natural asks extra length 5m=p/c		
4X		7		Natural	4♣-4♦=kickback, 4N=RKC	HIGH LEVEL BIDDING Kickback (suit above trump suit at 4 level) after minor agreed 03, 14, 2 no Q, 2&Q, odd & void, others=Even and void, DOP1/ROP1	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces		
5m		7					