

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
May be 4 cards (HHxx): Raises are PRE, cue usually has 3-card support: 2NT over 1M shows good raise w 4-card support, over 1m natural, w fit. Jump responses are FIT(F1) or SPLINTER (ex:over 1♣=weak; jump to game=to play): after 1♣(2 level WJO)? new suit at 2 level NF, 2N=ART relay to 3♣.new suit at 3 level FG:after p's 2 level overcall, new suit at 2 level=constructiveNF, at 3 level=nat, FG
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18
Responses as to 1NT opening.
11- bad 16 reopening.
Responses as to 1NT opening but 2♣ asks range and Ms.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (usually 6+ cards, ex 1 <sup>st</sup> and 3 <sup>rd</sup> at green)
2NT = 2 lowest unbid suits (then cue=strong, jumps to play)
Reopen: Intermediate (about 15-17, 6+ cards). 2NT 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = Michaels. Responses: pass or correct, cue = inv+ 3cd support, jump cue = 4 cd support, 2NT = game try w 4cd support
Jump cue asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ both majors, 2♦ one major, 2M suit plus minor, 2NT minors or any strong two-suiter. Same after 1♣(1NT)
After 2♣, 2♦ asks for longer M. After 2♦, M=P/C.
Double PEN, except by passed hand = 5m and 4M.
After 1NT overcall, X by opener=6-4, 2 <sup>nd</sup> suit=5-5
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=T/O. Over double of weak 2, 2NT = LEB, 3x = INV.
NT=NAT; system on over 1&2NT; over 3NT: 4♣ ask 13+, now 4♦=19+ prob slam Fto4N, 4♥/♠/NT=4 cd suits up line; 4♦=signoff somewhere, 4♥/♠&5♣/♦=NF slam inv, 4N=quant showing 15-16 (non &) leaping Michaels, cue asks stopper v weak 2.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
v 1♣, X=MAJs, 1NT=MINs. Weak jumps. 2NT any two-suiter, usually 6-5 or better. v 1♣-1♦, X=Ms 1NT=ms.
v 2♣-2♦, X shows diamonds, 2♣-X = clubs
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+ PEN-seeking OR limit raise 3 cd support. 2NT = limit raise or better, 4 card support
Raises are PRE, jumps are FIT or SPLINTER with 4+-card support.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partnership Suit	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	Same	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	Same	
Subseq	Same	Same	
Ten can be treated as an honour or not depending on situation			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) or AK(+) asks rev att	Usually AK, asks rev att	
King	KQ(+) or AK(+) asks CT	Asks CT/UNB	
Queen	QJ(+)	KQ(+), QJ(+) asks rev att	
Jack	(K)J10(+)	(A or K)J10(+)	
10	(H)109(+)	H109(+), 109(+)	
9	Shortage (9/9x) or (Q)(J)98(+)	9x, (Q)(J)98(+)	
Hi-X	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxX, HxxX(+)	HxX, HxxX(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Even	Hi = Even	Rev attitude
Suit 2	SP	SP	Hi = Even
3	Rev attitude		SP
1	Hi = Even	Hi = E but see below	Rev attitude
NT 2	SP	SP	Hi = Even
3	Rev Att		SP
Signals (including Trumps):			
Smith Peter on declarer's first lead v NT (H = ENC) If p's initial lead won in dummy, give rev attitude. 1 <sup>st</sup> discard = REV ATT (then present count)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Emphasis majors, minors unclear. May be weak if shape-suitable.			
Reopening double may be a king weaker. 1♣ (1♥)X=<4♣. Most low-level Xs are T/O ex when we are in a force or we have XX to show strength.			
After prepared 1♣/1♦ opener, X may be balanced with 3+ in MAJs			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1NT(nat)X=T/O from both sides, 2 <sup>nd</sup> X T/O, further Xs pens.1N(art)X=bal w values for 2N. Support Xs/XXs after simple overcall to 2 level in p's suit. Game try Xs. If another bid avail to ask for NT stop, X=pens, if not t/o or stopper ask. Responsive Xs to 4♦ usu deny unbid M. If we stop below game & opps come back in, Xs = pens. XX of 3NX shows doubt. Generally when in a force X=pens. X of their suit after interference over inverted m = singleton. X of splinter asks for lead of higher suit.			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: England</b>
<b>PLAYERS: Debbie Sandford, Kath Stynes</b>
<i>February 3, 2022</i>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors;1♣ NATorBAL (11)12-14/18-19;1♦ = 5+or4441
2♣ opening = 23-24 BAL or (almost always) FG
2♦/♥/2♠ opening = weak 5-10 usually 6 cards
Initial actions fairly sound, not all 11 counts opened
1NT 15-17, 2/1 FG
FSF to game; wide-range overcalls
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
1♣ NAT or BAL outside NT range
3NT solid m and nothing 1 <sup>st</sup> & 2 <sup>nd</sup> , to play 3 <sup>rd</sup> & 4 <sup>th</sup>
Jump shifts: WEAK minors into majors and 1♣-2♦
1♥-2♠ and 1♠-3♥ = INV, 3 cd support
<b>OTHER CONVENTIONS</b>
2N=weak relay to 3♣ after reverse:exclusion RBKC (responses=steps up as per 3041)1♣-1♠:3♦=18-19 bal 4 cds; once M agreed & one hand unlimited, 3N=semi-serious slam try (may still have shortage): 5N=pick a slam/GSF: leaping & non-leaping Michaels: Wriggle over 1N(X)? P=forces XX, now bids=44 touching suits, XX=♣ now bids =5+, direct 2♣/2♦ bids=4 cds plus another Higher 4 cd suit, direct 2♥/♠ =5+ better suit
<b>SPECIAL FORCING PASS SEQUENCES</b>
If we are in a force, Xs are usually for penalties and P is F
If we bid to game constructively, pass is F
<b>IMPORTANT NOTES</b>
Reverses at 2 level do not hold value after 2/1
<b>PSYCHICS: Almost never, no specific types</b>

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	2	4♦	All weak NTs & bal 18-19s open 1♣ unless another 5 cd suit	Natural, bypass ♦ unless FG. 2♣=10+F1, 2♦/♥/♠=weak, 3♣=PRE, 3♦/♥/♠=splinter 1/2NT = 8-10/11-12 no 4 cd M, 1♦ may be 3 cds	1♣-2♣-2♦ fewer than 4♣, 2NT=4♣, wk NT, 3NT=4♣, 18-19. 1♣-1♥/♠-1NT-2♣/♦=ART checkback (INV/FG, 2♣ forces 2♦ relay)	2♣ constructive NF, fit jumps, Inv checkback only
1♦		4	4♣	Natural, 5+ unless 4 in any 4441	2♦=10+F1, 2♥/♠=wk, 3♣=INV raise 6+♣, 3♦=PRE 3♥/♠/4♣=splinter, 1/2NT = 8-10/11-12 no 4 cd M	1♦-1♥/♠-1NT-2♣/♦ ART checkback	2♦ constructive NF, fit jumps, Inv checkback only
1♥		5	4♦	Natural	1NT up to 11, 2/1=FG, 1♥-2♠/1♠-3♥ INV 3cds, 1M-2M 7-10-, 2NT FG +fit, 3♣ INV 4cds, 3♦ 7-9 4cds, jump raise wk. 1♥-3♠ & 1♠-3NT = any splinter, double jump=void; splinters either limit or supermax	1♥-2♥/2♠* & 1♠-2♠/2N* = ART game try, others=slammy. 1M-2NT:3♣=any min, 3♦=extras no shortage, 3♥/♠/NT=extras+short in ♣/♦/other M, 4x=void. 1♥-3♠ & 1♠-3NT/? Now 3N/4♣ asks suit, responses up the line	Fit jumps (splinters if obvious) 2♣/♦=9-11 4/3cd raise, 2NT = 8-10 HCPs & 5-5 in minors
1♠		5	4♦	Natural			
1NT			4♦	15-17 May have 6+m or 5M May have singleton (unusual)	2♣ STAY, 2♦/♥/♠/NT=♥/♠/♣/♦; 3♣/♦/♥/♠=single suited slam try. Breaks in Ms 4 cd support: to 2N=max, 3 suit=min, new suit=5 cds that suit. Retransfers. 2♠-2N/2N-3♣ deny A/Kxx or any 4 3♣=55m's, 3♦=55M's, 3♥/♠=3 cds, short other M	2♣-2♦: 2♥/♠=WEAK, 2♦-♥: 2♠=4-5 INV, 2♥-♠: 3♥ 5-4 INV. 2♣-2♦: 3♥=5♠&4♥FG, 2♣-2♦: 3♠=5♥&4♠FG. New suit after TRF FG; after m TRF=shortage, after M TRF nat.	
2♣	Yes	0		23+ balanced, any FG	2♦=relay, 2♥/♠=5+, 2 top Hs, 8+;	2♦-2N: same as over opening 2N. 2♦-new suit: 3 cheapest m =2 <sup>nd</sup> -ve	
2♦		(5)6		Weak 2, 5-10 HCP, 5-7 cds According to V and position NAT in 4 <sup>th</sup> . Denies 4 cd M	2N asks for high card feature New suit natural, NF	3♣=shortage, 3♦=min no shortage, 3♥/♠=max with values in that suit. 3N=max, 2 of top 3 Hs	
2♥		(5)6		As per 2♦ opening, above	2N asks for high card feature	3sameM=min, 3♣/♦/other M=max with A/K in suit, 3N=max, 2 of top 3 Hs	
2♠		(5)6		Rarely will have 4 cds in other M	New suit natural, NF		
2NT			4♦	20-22 balanced	3♣ PUP STAY, 3♦ = ♥, 3♥ = ♠ 3♠ minors, 4♣/♦/♥/♠ = ♥/♠/♣/♦ slam interest Same system on after we have overcalled 2NT nat	2NT-3♣: 3♦=4M, 3♥=no M, 3♠/NT=5♠/♥ 2NT--3♣-3♦: 4♣ both Ms slam int (4♦ denies), 4♦ both Ms game only	
3♣		(6) 7		PRE, new suit F unless game	3♣:3♦ asks 3cd Ms: then 3♥=0, 3♠=♥, 3NT=♠, 4♣=both. 3♣-3M shows 6+, NF NV, FG V		
3♦		(6) 7					
3♥		(6) 7					
3♠		(6) 7					
3NT	Yes			Solid m, no side A/K 1 <sup>st</sup> & 2 <sup>nd</sup> To play 3 <sup>rd</sup> & 4 <sup>th</sup>	4♣ P/C, 4♦ asks shortage	3NT-4♦: 4♥/♠=short that suit, 4N=short m	
4♣		7		Natural, PRE			
4♦		7					
4♥		7					
4♠		7					
4NT				Asks for specific aces		<b>HIGH LEVEL BIDDING</b>	
5♣ / 5♦				Natural PRE		RKCB(1430); step up non-trump suit asks for Q & specific Ks: bid lowest, 5N=2	
						5N asks spec Ks, bid lowest if >1. ROPI/DOPI. Cues up the line	
						4NT is not RKCB when: no suit agreed (but a force then 4NT agrees responder's suit); a raise of NT; a response to 4SF; in minor-suit auctions where we have bid 3NT and not co-operated; when all room taken by opposition bidding	

