

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Generally constructive and lead directing
2 level overcalls tend to show opening hands (esp when vul)
Where oppo have bid 2 suits, overcalls at 2 level may be weaker
UCB response (9+ hcp and 3+ card support)
2N = mixed raise in response to overcall of 1M where both oppo bid
Change of suit at 1 and 3 level = forcing, 2 level = constructive
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Shows 15-18 hcp, also in 4 <sup>th</sup> seat
System is on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, UCB responses (9+ hcp and 3+ card support) 2NT response to overcall 1M = mixed raise (when both oppo have bid)
2NT = 5-5 in 2 lowest unbid
2NT in 4 <sup>th</sup> = 20-22, system on
Reopen: 10 -14 hcp, 6 card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid = Michaels (over m = 5/5M) (over M = 5/5 OM + m)
Jump cue bid asks for a stopper
Direct cue bids over weak 2 openings ask for stopper
Jump cue bids over weak 2 openings show two suited hands
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = At least 4-4 in majors
2♦ = At least 5 of a major
2♥/♠ = 4 cards + longer minor
2NT = 5-5 in minors or strong 2 suiter GF
3 level bids = pre-emptive or better
X by PH = minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O, Cue bids asks for a stopper, NT = natural (strong)
Jump bids = Michaels (shows 5/5 where M is unspecified it is ♥)
4NT = both minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = M 1NT= m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = Jacoby in response to major. System on
XX = 9+ hcp, interested in penalising
Jump raises are pre-emptive.
1♠ - (X) - 2♥ = 7-10 points 3/4 ♠      1♥ - (X) - 2♦ = 7-10 points 3/4 ♥

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rds and 5ths	3rds and 5ths	
NT	2nds and 4ths	3rds and 5ths	
Subseq	Count: high/low = even	Count high/low = even	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for count	Asks for rev att or unblock	
Queen	Top of sequence or inner	Ask for reverse att/top of seq	
Jack	Denies Q	Denies Q	
10	Denies J	Denies J	
9	9 singleton or 9 doubleton	Top of nothing, 9 doubleton, or from J98x	
Hi-X	Doubleton	Doubleton	
Lo-X	More than two cards	More than two cards	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	L/H = encourage	H/L = even count	L = encourage
Suit 2	Suit pref	H/L = even count	Count/suit pref
3			
1	L/H = Encourage	H/L = even count	L = encourage
NT 2	Suit pref	H/L = even count	Count/suit pref
3			
Signals: signalling in trumps = suit pref			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
X of a major normally promises 4 of other major and opening points			
X of a minor normally promises 4/3 in majors			
or strong distributional hand 17+ hcp unbalanced or 19+ balanced			
If oppo open wk 2 and partner X's, 2NT = Lebensol			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
2♦ - (X) - XX : Asks opener to bid his major			
(1NT) - 2♦ - (X) - XX: Asks opener to bid his major			
Support X and XX through 2♥			
Responsive X through 4♥			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: Helen Erichsen and Fiona Brown</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong NT (14) 15 - 17 (could contain 6m and/or singleton)
2 over 1 GF (with exceptions)
Opening 1♣ = 2+ cards (transfer responses at the 1 level)
Opening 1♠ shows 5 cards in the suit
Opening 1♥ shows 5 cards in the suit
Opening 2♦ = 5/6 ♥ or ♠, 2 -7 hcp
Opening 2♥/2♠ = 6 card suit, 8-11 hcp (except in 4 <sup>th</sup> seat)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Opening 2♦ shows 5/6 ♥ or ♠, 2 - 7 points
1♠ - (X) - 2♥ = 7-10 points 3/4 card support for ♠
1♥ - (X) - 2♦ = 7-10 points 3/4 card support for ♥
Transfer responses to at the 1 level to 1♣ opening
1♣ - 1♦ - 1♥ promises 3+ hearts from opener, not completing the transfer denies 3 hearts. Same rule for 1♣ - 1♥ - 1♠
1♣ - 1♠ denies 4 card Major
1♣ - 1NT shows 10-12 hcp and denies 4 card Major
If oppo interfere over our 1NT opening, a bid of 2NT or a bid of A suit at the 3 level is often transfer Lebensol. See sup notes
After 1M-1NT, 2 level bids are transfers (except 1H-1N-2S)
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we X oppo's NT opening, pass is F through 2NT (unless oppo use transfers)
Where we have bid genuine hcp game and oppo bid on Pass =F
<b>IMPORTANT NOTES</b>
Superstayman: after stayman responder uses the next available forcing bid to ask opener to describe their hand shape further
1NT (X) XX asks opener to bid 2C, pass asks for XX, suit bids = that suit + higher suit

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	Natural.	1♣ - 2♣ = Inverted, Transfer responses, Void splinters 1♣-2♦ = strong with ♦, 1♣-2M = GF 4M+5♦,	After 1♣ - 2♣, 2♦ from opener = relay	
1♦		4	4♥	Natural	1♦-2♦ = Inverted, Void splinters, 1♦ - 3♣ = 6-9hcp + 4 card support	After 1♦ - 2♦, 2♥ from opener = relay 1M-1NT-2NT = gf often with M + clubs	
1♥		5	4♥	Natural	Jacoby 2NT(4+ card support gf) Mini splinters, Void showing splinters, 3♠ = 9-12 unknown singleton	1M -1NT-2 level bid are transfers	2♣ = 3 card support 9-11 hcp 2♦ = 4 card support 9-11 hcp 2NT = natural
1♠		5	4♥	Natural	Same as for 1♥, 3N= 9-12 unknown singleton		
INT		1	4♦	(14)15-17 hcp May have 6 card minor	Stayman, Transfers, Superstayman(see important notes) 3 level bids show shortage in the suit	Raise of transferred suit/2♣ M response is GF	
2♣	√		0-5hcp	Strong	2♦ = weak or waiting, 3♥/♠ = 5♦ + 4M	3♣ as 2 <sup>nd</sup> bid from responder = 0-3 hcp	
2♦	√	5		3-7 hcp, 5/6 card major	2NT is forcing enquiry	After 2NT, 3♣ shows max, 3♦ = min with♥ 3♥ = min with ♠	
2♥		6		8-11 hcp	2NT is forcing enquiry	After 2NT response, 3 level bids = shortage, 3NT = max no shortage	
2♠		6			2NT is forcing enquiry	As above	
2NT		1	4♥	20-21 hcp	Puppet Stayman, Transfers, 4 level bids = slam try other rank other colour	After Stayman 3♥/♠ from opener = 5 cards After Stayman 3♦ from opener = 4 card mjr Responder now bids major he doesn't have	
3♣		5		Pre-emptive	3D = asks opener for 3 card M		
3♦		5		Pre-emptive	4♣ = slam try in ♦		
3♥		5		Pre-emptive	4m = cue		
3♠		5		Pre-emptive	4m = cue		
3NT		7		Gambling, solid minor	4♦ asks for shortage	4♥/♠ = shortage, 4NT = no shortage 5♣/♦ = shortage in other minor	
4♣		6		Pre-emptive			
4♦		6		Pre-emptive			
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			
4NT				Specific ace asking	5♣ = none, 5NT = 2 aces		
5♣		8		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Pre-emptive		NT over NT is quantitative	
5♥		8		Asks partner to bid 6 with A/K		When we have agreed a trump suit 4NT = RKCB (30/41) after 5NT shows all key cards present, grand slam try	
5♠		8		Asks partner to bid 6 with A/K		If no trump suit agreed 4NT = quantitative Where opponents interfere at the 4 level 4NT shows 2 places to play or good raise We bid 1 <sup>st</sup> and 2 <sup>nd</sup> round cue bids + last train Jumps to 5 of a suit tend to be exclusion blackwood When suit is agreed 5NT = RKCB, or grand slam try, otherwise 5NT = pick a slam	

