



Defensive and Competitive Bidding	
Overcalls (Style. Responses, Reopening)	
General Style: Light NV , Sound Vuln Responses: 1level overcall: 1NT = 8-12, 2NT = Good Raise if RHO bids, else NAT Reopening: 5-15HCP, DBL if 16+, Otherwise as direct seat	
NT Overcall (2 nd /4 th Live, responses, reopening)	
2 nd seat: 15-18 (As over 1NT opening)	4 th seat: 11-14 (2♣ = staymanic: 2♦/♥/♠ = 11-12, 2NT = 13-14 (3♣ = stayman) 3♦/♥/♠ = Normal, 15-16)
Jump Overcall (Style, responses, unusual NT)	
General Style: Nat & Weak 2NT = 19-20 in 4 th	
Direct & Jump cue bids (Style, responses, reopen)	
Two suited hands: (1♣=4+)-2♣ = 5+♥, 5+♠; (1♣=2+)-2♦ = 5+♥, 5+♠, (1♣=4+)-2NT = 5+♥, 5+♦; (1♣=2+)-2NT = ♣+♦ (1♦)-2♦ = ART 5♥-5♠; (1m)-2NT = Lowest 2 suits; (1M)-2NT = 5♣-5♦; (1M)-2M = 5oM-5m; (1m)-4m and (1♥)-4♥ = Good 4M bid (like 3NT opening) (1M)-2M-? 2NT = Asks, 3♣ = PoC, 3♦ = Major INV Over 2NT = ♣+♦: 3oM = NAT; NF, 4m = F1 Oppo X Michaels: P shows suits, XX asks for better major, 2♦ = NAT if available	
Vs NT (vs. Strong/Weak, overcall, reopening, PH)	
X = Penalties; 4M-5m BPH (If they XX P asks for minor) 2♣ = ♥/♠ (2NT asks: 3♣/♦ = min ♥/♠, 3M = Max ♥/♠) 2♦ = 6+M (multi responses), 2NT = minors 2M = 5+M-4+m (2N ask (bid linked major to show max with minor), 3♣ = PoC, 3♦ = INV in M) Comp: (1NT)-2♣-(X)-? P = ♣, XX asks major, 2♦ = NAT (1NT)-2♦-(X)-? P = ♦, other = system on	
Vs Pre-empts (DBLs, cue-bids, jumps; NT bids)	
(2L): DBL = T/O (FASS LEB), 4♣/4♦ = ♣/♦+oM; (3any): DBL = T/O, 4♣/4♦ = ♣/♦+oM (4♣): DBL = T/O (2D = Multi): X = 13-15 BAL or 19+ or any strong hand, 2NT = 16-18, 3M = 7 tricks, 4m = m+♥	
Vs Artificial strong openings. i.e 1♣ or 2♣	
X = ♥ + ♠, NT = ♣ + ♦	
Over opponents T/O double	
General Rule: System remains on where possible RDBL = ART 8+BAL, 1♦/M-(DBL): 1NT to 2any = TRF , 2NT = SUPP; INV+, 3L = PRE	

Leads and Signals			
Opening lead style (ATT = Reverse Attitude)			
	Lead	In Partner's Suit	
Suit	3 rd /Low	3 rd /5 th or ATT	
NT	2 nd /4 th (or ATT)	3 rd /5 th or ATT	
Subseq	ATT		
Other:	If length known/cashout: Suit Preference		
Honour Leads:			
	Vs. Suit: Standard	Vs. NT: Standard	
Ace	AK(+), A(+)	AK(+), A(+)	
King	AK(+), KQ(+), K(+)	AK(+), KQ(+), K(+)	
Queen	QJ(+), Q(+)	KQ(+), Q(+), QJ(+)	
Jack	JT(+), J(+), HJT(+)	JT(+), J(+), HJT(+)	
10	T9(+), T(+), HT9(+)	T9(+), T(+), HT9(+)	
X	XX, xxX, xxXx, xxxX	Xx, xXx(+), HxxX(+)	
Signals in order of priority (Vs Suits or NT)			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encourage	Low=Lower suit	Low = Enc
2	Low = Even	Low = Even	Low = Even
3	Low = Lower suit*	Low = Even	
Suit preference in the trump suit *=only vs NT			
Doubles			
Takeout doubles (Style, Responses, Reopening)			
Style: Can be off-shape and light e.g 4333 or 4225 Responses: (2A)-X-(P)-2NT response = LEB (Fast shows) After T/O Xs, if 2NT is forced = LEB else INV+ Transfers Reopening: v light in balancing seat especially if shortage			
Special, artificial & competitive DBLs/RDBLs			
Doubles: SUPP DBL if below 2♠ in most situs (not if over 1N), 1♣-(1♦)-DBL = 4♥-4♠, 1m-(1♥)-DBL = 4♠			
Redouble: SUPP RDBL, Otherwise RDBL = Values			
We Overcall 3NT			
4♣ = Range Ask, (4♦ = 18+, 4M = 15-17 (4M), 4NT = 15-18) 4♦ = Puppet to 4♦ (Responder will pass or sign off) 4M/5m = Natural Slam Interest 4NT = Nat, Strong INV Cue 4M = 2 suited Cue 5m = 55MM			

WBF Convention Card	
	
Category	Green
Players:	Louise Selway Susanna Gross
NCBO:	England England
System Summary	
General Approach and Style	
Opening: 5cM, 1♣ = 2+ 1♦ = 5+ or 4441 with 4♦ Pre-emptive openings: 2♦ = ART 6+♦/♠ 2M = 6+M 8-11 1NT opening: 15-17 2 over 1: 2♣ = 2+ GF	
Special bids that may require defence	
ART Opening bids of note: 2♦ = 6+♦/♠ Weak 3NT = Either Natural or Good 4♥/♠ bid ART Responses of note: 1♣-2M = Reverse Flannery (Weak/INV) 1M-1NT = 4-11 or 0-4 with support	
Special forcing pass sequences	
Important notes	
Light/Variable in 3 rd , Psychics: Unlikely but possible	

	Min.	Description	Responses	Subsequent actions	Competitive & PH bidding
1♣	2	10+HCP 4+♣s or 2+♣ BAL (can be 2♣-5♦)	1♦/♥/♠ = 4+ NAT 2♣ = 5+♣; GF 2♦ = 5+♣; 10-12 2♥ = 5+♠-4+♥; 4-7 2♠ = 5+♠-4+♥; 8-11(12) 2NT = NAT 4NT = 4 Ace Blackwood Other = Pre-emptive	1m-2m 2♦ (1♣) = balanced 12-14 or 18-19 <4♣, 2M = Values, 2NT = NAT (3M = Shortage, 3m = NAT), Jump = SP (1m-2m-3m-3M = Stop showing) 1m-1M-1NT = 12-14 NT 2♣ = Forces 2♦; Then bids are Natural INV 2♦ = GF; Staymanic (After 2L response, 3L = NAT; GF longer major) 2NT = F 3♣ (Other bids = Natural; GF) 3L = Slam Try, 5-5 if new suit 1m-1M-2NT = 18-19 BAL 3♣ F 3♦: Then bids are weak except 3NT = Slam try 4♣, 4♠ = ST with 5+♣ Over 1m-1H-2NT: 3H = 6♥ (Can be 4♠), 3♠ = 4-4, Other = NAT 1m-1M-2M: 3M = PRE, 3NS = Trial Bid (5M), 1m-1♥-2♥-2♠ = 4-4 F1, 2N = F1 1m-2M-2M-2NT-? 3m/3om = 3M min/max, 3M/3oM = Min/Max 4M, 3NT = 4333 Max Over Reverses: After 2L Reverse, 2NT = weak relay to 3♣, 3NT = 11-13 BAL, 2NT-3♣-3NT = Up to 10 BAL, 3L = NAT F1 1m-1M-2m-2M = Weak; 1m-1M-2m-3M = INV	(DBL): System on, ReDBL = 8+BAL, Jumps = Nat, weak, 2NT = good raise (1♦): X = 4+♥-4+♠, Other = NAT (1M): X = Negative, Other = NAT (1NT): Natural (2any): DBL = T/O (then LEB), 2any = F1, 2NT-3♠ = X-fer (X-fer to their suit = 4oM, 3♠ = X-fer to 3NT) (3any): DBL = T/O, NLM BPH: 1m-2m = Limit Raise (8-19)
1♦	4	(8)10+HCP 1=4=4=4 or 4=4=4=1 4=1=4=4 or 5+♦	2♣ = NAT or BAL GL 2♦ = 4+♦; GF 2NT = NAT; INV 3♣ = ♦; INV 3M = SPL Other = As 1♣	Swedish Jacoby 3♣ = Any Min 3♦ = Shortage Ask 3♥/♠/NT = ♣/♦/oM 3♦ = No shortage (3L below) 3♥/♠/NT = ♣/♦/oM 3♥/♠/NT = ♣/♦/oM 4m = Second Suit Over 1♥-3♣: 3NT asks for shortage Over 1♠-3NT: 4♣ asks for shortage	(DBL): TRF from 1NT to 2A, ReDBL = 8+BAL, 2♠ (over 1♥) = Mixed Raise, 2NT = SUPP; GF, 3m = Fit (1♠) Over 1♥: 2♠ = Good 3c raise, 2NT = Good 4c raise (2any): DBL = T/O (then LEB), 2any = F1, 2NT = 4 card raise, cue = 3c raise, Jump = SPL (2♠) Over 1♥: 2NT = 3♣ raise, 3♠ = Slam Interest, 4m = SPL (3any): DBL = T/O, NLM Over Jacoby: System Off, DBL = Shortage, Cue = void, Pass = No Control, New suit = Control in their suit (1/2 round) BPH: 2♣/2♦/2NT = 3/4+M Good Raise
1♥1♠	5	(8)10+HCP 5+♥ or 5+♠ Can be 4♥/4♠ in 3 rd /4 th position	1NT = (0)4-12 HCP; SF 2♣ = NAT or BAL; GF Other 2/1 = NAT; GF 2M = 7-10 Raise 2♠ (1♥) = Weak 2NT = 4+M; GF 3m/3♥(1♠) = NAT; INV 3M = 4+M INV (9-11) 1H-3NT = Void Spade 1S-3NT/1H-3S = ANY 10-12 SPL 4L = Void SPL 4NT = 4 Ace Blackwood	Over 1NT-2♣-2♦: 2♥ = Weak ♥+♠, 2♠=INV 5+♠, 3♣/♦ = NAT, 3M = Smolen, 4♣/♦ = 6♥/♠ +4oM; Slam try Over 1NT-2♣-2M: 2♠ = 4+♠ INV, 3oM = Slam Try in M, 3m = NAT GF with 4oM Over 1NT-2♦-2♥: 2♠ = 4♠ INV, 3M = Slam Try, 3m = GF (then 3 new suit sets m) Over 1NT-2♥-2♠: As above but 3♥ = 5♠-5♥ GF Over 1NT-2NT/3♣ Break = Like Complete = Dislike: Then 3m = NAT, 3M = Shortage, 4m = Forcing Over 1NT-3♦: 3♥/♠ = set ♣/♦	(DBL): System On, XX F 2♣, XX by Opener shows 5c Suit (2any = NAT): DBL = T/O, 2NT = ♣ or any weak hand, 3♣+ = INV+ Transfer, Cue-1 = Minors, 3♠ Jump = Stop Ask (denies stop), LM (2any = ART): As Above but X = Values then X = PEN (3any): DBL = T/O, NLM
1N	15-17	Any 5(332) Any 6m(322) Any 5(422) singleton rare	2♣/2♦/2♥ = STAY/TRF, 2♠/NT = 6+♣/6+♦ 3♣ = 5 card Stayman 3♦ = 5+♠-5+♦; 3♥/3♠ = Singleton, 3oM 4♣/♦ = ♥/♠ 4M = NAT	Over 2♣-2♦: 2♥ F 2♠ => 2NT = 25+ 3L = ♥; Breaks are weak + shapely (2NT = ♣+♦) 3L = NAT, (3♦ = stayman over 3♣), 3M = Asks for cue bids, 3NT = Minors	(Any): X = 0-5 HCP, P = 5+ (Then X by opener = BAL)
2♣		Game-Forcing or 23+bal	2♦ = Waiting 2L = Natural (2/3 honours) 2NT = Minors	2NT-X-fer: Complete = No fit (Bids = Natural, 4M = Mild ST), 3NT = 3 card, Bids = 4 card + cue 2NT-4m: Break with max, 4NT = RKCB 2NT-4M: 4NT = To Play, Over 4♥: 4♠ = RKCB for ♣, over 4♠: 5♣ = RKCB for ♦	
2NT	20-22	May be creative	3♣ = Stayman (+Smolen) 3♦/♥ = X-fer 3♠ = Minors 4L = 2 under slam tries		
Pre-emptive bidding				High level bidding	
Bid Meaning		Responses	Bid Meaning	Responses	Over Comp
2♦ = 5+M <8HCP Intervention: (2M)-X = PoC, (X)-P = ♦, (X)-XX = Forces 2♥ with a sign off		2M = PoC, 2NT = ENQ (3♦/♥ = Min with ♥/♠, 3♣ = Max, then 3♦ asks which M (bid the one you don't have)) 3♣/♦ = NAT F1, 3/4M = PoC, 4♣ = X-fer to major, 4♦ = Bid major	4NT = RKCB 1430 (30/41 at 5L)	5NT/6L = Even/Odd with void, next step asks for Q	D0P1/R0P1
2M = 8-11 6+M		2♠ = F1, 2NT = Ask (3m = Ft. non min then 3M = shortage ask, 3NT = good suit, no shortage)	5NT = Pick a slam 5NT = RKCB (30/41)	In most confused auctions 5NT is Pick a slam. Applies when we have agreed a suit by 5L but not been able to bid RKCB	
3M = Weak		4m = cue, 4NT = RKCB	SPL and Cue-bids	Italian cue-bidding style	
3NT = Good 4M Bid		4♣ = Transfer into Major 4♦ = Bid major	Last Train	Only applies when there is no way to show a co-operative hand	

