


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Natural. New suit = constructive NF; Jump in New suit = Nat, F		Lead	In Partner's Suit		
(1x)-1M-...cue = 3 card raise, Inv+	Suit	3rd and 5th	3rd and 5th		
(1x)-1M-...2N = 4+ card raise, Inv+	NT	Attitude	Attitude		
Jump in opponent's suit = mixed raise	Subseq			Category:	
	Other:			Country: England	
				Event:	
				Players: Alexander Allfrey and Andrew Robson	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct = 15-18, system on	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Protective = 11-16, system on, except 2C = range enquiry	Ace	AK(x)	AKx(x)		5 Card Majors
	King	KQ(x)	AKJ10(x), KQx(x)		1C = 1+
	Queen	QJ(x)	KQ109(x), QJ(x)		
	Jack	J10(x), KJ10(x)	J10(x), A/KJ10(x)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), H109(x)	109(x), H109(x)		
1-Suit: Weak; responses as for weak 2 opener	9	9x	9x(x)		
2-Suit: 2N = 2 lowest unbid suits	Hi-x	xx	xxx(x)		1NT Openings: 15 - 17
	Lo-x	xxx, Hxx	Hxx(x)		2 OVER 1 Responses: FG
Reopen:	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2D = Bad weak 2 in M (3-8)
Cue = Michaels; (1m)-2m = MM; (1M)-2M = OM+m	Suit:1st	Hi = Disc	Hi - Even	Hi = Disc	2M = Good weak 2 (9-12)
Jump cue asks for stopper in opponent's suit	2nd	Hi - Even		Hi - Even	Transfer responses to 1C
	3rd				1C-2D = Multi, weak in a Major
	NT: 1st	Hi = Disc	Smith (Hi = Enc)	Hi = Disc	1C-2H = 4/5 Majors, weak
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi - Even	Hi - Even	Hi - Even	1C-2S = 5/5 Majors, weak
Dbl = Majors	3rd				1M-3C/D = 3/4 card limit raise
2C = Cs+M	Signals (including Trumps): Suit preference overtones when attitude/count known				Transfers after 1x-1y-1N; 1x-1y-2N
2D = Ds+M					
2M = Nat					
2N = minors	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Equal level conversion after T/O dbl				
Dbl = T/O	After T/O dbl of M, responder's cue = FG				
Leaping Michaels vs Weak 2s/Multi	After T/O dbl of m, responder's cue = 4/4 Majors or any FG				
Transfers after (Weak 2)-2N					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Dbl = MM; NT = M+m	Responsive, Competitive, Support dbls and rdbls				
	1C-(1D)-dbl = 4+Hs; 1C-(1H)-dbl = 4+Ss				
	1D-(1H)-dbl = 4+Ss; 1D-(1H)-1S = T/O, less than 4Ss				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	(1x)-1y-(dbl)-rdbl = competitive (8-10)				
OVER OPPONENTS' TAKE OUT DOUBLE	Anti-lead dbls (only of cue in our suit)				
New suit = F1					
1D/M-(dbl)-2C = Good raise to 2D/M					Psychics:
Jumps = Weak (except jump in OM = mixed raise)					

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		1	7H	Natural or balanced or 4441	1D/H=4+H/S; 1S=no 4M; 1N/2C=5+C/DFG; 2D=6+M(4-8)	1C-1D-1H=3 Hs; 1C-1H-1S=3 Ss; then 2C/D=Art FG/Inv	
1C					2H/S=45/55MM(5-9); 2N=55mm, weak or FG; 3L=Pre	1C-1N/2C-2C/D=R	
1D		5	7H	Natural	2H=inv raise; 2S=FG raise; 3D=Pre; 3C=CInv; 3M=Spl	1D-2H-2S=enquiry	
1H		5	7H	Natural	2S=mixed raise; 3C/D=3/4 card raise Inv	Transfers after 1H-1S-1/2N	2C/D=3/4 card raise
1H					2N=FG 4+ card raise	Long suit game tries; 1M-2M-2N=Any slam try	Jumps = Spl (except mixed raise)
1H					3S=4+ card raise with unspecified void		
1S		5	7H	Natural	As 1H, but 3N=unspecified void; 1S-3H=mixed raise		
1NT			7H	15-17, may have 5M or 6m	2C=Relay; 2D/H=H/S; 2S=Bal Inv, C/DInv or C+DFG	1N-2C-2D-2N=FG asking	
1NT					2N=FG with xx or Cs,weak; 3m=spl; 3M=spl with 4OM	1N-2N-3C asks, then responder bids suit below xx	
1NT					4C/D=H/S	Second Transfers; 1N-2S-2N/3C=min/Max	
2C	yes	0		FG or 23+ balanced	2D=4+; 2H=0-3; 2N=Hs; 3M=Nat	2C-2D/H-2N respond as for opening 2N.	
2D	yes	5		weak 2 in a Major (3-8)	2M=p/c; 2N=enq	2D-2N-3C=Max(5); 3D/H=min H/S; 3S/N=Max H/S(6)	
2H		5		Weak (9-12)	2N=enq	2M-2N-3M=min; 3NT=good suit; 3L=feature	
2S		5		weak (9-12)	2N=enq		
2NT			7H	20-22, may have 5M or 6m	3C=puppet stayman; transfers; 3S=mm; 4x=2 below s/t	2N-3C-3D=at least one 4 M, then 3H/S=S/H	
3C		6		Natural	4D=s/t		
3D		6		Natural	4C=s/t		
3H		6		Natural	4C=s/t		
3S		6		Natural	4C=s/t		
3NT	yes			Solid minor	4D asks for shortage		
4C		7		Natural			
4D		7		Natural			
4H		7		Natural	4S=to play		
4S		7		Natural			
4NT	yes			Asks specific aces	5C=0, 5N=2		
5C		7		Natural			
5D		7		Natural			
5H							
5S							
5NT							

HIGH LEVEL BIDDING

RKCB (1430); over intervention dbl=pen, pass=1, next step=2, 2+Q, 3, 4

Last train, cue bids

Exclusion RKCB (5 level only)

6 Ace Blackwood (2 suits agreed)

5N often pick a slam; when GSF, 6T=worst holding, then 6C
