

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses:1 / 2 Level; Reopening)</b>
1 level can be light overcalls
After 1 level overcall
cue = Good raise (then repeating suit is weak)
New suit (non-jump) = Non-forcing but good hand (12-16)
2NT = nat (14-17, balanced)
Jump new suit = nat FG (very strong hand)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 2nd/4th live, responses as 1NT opening
11-14 unpassed reopening, responses as 1NT opening
9-11 passed reopening, responses as 1NT opening
After 2 level non-jump overcalls new suits forcing.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Single-jump are intermediate
Double-jump are pre-emptive
Reopen: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = two highest suits
2NT = two extremes
jump cue = 2 lowest
afterb1♣ (short/Polish/acol)2♦ is 5/5 majors and 2♣ is natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl = 5m4M / against WNT = 13+
2C = majors
2D = one major (six)
2M = 5M 4m
Reopening: the same as after weak NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = take-out
Multi 2♦: X = take-out of spades. Subsequent doubles take-out.
Pass followed by a jump to 4m is Leaping Michael's with spades.
Direct 4m = Leaping Michael's with hearts and that minor.
After weak two Leaping Michael's. (2♦) 4♦ = 5-5 majors.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = majors
1NT = minors
After Acol orstrong 2♣/♦ opening: 2NT = unspecified 2 suiter (not majors); X = majors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = strong

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup>	4 <sup>th</sup>	
NT	4 <sup>th</sup>	4 <sup>th</sup>	
Subseq	attitude	attitude	
Other: *Exception: King for count at five-level or above.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	Weak AK (ATT)	
King	AK bare or KQ (see above*)	AKJ10 or KQ109 (CT/UB)	
Queen	Denies the King	Weak KQ or any QJ (ATT)	
Jack	Denies the Queen	same	
10	Denies the Jack	same	
9	Denies the 10	same	
Hi-X	MUD, top of doubleton	same	
Lo-X	4th	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = discourag	High = even	High = discourag
Suit 2	High = even	SP	High = even
3	SP		SP
1	High =discourag	Reverse Smith	High =discourag
NT 2	High = even	High = even	High = even
3	SP	SP	SP
Signals (including Trumps): Asking for SP			
Reverse Smith: low from both sides = likes opening lead.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY:
NCBO: <b>ENGLAND</b>
PLAYERS: <b>SARAH EWART &amp; EWA KATER</b>
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ - 2+, short club
5-CARD MAJORS
15-17 NT
2/1 GAME FORCE
2♣ = any FG
2♦ = multi (bad weak 2 in a major or 23/24 BAL)
2♥/♠ = constructive weak 2 (8 to bad 12)
2NT = 20-22 BAL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ multi
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	THRU NEG. DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		Natural or 12-14 / 18-19 bal	2♣ F1, 2♦/M weak, 3♣/♦ inv, 3♥/♠ constructive pre-empt	After 1♣-2♣, next suit is a relay which could be weak NT or natural. Step in response to relay is FG. With inv hand, bid 2NT or 3m which are both non-forcing. Continuations after all 2NT rebids are natural.	
1♦		(4) 5		11-21, five unless 4441	2♣ FG, 2♦ F1, 2M weak, 3♣/♦ inv, 3♥/♠ shortage	After 1♦-2♦, next suit is a relay which could be weak NT or natural. Step in response to relay is FG. With inv hand, bid 2NT or 3m which are both non-forcing. Continuations after all 2NT rebids are natural.	
1♥		5		11-21,	Two over one GF, 2♠ weak, 3♥ INV, 3♣ / ♦ INV, 3♠ any singleton, 3NT ♠ void, 4♣ / ♦ void		
					2NT Jacoby	Then: 3♣ = minimum (without a void); 3♦ = extras (15+); 3♥ / ♠/ NT = club/diamond/sp singleton (15 miltons+); 4 level void	Drury 2C after dbl 2NT is INV with supp
1♠		5		11-21,	Two over one GF, , 3♠ INV, 3♣ / ♦ INV, 3NT any singleton, 4♣ / ♦ void		
					2NT Jacoby	Then: 3♣ = minimum (without a void); 3♦ = extras (15+); 3♥ / ♠/ NT = club/diamond/♥ singleton (15 miltons+); 4 level void	Drury 2C after dbl 2NT is INV with supp
INT				15-17, 5M, 6m routinely	Stayman, 2♦ & 2♥ transfers to hearts and spades, 2♠ is a transfer to clubs (2nt = doesn't like, and then 3♣ = sign off); 2NT is natural and invitational; 3♣ = transfer to diamonds (weak or strong); 3♦ is natural and invitational. 3♥ = 4 card spades and 3♠ = 4 card hearts, Smolen	Break transfer to major to 2(M+1) with 4 card support. 3(M-1) = retransfer. Break to 3M with minimum suitable for competing.	If 1NT opening is doubled, XX is to play and suggesting penalties. XX is forcing to 2NT. Otherwise, system on after a double.
2♣	X			FG	2♦ = semi-negative or waiting, 2H 0-4, 2NT = positive with ♥s		
2♦	X			Bad 2M or 23-24 balanced	2M P/C, 2NT relay, 3m constr. NF, 3sp constr. NF		
2♥		6		8-11 (bad 12)	2NT relay (then 3♠ min, others FG), new suit = constructive NF at the 2 level; forcing at the 3 level.		
2♠		6		8-11 (bad 12)	2NT relay (then 3♠ min, others FG), new suit = constructive NF at the 2 level; forcing at the 3 level.		
2NT				20-22 balanced	4 card Stayman and Smolen, 3♣ = slam try both minors		
3♣		6		Weak			HIGH LEVEL BIDDING
3♦		6		Weak			RKCB 1430
3♥		6		Weak			
3♠		6		Weak			
3NT				Gambling	4♣ = pass or correct; 4♦ = asks about shortage		
4,5♣/♦/♥/♠		6		Weak			