

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Overcalls loose at favourable vulnerability, sound at 2-level	
After M: cue bid=10+HCP, 3card raise; 2NT=10+HCP, 4+card raise	
After m: cue bid=10+HCP, 3+card raise; 2NT=NAT	
Fit jumps	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-18 HCP, (11-14 HCP in protective)	
Responses as for 1NT opener	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak (0-11 HCP)	
Unusual 2NT (5/5-two lowest unbid suits)	
Reopen: Intermediate, 2NT=19-21	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cue bid=Michaels	
Jump cue bid=SOL L/S minor, asking for a stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
X=PEN (15+HCP vs 12-14, 16+HCP vs 15-17) 2♣=Majors	
2NT = Big two-suiter/minors	
3x = Natural	
2♦ = Single Suited Major (6+cards)	
2M = 5M 4+m	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl = T/O, Lebensohl (FASS)	
Leaping Michaels, Non Leaping Michaels	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X = Majors, 1NT = Minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX=9+ HCP	
New suit=NAT, F1; Jumps = Fit showing with strong suit in suit bid	
2NT=good raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from bad 3+suit/low from H	3 rd /5 th	
NT	2 nd from bad 3+suit/low from H	3 rd /5 th	
Subseq	2 nd from bad 3+suit/low from H	3 rd /5 th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	AK(+), Ax	
King	AK(+), KQ(+), Kx	AK(+), KQJ(+), KQT(+), Kx	
Queen	QJ(+), Qx	QJ(+), KQT(+), AQJ(+), Qx	
Jack	KJT(+), JT(+), Jx	JT9(+), JT8(+), JT(+), Jx	
10	T9(+), Tx	HT9(+), Tx	
9	9x	T9(+), 9x	
Hi-X	xXx(+)	xXx(+)	
Lo-X	HxX; HxxX; HxxXx...	HxX; HxxX; HxxXx...	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo=E, A/Q=REV ATT	Hi/Lo=E	Hi/Lo=DISC
Suit 2	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
1	Hi/Lo=E, A/Q=REV ATT	REV Smith	Hi/Lo=DISC
NT 2	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
3	Hi/Lo=E	Hi/Lo=E	Hi/Lo=E
Signals (including Trumps):			
Suit preference occasionally, REV ATT, STD CT, REV Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X generally T/O, passed more often at higher levels			
X can be lighter with suitable distribution			
lowest level responses are weak, jump responses stronger, NT promises stop			
Reopening X is strong			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP X/XX up to 3 of our suit shows 3-card support			
Game Try Doubles			
Lightner Doubles asks for unusual lead or dummy's first-bid suit in NT			
NEG X up to 4♥			
Action X from pre-emptor in competitive auctions			
UCB X			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: England	
PLAYERS: Jack Ronayne, Theo Gillis	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5+M (semi-F INT), longer minor - 1♣ if 3.3	
3 weak twos	
1NT Opening: 15-17 HCP, BAL	
2 over 1 response: 2/1 FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1X-2Y = Weak	
1Y-3X = Intermediate	
1M-1NT = Semi-Forcing 5-11	
Unusual 2NT (5/5-two lowest unbid suits)	
Direct cue bid=Michaels	
Jump cue bid=SOL L/S minor, asking for a stopper	
Leaping Michaels, Non Leaping Michaels	
SPECIAL FORCING PASS SEQUENCES	
In general, where pass is forcing, X is penalties	
After values X or XX at a low level P = F and x = PEN up to 2♦	
Over this level X = T/O and P = NF regardless of route	
IMPORTANT NOTES	
FASS Lebensohl after interference over 1NT and after weak twos	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	10-21 HCP, 3+ cards, NAT	1M=4+ cards; 1NT=5-11HCP (semi-F), denies 4cM; single raise=10+HCP, 4+card support, denies 4cM; jump in new suit=5-8HCP, 6+cards; 2NT=0-6HCP, 6+card support; jump raise=5-9HCP and 5+card support; double jump in new suit=9-12 HCP, 5+card support and SPL	1NT rebid=12-14HCP, BAL, could have 4cM; two-way checkback STAY 2NT rebid=18-19HCP (or 12-14 after 2-level response); checkback STAY 4SFG	Raises not inverted in competition Fit jumps Cue=10+, 3+card raise
1♦		3	4♥	10-21 HCP, 3+ cards, NAT	As for 1♣ except: 3♣=9-11HCP, 6+cards	As for 1♣	As for 1♣
1♥		5	4♥	10-21 HCP, 5+ cards, NAT	1NT=5-11HCP (semi-F), denies 4c♠; 2/1=FG; single raise=7-9HCP, 3+card support; 2♠=5-8HCP, 6+cards; 2NT=FG, 4+card support; 3♣/♦=9-11HCP, 6+ cards; jump raise=10-11HCP, 4+card support; double jump in new suit=splinter	After Jacoby 2NT, Swedish responses: 3♣=any MIN (after which 3♦ asks for SPL); 3♦=MAX, no SPL 3♥/♠=MAX, ♣/♦ SPL; 3NT=MAX, SPL in oM Rebids as for 1♣ 4SFG	Raises pre-emptive Fit jumps Cue=10+HCP, 3card raise 2NT=10+HCP, 4+card raise Support X 2♣ after P=10-12HCP, 3card support 2♦ after P=10-12HCP, 4+card support
1♠		5	4♥	10-21 HCP, 5+ cards, NAT	As for 1♥ except: 3♥=9-11HCP, 6+cards	As for 1♥	As for 1♥
INT				15-17 HCP, BAL	2♣=STAY; 2♦/♥=M-suit TRF; 2♠/NT=m-suit TRF; 3♣=FG, 5/4-minors; 3♦=FG, 5/5-minors; 3♥/♠=FG, slam-try, NAT	Smolen=FG, 4 in bid M + 5 in other M After 2♦ response to STAY: 4♣=FG, 5/5-Majors; 4♦=FG, slam-try, 5/5-Majors Completing m-suit TRF=3+card support or Hx TRF break=MAX + feature in bid suit	After NAT 2♣ overall: X=STAY After PEN X: suit=NAT, XX=to play After NAT: Lebensohl After ART: X=T/O of artificial suit bid
2♣	✓	0		22+ HCP and BAL or 9+ tricks	2♦=negative response; 2♥/♠=positive response, 5cards, NAT; 2NT=8+HCP, BAL; 3♣/♦=positive response, 5cards, NAT; 3♥/♠=positive response, 6cards; 4♥/♠=positive response, 7cards	2♣-2♦-2♥ = 25+ balanced or hearts FG, forces 2♠ which asks; 2♣-2♦-2NT =22-24 balanced Over 2NT, system on	Pass=Forcing X (over a suit)=0-5HCP XX(over X)=0-5HCP New suit=NAT, positive response, 5+cards
2♦/♥/♠		6		5-10 HCP, 6+ cards, NAT	New suit at 2-level=NAT, NF; 2NT=14+HCP, feature ask; new suit at 3-level=NAT, F1; jump to new suit at 3-level=NAT, FG; game-level bids to play	After feature ask: rebid suit if MIN; show feature if MAX; 3NT=AKQxxx	
2NT				20-21 HCP, BAL	3♣=STAY; 3♦/♥=M-suit TRF; 3♠=5/4-minors; 4♣/♦=FG, slam-try, NAT; 4♥/♠=NF, slam-try, NAT	After 3♠: 3NT=unsuitable for slam, does not deny a 4cm; 4♣/♦=4+♣/♦; 4♥/♠=3/3-minors and good ♥/♠	After suit: X=T/O, new suit=NAT, F, 3NT=to play, game-level=to play After two-suited X: XX=PEN interest
3♣/♦/♥/♠		6		0-9 HCP, 6+ cards, NAT	New suit=NAT, F1; 3NT=to play; raises are PRE; new suits at game-level are to play; 4NT=RKCB		
3NT	✓			SOL 7+ minor suit, no outside A or K	4♣=P/C; 4♦=shortage ask; 4♥/♠=to play; 4NT=bid slam with an 8-card minor; 5♣=P/C		
4♣/♦/♥/♠		7		0-9 HCP, 7+ cards, NAT	After 4-minor 4♥/♠=to play; After 4-Major new suit=CUE; 4NT=RKCB		
4NT	✓			Specific ace asking bid	5♣=no A; 5♦/♥/♠/6♣=A in that suit; 5NT=two As		
5♣/♦		8		0-9 HCP, 8+ cards, NAT		HIGH LEVEL BIDDING	
5♥/♠		8		NAT	Raise one level for each top trump H held	1430 RKCB, 0314 ExclusionKCB, Serious 3NT, 5NT specific Kings	