

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural and constructive / lead directing at 1 level
Overcalls at 2 level sound with values in suit bid
Change of suit forcing. Jump in new suit Fit
Protective doubles may be light with shortage in overcalled suit.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd and 10 – 14 in 4 th position
Responses as over 1NT opening (stayman & transfers)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls. 6+ card suit.
Leaping Michaels – 2 suited See Notes
2NT = Lower 2 suits, but 19-21 BAL in 4th
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Weak or Strong
Leaping Michaels over Weak 2s and Multi See Notes
Non Leaping Michaels over 3 Level Openings
Jump cue bids are stop asking over 1 level openings.
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Majors (5/4)
2♦ = long Major (6) Multi Style
2♥ = hearts and minor (5/4) Lucas Style
2♠ = spades and minor (5/4) Lucas Style
Responses: 2NT = game try
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
V weak 2s, X= takeout. V Multi X= 12-16 BAL
Cue bid = stop ask, NT = strong (17-19) with stop
Leaping Michaels over 2s Non Leaping Michaels over 3s See Notes
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over short 1 Club – Natural (Also 1C 2C is NAT not Michaels)
Over 2 Clubs - Natural
Over Strong Club – DONT – X single suited, bids lower of 2 suits
OVER OPPONENTS' TAKEOUT DOUBLE
Bids Nat and forcing. 2NT = good raise. Jump bids = fit
Raises weak/pre-emptive
XX at most doubleton, looking for penalties, Forcing Pass applies but bids are weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th	Same	
NT	2 nd & 4 th . Strong K and 10's	Same	
Subseq			
Other: A or Q asks for Attitude, K asks for count. V NT King asks for Unblock or count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x...)		
King	KQ(x...) or AK(x...)	KQJ(x..), KQ10(x..) AKQ(x..) AKJ(x..)	
Queen	QJ10(x..) QJ(x..) KQ(x..)	QJ10(x..)	
Jack	Jx or J10x	J109(x..)	
10	10x	HJ10 H109	
9	9x or 109xx 109x	9x or 109x or 109xx	
Hi-X	2 or 4	2 or 4	
Lo-X	Usually 3 (5)	Usually 3 (5)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HELD on AQ	Normal Count	HELD / Count / SP
Suit 2	Normal Count	Normal Count	
3	SP if obvious	SP if obvious	
1	HELD on AQ	Smith Peter	HELD / Count / SP
NT 2	Normal Count	Normal Count	
3			
Signals (including Trumps): Smith Peters against NT(High from both sides for continuation)			
Peter in trump suit for ruff			
First discard Hi = encouraging, Lo = discouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ in protective seat			
Responsive X to 4D			
Game try doubles. Lightner			
Cue bids forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
After 1NT X, 1 st X is TO, subsequent Xs are PEN			
Game Try X			
Extra Values			

W B F CONVENTION CARD
CATEGORY:
NCBO: Welsh Bridge Union
PLAYERS: Liz Atkinson & Ceri Pierce
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Benjaminised Acol
4 card majors. Weak NT (11-14)
Change of Suit generally forcing
With two 4 card suits will open a MAJ
With 5/5 C and S, will open C if strong or S if weak.
4441 open suit below singleton or the middle of 3 touching suits
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
IMPORTANT NOTES
1NT Rebid = 15-17, 2C checkback
1x-2y-2NT =15-19, 3C checkback, 3D any max
Halmic after 1NT X
Leaping Michaels after weak 2s– cue = stop asking, 4C/4D = bid minor and the other major. Except weak 2D where 4C=C+MAJ, 4D=both MAJ
Over Multi, 4C=C+MAJ, 4D=D and MAJ
After weak 3 level bids: 3C – 4C = both MAJ, 4D D+MAJ
Over 3D - 4C=C+ MAJ, 4D = Both MAJ
Over 3H – 4C=C+S, 4D=D+S, Over 3S, 4C=C+H, 4D=D+H
SPECIAL FORCING PASS SEQUENCES
After PEN X of 1NT, by us, 1 st X is TO so P is forcing.
After Opps overcall
After partner Redoubles Opps TO X
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		4	4D	10-19	Standard limit bids. 1NT = 6-9	2C checkback over 1NT and 2NT rebids	
					2NT 15 + with 4 clubs. Pudding 3NT. Jump shift is strong single suit, or fit with 2 nd suit. No splinters	After 2NT, bid stops for NT. Blackout 2NT after Reverse to show weak hand	UCB shows value raise
1 ♦		4	4D	10 -19	As over 1C		
1 ♥		4	4D	10-19	Standard limit bids. 2NT game raise. Pudding 3NT	Over 2NT, 3 level bids show values in that suit. Blackout 2NT after Reverse to show weak hand	UCB shows value raise
					Splinters – limited values (Inc 1S – 4H)	4 level bids 1 st or 2 nd round control	
1 ♠		4	4D	10-19	As over 1H		
INT	11-14	2		May have 5 card major	Stayman (does not promise 4 card MAJ), 2D/H/ NT are transfers, 2S limit bid. 3 level invitational with 5 card broken suit 2C stayman followed by 3 level bid is strong 4D/H are transfers.	Transfer breaks with 4 card support to values or 2NT if max, or 3 of MAJ if minimum After 1NT - 2NT - 3C, pass or correct, but 3H/S is at least 5/5 showing singleton / void	Lebensohl (show stop through 2NT)., X PEN Halmic over 1NT X – XX single suit, 2 bids lower of 2 4 card suits. Pass to play.
2 ♣	✓			Game force or 25-26 BAL	2D = relay (no slam interest). Suit bids good 2NT =8-11 BAL	2C – 2D – 2NT 25-26 BAL. Responses as 2NT opening. 2C-2D-2H/S-2NT – 2 nd Neg	
2 ♦	✓			8 pl tricks or 23-24 BAL	2H = relay 2NT = 8-11 BAL	2D-2H-2NT 23-24 BAL. responses as 2NT	
2 ♥		6			2NT asks.3H rebid min, bids max and show values in the suit bid		
2 ♠		6			As 2H		
2NT	20-22			BAL	5 card puppet stayman, red suit transfers. 3S = 5/4 in S and H 4C/D Slam try.	After 2N-3C-3D shows 4 Card MAJ, stayman bidder now bid MAJ NOT held or 4C with both an slam interest, or 4D both no slam interest. After 2NT-4C/D,4N is sign off, bids are Cue	
3 ♣		6		Pre-emptive	Change of suit forcing		
3 ♦		6		Pre-emptive	Change of suit forcing		
3 ♥		7		Pre-emptive	Change of suit forcing		
3 ♠		7		Pre-emptive	Change of suit forcing		
3NT		7+		Long minor, little else	4/5/6 clubs pass or correct. 4D asks for singleton	3NT-4D, bid MAJ S/ton or 5 minor with singleton in other minor or 4N no S/ton	
4 ♣		7		Pre-emptive			
4 ♦		7		Pre-emptive			
4 ♥		7		Pre-emptive			
4 ♠		7		Pre-emptive			
4NT				Asks for specific Aces			
5 ♣		8+		To Play		HIGH LEVEL BIDDING	
5 ♦		8+		To Play		4NT = RKCB (1430); 5H 2No Q 5S 2+Q 5N=Q but No K 5NT asks for Kings – steps 0,1,2	
5 ♥						DOPI/ROPI = step responses as RKCB 14/30	
5 ♠						Cue bid 1 st or 2 nd round control. Do not cue bid s/ton / void in partners suit	
						Cue bid X – XX = 1 st round control, Cue bid – X - pass = no control	

