

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1L overcalls 6+ HCP. 2L overcalls usually 6 card suit or opening values if Vul. Can be light NV.
New suit F1 at 1L NF constructive at 2L or 3L
Jump cue in opener's suit mixed raise. Fit Jumps
Fit NJ 3L if passed as opener 2N inv.+ 4+ raise over 1M overcall
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd / sandwich / protective
15-18 / 16 – 18 / 13 – 15
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak – 2M can be 5 NV Then 2NT enq.(same responses as 2M opening) 10-13 in protective.
3H/S Strong over weak 2 opening if jump
2NT in protective = 18 -20 + System on
Leaping Michaels over weak 2 openings
Non-leaping Michaels over 3 level openings
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cue bids, 2NT=lower 2 unbid suits
Jump cue = ask stop (natural strong jump overcall over short 1C/1D)
VS. NT
X= PEN by non-passed hand
2C = both majors, 2D = one major
2H/S = major + min.
2NT – both minors. 3L= weak (3m intermediate over weak NT)
by passed hand x= M or m or D; 2C/D=5+ suit with 4M, 2H/S 5H/S + 4+minor).
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO + Lebensohl
V Multi – X = 13- 15 bal or strong.; 2NT-16-18; bids nat.
V Michaels/Ghestem/UNT X= pen; higher suit=good raise, lower suit – F in 4 th suit; 4 th suit=competitive.
Leaping and non-leaping Michaels
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers over 1C/1H/1S. xx = 10+. 2N= 4cd game invite 1C-(x)-2D inv+ with C. Fit jumps. 1D-(x)-3M SPL 1H-(x)-3S and 1S-(x)-3N any void.
VERSUS STRONG 1C OPENING x= H+m 1D=S m 1N=MM

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour except 10	2 nd from bad 3+ suit	
NT	4 th from honour(10 optional)	2 nd from bad 3+ suit	
Subseq	A denies K	A denies K	
LEADS(Hi from			
Lead	Vs. Suit	Vs. NT	
Ace	A+ AK+	A+ AK+	
King	Kx KQ+ AK	K+ KQ+ AKJ10+	
Queen	Qx QJ+	Qx QJ+ KQ109+	
Jack	Jx J10+ KJ10+ AJ10+	Jx J10+ KJ10+AJ10+ QJ98+	
10	10x Q109+ K109+ A109+	10x Q109+ K109+ A109+	
9	109+ 9x	109+ 9x J98+ Q98+	
Hi-X	doubleton	doubleton	
Lo-X	xSx xSxx(+)	xSx xSxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT	1 Rev Att	Suit pref	Rev Att
	2 Standard Count	Standard Count	Standard Count
	3 Suit pref		Suit pref
NT	1 Rev Att	Suit Pref	Rev Att
	2 Standard Count	Standard Count	Standard Count
	3 Suit pref		Suit pref
In Trumps hi-lo = suit preference and middle neutral Smith Peters v NT – peter from either side = encourages			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles usually T/O unless suit agreed or previously failed to make t/o X			
Negative and Responsive to 4S			
X of pass/correct bid t/o			
X of Bergen raise t/0 if non-passed lead directional if passed.			
After strength showing X or XX X PEN unless oppo jump or raise			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner against slam. Support X after 4 th hand bids up to 2M.			
After X of our overcall XX shows doubleton support; Asks for S lead v NT if 1N-3N; Says don't lead my suit or lead dummy's suit vs NT			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: WALES
PLAYERS: MIA DESCHEPPER/RICHARD PLACKETT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS
1C could be 2. Transfer responses over 1C.
14-16 NT (15-17 3 rd /4 th)
2D 1 st 2 nd 3 rd weak multi (2-8 weak in H or S)) or 4-4-4-1 GF
2H/S 1 st 2 nd 3 rd 8-11 + 6+card suit
2C = GF or 23-24 bal
Opening bids and pre-empts optionally aggressive
Responding Style optionally aggressive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1H-2S 3H inv+ 1H-3C 4+H inv+1H-3D 4+H 6-9 HCP
1S-3C 3S inv+ 1S-3D 4+S inv+ 1S-3H 4+S 6-9 HCP
After 1m-(1S)-2 other m = H comp+ 2H= Other m
2NT often conventional in competition
1NT rebid after 1C=17-19 (except 1C-1S-1NT=11-13)
1NT rebid after 1D/H=17 ⁺ any shape without 4 card support
Transfers after 1major-1NT response
After 1C-(1N) bids same as if they opened 1N
SPECIAL FORCING PASS SEQUENCES
Over an overcall opener re-opens with shortage with or without extra values
Psychics: Possible but rare
IMPORTANT NOTES
Transfers + Lebensohl after oppo bids over our 1NT opening/overcall or bids at 2-level over our 1C opening
Leb 2NT in response to TO X

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C	√	2	4S	If 2, 11-13/14 bal. or 17-19 bal.. May have 5D if bal.	Transfers over 1C: 1D=4 ⁺ H, 1H=4 ⁺ S, 1S=4 ⁺ D Over 1C/D - 2H/S = WK 6 ⁺ H/S	1C-1D-1H =2/3 H 11-13/14. 1C-1D-2H min 4H. 1N=17-19. 2N=16-19 4+H. After 1C-1D-1H 1S=	Transfers still on after interf in 2 nd seat. After 1C-(1M)-4D= OM
1D		4	4S	Nat can be aggressive	1C-2D=5/5 ⁺ M less than INV; 1C-4C/D=Texas 1C/D-2C/D = inv. ⁺ 4+ C/D; 1D-2C=2/1GF 1C-2NT=13-15 or 19 ⁺ bal. GF; 1C-3NT=16-18 bal.	4S NF 2C= PUP 2D then bids inv. 2D=5+H weak/GF 2H= GF 4H 2N=5+C weak/ GF. 1C-1H-1S-2D = 4+H weak/GF 1C-1D-2S= S or 6+C 3H	Transfers and Leb at 3-level after 2-level overcall of 1C 1C-(2H)-2S NF. P- 1D -2C= Raise
1H		5	4S	Nat can be aggressive.	1M-2NT–GF raise; 2/1GF; Bergen raises	Over 2NT 3/c asks 3N club singleton 4L void	After 1m-(1S)-2Om=H 2H=Om
1S		5	4S	Can be 4 card suit 3 rd in hand.	1M-3M PRE 1NT=5-12; 1H-3S=any void; 1H-3NT=sing S; 1S-3NT=any void	Over 1NT→ transfers.1D-1M 1N and 1H-1S-1N=17+forcing bal or unbal then 2C=puppet to 2D, inv if continue; 2D=artificial GF	Fit jumps 2N 4+raise inv+ cue 3 card raise inv+ P-1H-2D and p-1S-2H good raise
INT			4S	1 st and 2 nd 14–16,BAL, 3 rd and 4 th 15-17 can contain 5M/6m/singleton can upgrade or downgrade	2C @ 2D/2H/2N TFR 1N-2S= C or bal. inv 3C= s/ton M then 3D asks 3D=s/ton C, 3H/S s/ton D with/without 4H, 4C=5/5 majors;4D/H=transfers	Transfer breaks over 2D/H to 2N if max+4, then bid shortage/retransfers, 3M min+4. Over 2N bid 3C with <Qxx in minor suit After 1N-2S 2N=min 3C=max	Over X by opp: XX=5-card suit, Bid +1 st of 2 4+card suits. XX by opener=5-card suit After 2L overcall Leb and transfers. 4C/4D L/NL Michaels over 2/3M
2C	√	0	7H	GF hand or 23-24 bal.	2D=relay. Suit=7 ⁺ & 5-card suit	2C-2D-2H = H or bal 25+ (2S asks) 2C-2D-2S-3C= negative 2C-2D-3M = 4M 5+D	Pass 7+ bal Dbl/Rdbl 0-6 bal or 0-4 unbal new suit 5+ HCP
2D	√	0(6)		In 1 st &2 nd &3 rd =single suit M 5+ 2-8 HCP or (4441)GF; In 4 th =6D&10-13	2H/2S/3H=pass/correct;2NT=enq; 3m= NF constructive 3S=GF spades 4C=transfer into major; 4D=bid major; 4H/S to play;	After 2NT enq: 3C=max 3D=min H 3H=min S	After x pass=D XX= bid suit 2M Own suit After 2M 2N still asks
2H		5		6+H & 8-11 in 1 st &2 nd &3 rd 6H & 9-12 in 4 th Occasionally 5 card suit if 5-5	2N enq New suit=F1 2H-4S and 2S-4H natural to play	After 2NT enq: bid=short; 3M/3N=min/max no shortage. 2H-2N-3H can have spade SPL if min	
2S		5		6S & 8-11 in 1 st &2 nd &3 rd 6S & 9-12 in 4 th Occasionally 5 card suit if 5-5			
2NT			4S	20-22 bal. can have sing, 5M, 6m Can upgrade or downgrade	3C 5 cd puppet staym; 3D 3H transfers; 3S=minor slam try; 4C=5/5 Ms; 4D/H transfers	After 3D/H transfer, complete with 3M, 3N with 2M. 4M or cue at 4 level with 4M min/max	
3CDHS		6		Pre-empt	New suit=F1 3C-4D and 3D/3H/3S-4C modified RKCB	After 3m-3H 3S= no support unsuitable for 3N	
3NT	√			Pre-empt in a minor	4C/5C/5D=pass/corr; 4D=asks for short 4N slam tr		
4C	√	7		Long H, 1-loser or solid suit (min 7 tricks NV 8V)	4D slam try	HIGH LEVEL BIDDING	
4D	√	7		Long S, 1-loser or solid suit (min 7 tricks NV 8 V)	4H slam try	4D RKCB C if available 4S RKCB H if suit agreed	5N GSF if oppo compete to 5L Before we can use RKCB
4H		6		Pre-empt		RKCB-14/30 unless 4N for C	Otherwise 5N usually pick slam
4S		6		Pre-empt		XX of doubled cue = 1 st round control, Over intervention over RKCB X 1 st step pass 2 nd	After RKCB response 1 st step Q ask, 2 nd King ask 5N pick
4NT	√			Asks specific aces	5C=none; 5D/H/S/6C=specific ace; 5NT=2	Exclusion KCB 0,1,2,3,4 After intervention	if lower available to ask K
5C/5D		7		Pre-empt		X/XX 1 st step pass 2 nd step	