

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally sound overcalls at 1 and 2 level but may be strong
Responses: cue bids show good raises, direct raises weaker.
Aggressive WJO and pre-empts
Occasional overcalls on 4 cards, should be 3+ honours
INT OVERCALL (2nd/4th; Responses; Reopening)
2 nd (15-16) with stops. Responses as opening 1NT
4 th (10-12) with stop. Responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO except when V against NV.
Ghestem (pre-emptive or strong minimum 5/5). 2NT = 2 lowest suits. 3♣ = 2 highest suits.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem (pre-emptive or strong minimum 5/5). Cue bid = highest and lowest suits.
VS. NT (vs. Strong/Weak; Re-opening)
(1NT) 2♣ = both majors (5/4); 2♦ = unspecified long suit; 2♥ = hearts & minor; 2♠ = spades & minor; 2NT = both minors
VS.PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = T/O.
Over weak 2s Lebensohl responses.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 9+ pts; new suit = strong; jump in new suit = forcing
Jump raise = good raise to 2; 2NT = good raise to 3. Other = natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Standard	Small from honour; count	
NT	4 th or 2 nd or MUD		
	4 th from honour 2 nd bad suit		
Other: A for attitude, K for Count or unblock (suit)			
A asks to unblock (NT)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax(+)	
King	Count	Count	
Queen	QJ(+)	QJ(10/9)(+)	
Jack	J10(9/8)(+) J, Jx	J10(9/8)(+) AJ10(+) Jx	
10	(K/Q)109(+), 10, 10x	(A/K/Q)109(+)	
9	98x(+), 9, 9x	109x(+), 9, 9x	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Reverse attitude	Count	Modified blue club. Evens like except 6/8
			Odds could be
			McKenney
NT	Reverse attitude		Middle = Neutral
Signals (including Trumps): McKenney			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Shortage in suit bid or strong single suited hand.			
Response: Show longest suit.			
Reopening: Balancing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: WALES (CYMRU)
PLAYERS: IRENE THOMAS WBU No: 919034
JENNIFER VAUGHAN WBU No: 921034
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Weak NT (12 -14). Acol Benji with 5 card spade suit.
2♣ = 8PT or 22-23, 2♦ = GF or 24+
2♥, 2♠ weak (6-10), 6 card suit
3 level Pre-emptive, 3NT is 4 level minor pre-empt
4♥, 4♠ pre-emptive.
Generally sound openings, pre-empts, responses, WJO
2NT Lebensohl in some sequences. FSF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT rebid 15-18 after this 2♣ is a shape enquiry re majors.
Competitive jumps are weaker
Lebensohl, Slow shows stop
After 1NT and interference. Lebensohl.
Double = T/O. 2 bid natural. 3♣/3♦ invitational; 3♥/3♠ forcing.
Cue bid = values, no stop, but do have 4-card major.
3NT = values, no stop & no 4-card major. 2NT demands a 3♣
rebid. Responses are: 3♣/3♦ Pass' Cue bid = stop, values for
game & 4-card. 3NT = values for game, stop but no 4-card major
After opponents double 1NT – Helvic. Pass = weak with 2 non-
touching suits OR strong hand. Bid at 2 level = touching suits.
Redouble = 5 card suit.
SPECIAL FORCING PASS SEQUENCES
1NT-Double-P-P forces Re-double
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		Natural	Natural; 1NT 6-9	1NT rebid 15-18	
1♦		4		Natural	Natural; 1NT 6-8	Natural	
1♥		4		Natural	Natural; 1NT 6-8; 2NT agreeing ♥s	2NT Resp: 3♣=15-16, 3 bids Singleton; 3♥s = singleton club, 3NT = 17/18; 4 bids = void	
1♠		5		Natural	Natural; 1NT 6-8; 2NT agreeing ♠	As above but 3♠ = singleton club	
INT				12-14 balanced	Non forcing Stayman, Red suit transfer; 2♠ transfer to clubs, 2NT transfer to diamonds	Break Transfers with 4 cards and max. With 2 of 3 top honours bid 3 of major. With 2 of 3 top honours and useless doubleton, bid doubleton.	
2♣	√	0		8 Playing Tricks or 22-23	2♦ relay	Natural	
2♦	√	0		Game Force or 24+	2♥ relay	If 2NT bid 5-card puppet Stayman; transfers; 3♠ = transfer to NT; 3NT = 4♥ and 5♠	
2♥		6		6-10 Weak	2NT Enquiry, 3♣ = 6-8 1Honour, 3♦ = 6-8 2Hs, 3♥ = 9-10 1H, 3♠ = 9-10 2Hs, 3NT AKQxxx		
2♠		6		6-10 Weak	As above.		
2NT				20-21 Balanced	5 card Puppet Stayman; 3♦/3♥ = transfer; 3♠ = transfer to NT; 3NT = 4♥ and 5♠	Break Transfers with 4 cards and max or singleton Ace.	
3♣		7		Pre-emptive	Natural		
3♦		7		Pre-emptive	Natural		
3♥		7		Pre-emptive	Natural		
3♠		7		Pre-emptive	Natural		
3NT				4 level minor pre-empt	4♣/ pass/correct, 5♣/♦ pass/correct 4♥/♠ to play	4D asks for more information	
4♣		8		Pre-emptive	Natural		
4♦		8		Pre-emptive	Natural		
4♥		8		Pre-emptive	Natural		
4♠		8		Pre-emptive	Natural		
4NT				Asks for specific Ace	5♣=0, 5♦/♥/♠/6♣ = that Ace, 5NT = 2 Aces		
5♣						HIGH LEVEL BIDDING	
5♦						Cue bids and Splinters	
5♥						4♣/4♦ = Minorwood (uncontested auction) (14/30 responses in stages)	
5♠						4NT = RKCB 5♣=1/4, 5♦=0/3, 5♥=2 no Q trumps, 5♠=2+ trump Q, 5NT = 2+ void. Next suit asks for Queen if not given, 5Major = No Q, 6Major = Yes no K; 6♣ yes with King of ♣; 6♦ yes with King of ♦ 6♥ yes with King of ♥	
						5NT for Kings. 6♣=0, 6♦=1, 6♥=2, 6♠=3	
						DOPI & ROPI over interference. D (R) 0; P 1; next suit = 2 etc	
				Version: February 2016			