


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b> Typically 7-15, fair 5+ suit, cue response show raises, raises weaker New suit response nat, constr Jumps show fit If next hand bids or doubles then new suit shows fit, doubles are raises if no cue possible long suit, no fit otherwise, redoubles/2NT show long suit, no fit Prot: K weaker, responses K stronger
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup>; Responses; Reopening)</b> Weak t/o, 2 or 3 unbid suits, usually 3-11 4 <sup>th</sup> : Mild t/o, 5/4+ Over major shows other major Over short minor 1NT = natural Resps: suit p/c, minor cue asks for better major, 2NT art g/try Prot: 11-15, need not have stop, responses as opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> Weak, 3-11, may be 5 card suit n/v at 2-level 2NT: Minor 2-suiter over major Other minor plus major, opening bid values over minor Prot: Intermediate, 11-16 2NT: 17-20
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopening)</b> Direct and prot: Michaels: majors over minor (5/4+), major/minor over major (5/5+), show opening bid Jump cue: asks for stop for 3NT Over short 1♣ 2♣ = nat, 2♦ = MM (1♠) P (1♥) 2♣/3♣ = nat 2♥ = 4♠ + 6♦ 3♥ = 6♠ + 4♠
<b>V NT (v Strong/Weak; Reopening; PH)</b> 2♣ = hearts and another 2♦ = spade and another Dbl/2♥/♠ nat After double later doubles are for t/o 2NT = minors or GF 2♣/♦: with both majors show shorter Responses to 2♣/♦: next suit relay: 2NT/3 suit art Dbl of strong NT [inc 17] or at MPs = 4/4+ ♣/♦ or ♦/M or ♥/♠
<b>V PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> Dbl for t/o, others nat, opening values, jumps stronger Over 2s: 4♣ = minors 4♦ = other major, strong Cue = Michaels 2NT = 15-18 Dixon dbl over Multi 2♦
<b>V ARTIFICIAL STRONG OPENINGS- eg 1♣ or 2♣</b> Over 1NT > 2NT: Suction: suit = next suit or two suits after that Over 1♣: CRASH+: Dbl/1♥/1NT = 2 suits of same col/rank/shape 1♦ = ♥ or ♠ 1♠ = 3♠ exactly Suction
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b> Pass = 0-5, or 6-8 usually short in partner's suit Rdbl = raise to 3+ over minor, shows a 1NT response over major 1M (X) INT+ = Transfers Others as without double

LEADS AND SIGNALS																												
<b>OPENING LEADS STYLE</b> Standard honours, strong tens [trick one, not partner's suit], 4th and 2nd K from AK v suit shows AK doubleton or singleton if switch Roman v NT asks for unblock [AKJT, KQT9, QJ98] or rev count K lead asks for rev attitude at trick one defending 4NT and below A lead asks for rev attitude after trick one or defending 5♣ and above To a known 5+ suit lead high with even number, low with odd From a known 3+ suit lead high with even number, low with odd																												
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<table border="1"> <thead> <tr> <th>Lead</th> <th>V Suit</th> <th>V NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKx, Axx</td> <td>AKQx, AKJx, AKx</td> </tr> <tr> <td>King</td> <td>KQx, AK</td> <td>KQJx, KQTx, KQx, AKJT</td> </tr> <tr> <td>Queen</td> <td>QJx, KQJ</td> <td>QJTx, QJ9x, QJx, KQJ, KQT9</td> </tr> <tr> <td>Jack</td> <td>JTx</td> <td>JT9, JT8, QJ98</td> </tr> <tr> <td>10</td> <td>KT9, KJT, QT9</td> <td>AT9, AJT, KT9, KJT, QT9</td> </tr> <tr> <td>9</td> <td>K98, Q98, J98, T9x</td> <td>A98, K98, Q98, J98, T97</td> </tr> <tr> <td>Hi-X</td> <td>Xx, xXx, xXxx, xXxxx</td> <td>Xx, xXx, xXxx, xXxxx</td> </tr> <tr> <td>Lo-X</td> <td>HxX, HxxX, HxxXx</td> <td>HxX, HxxX, HxxXx</td> </tr> </tbody> </table>	Lead	V Suit	V NT	Ace	AKx, Axx	AKQx, AKJx, AKx	King	KQx, AK	KQJx, KQTx, KQx, AKJT	Queen	QJx, KQJ	QJTx, QJ9x, QJx, KQJ, KQT9	Jack	JTx	JT9, JT8, QJ98	10	KT9, KJT, QT9	AT9, AJT, KT9, KJT, QT9	9	K98, Q98, J98, T9x	A98, K98, Q98, J98, T97	Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
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<b>SIGNALS IN ORDER OF PRIORITY</b>																												
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3		Rev count																										
<b>Signals (including Trumps):</b> After T1 and against 5+ level: A for att, K for count Roman discards: odd encourages, even S/P Returns: high = even Signals when obvious and later signals S/P																												
<b>DOUBLES</b>																												
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b> Support for all suits or 17+ or 15+ bal Prot: K weaker, responses K stronger 2NT response often Lebensohl if game possible, Scrambling otherwise																												
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b> After pass over opening bid, double next round is EITHER strong penalty dbl, typically 4+ trumps, 17+ OR weak t/o dbl, typically 4432, 10-12 Most low level dbls are for t/o Responsive to 4♥ = 2 places to play Lead-directing Lightner Game try doubles After cue of our suit by opps, dbl = do not lead, pass = neutral [not 1 <sup>st</sup> rd] SOS redoubles																												

W B F CONVENTION CARD
<b>CATEGORY:</b> Natural – GREEN (Brown S) NCBO: WALES PLAYERS: David STEVENSON Liz COMMINS

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> <b>5 CARD MAJORS, SHORT CLUB (1/2/4)</b> 5 card majors 1 <sup>st</sup> /2 <sup>nd</sup> /4 <sup>th</sup> : otherwise 4 card majors 2+ 1♣ with transfers 1/2/4: otherwise 4 card minors (1♣ occ 3) Light 2 over 1s except GF 1/2 Fairly light openings Pre-emptive raises Artificial and aggressive pre-empts Sep 2025 v 10.11 Cat 2
<b>SPECIAL BIDS THAT MAY REQUIRE— DEFENCE</b> 1NT 9-12 1 <sup>st</sup> /2 <sup>nd</sup> NV (poss sing honour in minor) 2♣ Weak with diamonds or 21+ bal or GF 2♦ Weak with hearts or spades 2♥/♠ Weak two suiter, 5+ cards in H/S 2NT/3♦/3NT Weak preempt in one minor/major/minor respec 3♣/♥ Weak minor two-suiter/Weak major two-suiter 3♠ Solid minor, no outside A/K 4♣/♦ Solid ♥/♠, no outside A
1NT overcall Weak takeout, 2/3 unbid suits Weak artificial defences to strong openings
Special defences to artificial openings and responses
4♣ ask, Flint and Transfers after 3NT overcalls Muppet 3♣, Transfers, 3♠ = art s/try, 4♣ = Gerber, 4♦ = majors, 4♥/♠ = to play over nat 2NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b> S/P = suit preference (Lavinthal) t/o = takeout p/c = pass or correct David always asks alerted 2/3 openings
<b>PSYCHICS:</b> Very rare, no agreements

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1 2 4		2	4♥	13-20 bal or ♣ Could have 5♠	1♦ = 4+♥s 1♥ = 4+♠s 1♠ = No major Bal/♦ 1NT = 8-10 Others as over 1♦ 3NT = 4333	1♣ - 1♦/♥ - 1♥/♠ = 13-15, nat 1♣ - 2♣ - 2♦ = 2/3 cards in ♣ Rebids: Good-Bad 2NT Mini-splinters Short suit trial bids [Mod] Later: O'Neal Crowhurst 2♣ XYZ Wolff 4 <sup>th</sup> suit F Blackout Bourke Reopening doubles may be light	1♣ (1♦/♥) Dbl/1♥/♠ = Transfer 1m (1NT) 2♣/♦ = Aspro 1m (X) XX = raise to 3+
1♣ 3		3	4♥	4+ (occasional 3)	Weak jumps at 2 level Inverted minors		Fit Jumps UNT/UNT
1♦ 1 2 4		4	4♥	5+ or 4441	2♣ = ♣ or bal, GF 1NT = 5-P12 3♣ = nat, constr		Opening bids may be light 3 <sup>rd</sup>
1♦ 3		4	4♥	4+	2NT = G15+ bal/weak raise Splinters		2NT as without intervention Transfers over 2♥/♠/NT o'call
1♥ ♠ 3		4	4♥		After 3 <sup>rd</sup> /4 <sup>th</sup> opening: 1NT = 5-9 2♣ /♦/♥ = G8+		
1♥ ♠ 4		5	4♥		1♥ - 2♠ = Weak Splinters 3NT = 4333 2NT = raise to 3+, new suit rebids art	Rebids: 1M - 1NT - 2♣ Gazilli 2♦ D/bal 1M - 2♣ - 2♦ = no suitable alternative 1M - 2♦/♥ - 2NT = no suitable alternative 1M - 2X - 2M = 6Ms 1M - 2♣ - 2NT = 4♣s 1M - 3♣ - 3♦ = asks for shortage	1M (X) XX/1NT+ = Transfers
1♥ ♠ 1 2		5	4♥		1NT = 5-P12, NF 2♣ = ♣ or bal, GF 2♦/♥ = nat, GF 3♣ = 3 card raise to 3♣ 3♦/♥ = nat, constr Others as 3 4		
1NT			3♣	9-12 [1 <sup>st</sup> /2 <sup>nd</sup> NV] 14-17 [3 <sup>rd</sup> ] 12-14 [other] Possible singleton ♣/♦ honour	2♣ = 5 card Stayman 3♣/♦ = 3 suit GF 2♦/♥/♠/NT = Transfer 4♣ = Gerber 3♥/♠ = Game try, 6 cards Game = to play 4♦ = Both majors (5/5) 4NT = nat	Transfer breaks: Over 2♦/♥ with fit 2NT = max, 3♥/♠ = min Over 2♠/NT 2NT/3♣ = no fit, 3♣/♦ = fit	After dbl: rdbl = 5 card suit 2♣/♦/♥ = suit + higher suit 2♠/NT = 5/5 with/without ♠s After overcall: 2NT = Lebensohl
2♣	√	5 (0)		Weak 2♦ [5+ cards] or 21+ bal or GF	2♦ = p/c 2♥/♠/3♦ = to play opposite weak 2♦ 2NT = art G/try+ 3♣/♥/♠ = nat GF	2♣ - 2♦ - 2♥ = Kokish	Dbl = pens Redouble shows suit, no fit
2♦	√	5 (0)		Weak 2♥/♠ [5+ cards]	2♥/♠/3♥/♠ = p/c 2NT = art G/try+ 3♣/♦ = art GF [M/m] 4♣/♦ = asks for major		Dbl of 2M = p/c Other dbl = pens Redouble shows suit, no fit
2♥		5/4		Weak 5+ cards plus 4+ ♣/♦s	2♠ = to play 2NT = art G/try+		
2♠		5/4		Weak 5+ cards plus 4+ ♣/♦s	3♣/♦ = p/c 3♥/♠ = to play 3♠/♥ = nat GF		Dbl = pens Redouble shows suit, no fit
2NT	√	6 (0)		Weak ♣ or ♦	3♣/♦/4♣ = p/c 4♦/NT = asks for minor 3♥/♠ = nat, GF 3NT/4♥/♠/5♣/♦ = to play		Dbl = pens Redouble shows suit, no fit
3♣		5/5		Weak ♣+♦	Pass/3♦ = to play 3♠ = nat GF 3♥ = slam try in minor or GF, ♥		
3♦	√	6 (0)		Weak ♥ or ♠	3♥/♠ = p/c 4♣/♦ = asks for major		Dbl = pens Redouble shows suit, no fit
3♥		5/5		Weak ♥+♠	Pass/3♠ = to play 4♣/♦ = slam try in ♥/♠		
3♠	√	7 (0)		Solid ♣ or ♦, no outside A/K	4♣ = p/c 4♦ = asks for singleton 3NT/4♥/♠/5♣/♦ = to play 4NT = asks for minor	3♣ - 4♦ - 4♥/♠/5♣/♦ = ♥/♠/♦/♣ singleton 4NT = no singleton	
3NT	√	7 (0)		Weak ♣ or ♦	4♣ = p/c 4♦/NT = asks for minor 4♥/♠/5♣/♦ = to play		Dbl = pens
4♣	√	7 (0)		Solid ♥, no outside A	4♦ = asks 4♥ = to play		Dbl = pens
4♦	√	7 (0)		Solid ♠, no outside A	4♥ = asks 4♠ = to play		
4♥		7		Weak		<b>HIGH LEVEL BIDDING</b>	
4♠		7		Weak		Roman Key-Card Blackwood Kickback Exclusion RKCB	
4NT	√			Asks for specific aces	5♣ = no ace 5♦/♥/♠ = that ace 5NT = two aces 6♣ = that ace	Resps: 30/41/2/2+Q/2+V Rebids ask for specific kings Gerber GSF Blue Club controls Last Train Non serious 3NT	
5♣/♦		7		Weak		Over intervention: Dbl = 1 <sup>st</sup> step Pass = 2 <sup>nd</sup> step Next bid = 3 <sup>rd</sup> step etc	
5♥/♠		7		Weak		Over 6-level intervention: Dbl = odd number Pass = even number	
						First round only: Acol specific ace ask Blackwood 4NT response	



## Brown sticker 2NT opening

Names: David Stevenson & Liz Commins

Country: Wales

2NT opening in any position and at any vulnerability = a 3-level pre-empt in either minor.

Weak hand, usually less than opening bid, with 6+ cards in ♣ or ♦, usually 7+ vulnerable.  
Likely to be minimum opening bid in 4<sup>th</sup> position. Not forcing.

Responses: Pass = strong hand.  
3♣ = pass or correct.  
3♦ = pass or correct.  
3♥/♠ = natural and forcing.  
4♣ = pass or correct.  
4♦ asks for minor.  
Game bids = to play.  
4NT asks for minor.

Rebids: Pass = ♣, 3♦ = ♦  
Pass = ♦, 3♥/♠/NT/4♣ = ♣  
Natural rebids  
Pass = ♣, 4♦ = ♦  
4♥ = ♣, 4♠ = ♦  
Pass  
5♣ = ♣, 5♦ = ♦

Over dbl: Redouble = a good suit.  
Other bids unchanged

3♣ is forced

Over overcall: Double = penalties  
Other bids unchanged

Pass

Over 4<sup>th</sup> hand:

Double: Bids unchanged

Overcall: Bids unchanged where possible

DEFENCE: Double shows 16+, usually balanced, natural responses  
3♣ for takeout with better hearts than spades  
3♦ for takeout with better spades than hearts  
Other bids natural

DEFENCE to responses: Double of natural or pass/correct suit is for takeout:  
natural responses, responder's bid suit = cue  
Double of 3NT and artificial suit bids are for penalties  
Other bids natural

Later bidding: Later doubles for penalties after first double for penalties or showing 16+  
Doubles at 5-level are for penalties  
Otherwise later doubles for takeout

## Brown sticker 3D opening

Names: David Stevenson & Liz Commins

Country: Wales

3♦ opening in any position and at any vulnerability = a 3-level pre-empt in either major.

Weak hand, usually less than opening bid, with 6+ cards in ♥ or ♠, usually 7+ vulnerable.  
Likely to be minimum opening bid in 4<sup>th</sup> position. Not forcing.

Responses: Pass = long diamonds.  
3♥ = pass or correct.  
3♠ = pass or correct.  
4♣ asks for suit below major.  
4♦ asks for major.  
Game bids = to play.

Rebids: Pass = ♥, 3♠ = ♠  
Pass = ♠, 3NT/4♣/♦/♥ = ♥  
4♦ = ♥, 4♥ = ♠  
4♥ = ♥, 4♠ = ♠  
Pass

Over dbl: Redouble = a good suit.  
Other bids unchanged

3♥ is forced

Over overcall: Double = penalties  
Other bids unchanged

Pass

Over 4<sup>th</sup> hand:

Double: Bids unchanged

Overcall: Bids unchanged where possible

DEFENCE: Double shows 16+, usually balanced, natural responses  
Other bids natural

DEFENCE Double of natural or pass/correct suit is for takeout:  
to natural responses, responder's bid suit = cue  
responses: Double of 3NT and artificial suit bids are for penalties  
Other bids natural

Later bidding: Later doubles for penalties after first double for penalties or showing 16+  
Doubles at 5-level are for penalties  
Otherwise later doubles for takeout

## Brown sticker 3S opening

Names: David Stevenson & Liz Commins Country: Wales

3♠ opening in any position and at any vulnerability = a solid minor, little outside.

AKQxxx or better in ♣ or ♦ with no more than a queen outside.

Might have more outside 3<sup>rd</sup> or 4<sup>th</sup> position. Not forcing.

Responses: Pass = long spades.  
4♣ = pass or correct.  
4♦ asks for singleton  
Game bids = to play.  
4NT asks for minor.

Rebids: Pass = ♣, 4♦ = ♦  
4NT = none, 4♥/♠/5♣/♦ = ♥/♠/♦/♣  
Pass  
5♣ = ♣, 5♦ = ♦

Over dbl: Redouble = a good suit.  
Other bids unchanged

3NT is forced

Over overcall: Double = penalties  
Other bids unchanged

Pass

Over 4<sup>th</sup> hand:

Double: Bids unchanged

Overcall: Bids unchanged where possible

DEFENCE: Double shows 16+, usually balanced, 3+ spades, natural responses  
3NT for takeout with better hearts than spades  
Other bids natural

DEFENCE Double of natural or pass/correct suit is for takeout:  
to natural responses, responder's bid suit = cue  
responses: Double of 3NT and artificial suit bids are for penalties  
Other bids natural

Later bidding: Later doubles for penalties after first double for penalties or showing 16+  
Doubles at 5-level are for penalties  
Otherwise later doubles for takeout