

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light overcalls (may be a non-min WJO type) Responses: new suit NF, 5+ cards; cue = good raise Single jump to 2- or 3-level = NAT GF If 3 rd hand bids then 2NT shows a good 4-card raise If 3 rd hand passes then 2NT is natural
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 over 1m, 15-18 over 1M <i>now system on, except 2D after they opened 1H is "to play".</i>
Reopening – 11-14 over 1m <i>now system on</i> , 11-16 over 1M <i>now 2C = range ask. Transfers except 2D after they opened 1H is "to play".</i>
JUMP OVERCALLS (Style; Responses; Unusual NT)
9-12 @ 2-level (5-12 opposite passed hand), 13 ⁺ -16 @ 3-level. Unusual 2NT - 5-5(+) and constructive. Reopening 2NT is 19-21.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m 5/5 majors, wide-ranging <i>now 2N = hearts, cue = spades</i> (1M) 2M 5M5m <i>now 2N INV+ask</i> (1m) 3m = spades+other minor (1M) 3M - stop ask, usually with running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = MM, 2D = 6M, 2M = 5M4+m Dbl = penalties vs weak NT or in direct seat Dbl = 4M5+m by passed hand, or in passout vs strong (14+) NT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2M: X = takeout <i>now 3C wide-ranging, 2NT lebensohl-style except doubler bids their longer minor</i> Leaping and non-leaping Michaels (NF) Vs 2D: 3D = H+S, 4C = C+H, 4D = C+S. 2D-dbl-P-2N = INV
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
2D/2H/2S as per our openings Double = majors, NT at any level = majors or minors Others = natural After 2C-P-2D: the same, but with double replacing the 2D overcall
OVER OPPONENTS' TAKEOUT DOUBLE
1C-X: XX = 11+, 1R = 4+M, 1S = 5+D, 1N+ = to play Others: XX= good 9+ <i>now x = pens, p = F1 up to 2X</i> Transfers over 1M X

LEADS AND SIGNALS
OPENING LEADS STYLE
Leads (including in partner's suit)
Suit High = odd with A/K/Q or even without A/K/Q
NT Attitude
Subseq Attitude. Around to weak dummy in NT: 9 or higher = one higher card, unless leading top to maintain lead
Other:
LEADS K from AK@5-level or vs 4m (asks for count)
Lead Vs. Suit Vs. NT
Ace AK+ AK+, AKJ+
King KQ+, AK doubleton KQ+, AKQ+, AKJT+
Queen QJ+, AKQ+, Qx QJ+, KQJ+, AQJ+, KQT9+
Jack JT+, KJT+, AKQJ+, Jx JT+, KJT+, AJT+, KQJ9
10 T9+, HT9+, Tx Same
9 H98+, J98+, 9x H98+, J98+, 9x, 9xx
Hi-X Xx, HXX, xXxx, HXXxx Discouraging
Lo-X xxX, HxxX, xxxX, HxxxxX Encouraging
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
1 High = encourage High = even High = encourage
Suit 2 High = even Suit pref High = even
3 Suit pref
1 High = encourage Smith (high enc) High = encourage
NT 2 High = even High = Even High = even
3 Suit pref Suit pref
Signals (including Trumps):
Suit preference in trumps
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Normal enough. 1m-dbl-P-2m forcing to suit agreement 1M-dbl-P-2M forcing to game
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
1C (1D) X = hearts Support doubles up to 2H Game-try doubles Lightner doubles X of splinter when oppo have only shown one suit (not 1H-P-3S) or RKC = "lead lowest-ranking unbid suit"

W B F CONVENTION CARD
CATEGORY: Green, with BROWN STICKER preempts NBO: England PLAYERS: Mike+Sarah Bell
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, 15-17 NT (14-16 1 st NV) 1C = natural or balanced, can have 5 diamonds 1D = 4+D unbal (could be 4D5C 11-15) Light openings 1 st NV (decent 10+) 2D/2H/2S openings are all multis that may or may not contain the suit bid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SOCR preempts: 2D = hearts or (spades+diamonds) 2H = spades or (hearts+clubs) 2S = reds or blacks 3N = majors or minors Responses to 1C: 1D = 4+H; 1H = 4+S; 1S = no 4cM or GF with diamonds; 2D/H = transfers, 6M weak or 5M4C GF; 2S = INV with clubs Transfers in competition P:1S, 2C = hearts
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Sarah rare, Mike less so (but without obvious pattern)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	4H	1 st NV: nat/10 ⁺ -13/17-19 NT Other: nat/12-14 NT/18-19 NT 3 rd seat: min hand with 5 moderate spades ok	1D = 4+H, 1H = 4+S, 1S = no 4cM or GF with D, 1N = INV, 2C = 5+C GF (may have 4cM) 2R = 6M weak or 5M4C GF, 2S = 5+C INV	1C:1D, 1H = wk NT or 5+C3H or 4H bad 1C:1H, 1S is similar, but 1444/1435 may be treated as a weak NT 1C:2C, 2D = weak NT, 2N = (17)18-19	1C (1S): now X = 0-4H; 1N = 5+H; 2C = 5+D; 2D = 4H inv+ Transfers in competition by UPH 2C response by PH = 5-10
1D		4	4H	Unbalanced, includes 4D5C 11-15. Sometimes 4-5D balanced lead-direct 3 rd NV	2D inv+ raise (no 4cM) 3C = mixed raise (no 4cM) 3D = weak raise (may have 4cM)	1D:1H - 1S = minors, 1N = spades, 2C = three-suited 1D:1S -1N = hearts, 2C/2H = minors	Methods on by PH, and after 1D-dbl-1M-pass
1H		5	4D		1N = semi, 2C = GF 2+C, 2R 5+cards GF 2M = semi-const, 2N = GF 4T 3M-2 = 4T 0-5 or 8-9*, 3M = INV 3+T 3M+1 = C/D sing, 3M+2 = C/D void 4M-2 = oM sing, 4M-1 = oM void 1H:2S weak; 1S:3C, 1S:3H and 1H:3D all INV	1H:1N, 2C occasionally 2 cards 1M:1N, 2m occasionally 3 cards 1M:2N, 3C = min 1S:3N, 4C asks <i>now</i> 4D = 1C, 4H = 1D <i>min</i> , 4S = 1D <i>max</i> 1H:3S, 3N asks <i>now</i> 4C = 1C, <i>etc</i>	By PH: 2C = 3+card support, 8+; 2D = 5-5 minors, 2NT = best 4 card raise
1S		5	4H	3 rd seat: not usually a min with 5 weak spades			2C = 5+H; 2D = 3+T support, 8+; 2H = 5-5 minors, 2NT = best 4 card raise
1NT		-	4H	14-16 1 st NV 15-17 otherwise	Stayman, 2S = C or invite, 2NT = 5cM ask, 3C = D, 3D = minors, 3M = short with 4oM, 4m = transfer to 4M	1N:2C, 2D:3M = 4M5oM GF 1N:2N, 3C = no 5cM <i>now</i> 3D = (31)(54)	Transfers from 2NT Transfers vs 3m overcall 1N (2M) 4m leaping michaels
2C	yes	-		GF or 22+ balanced	2D = waiting, 2H = 0-4 no ace	2C:2D, 3M = 4M5+D GF 2C:2H, 3S = 4S5+H GF 2C:2D, 3C:3D = Stayman	X = double negative vs jump X and XX = 5-7(8) bal otherwise (pass = 0-4 any or (8)9+bal or pens, cue = 5+pure takeout)
2D	yes	0		Weak; either hearts (can be 5 cards NV) or 5S5D Ranges ATV, but the 5/5 type is a point or two stronger	Can be passed for many reasons, especially NV (own suit, guessing partner holds the suit, attempt to play in oppo's suit or to deny oppo a cuebid)	Over 4C: 4D shows the hand with hearts, 4H shows the hand with spades (e.g. 2D:4C, 4H shows spades+diamonds).	Pass-or-correct doubles and bids <u>Vs direct seat dbl:</u> 2X-dbl-pass = PoC (except NV, 5H4D will also pass out 2Dx). 2R-dbl-pass-pass; rdbl = 3 cards 2X-dbl-rdbl = "I have my own suit, please bid step 1" <u>Vs passout dbl:</u> 2R-P-P-dbl; P = 2+cards in the suit opened <i>now</i> rdbl/2R+1=PoC Opener's rdbl = SOS 2S-P-P-dbl; now: P = blacks, rdbl = 2-3 spades
2H	yes	0		Weak; either spades (can be 5 cards NV) or 5H5C	2N = suits+strength ask 2R:4C = suits ask	Over 2N: 3C and 3H show hearts 3D and 3S show spades For single-suiters: 3M = minimum, 3m = medium or maximum For two-suiters: 3m = minimum, 3M = maximum, 3N = max with 6 th card in the major (2S:2N, 3N = shows a 6 th heart).	
2S	yes	0		Weak; 5S5C or 5H5D If holding specifically the red suits at unfav: will be at least 6/5 either way	Any (other) bid of a suit we may hold, up to and including 4H = PoC 2D:3C and 2H:3D = Nat NF		
2NT		-		20-21	Stayman, transfers, 3S = minors 4C = diamonds, 4D = xfer to 4H, 4H = clubs	Completing RST = fit 2N:4C, 4H and 2N:4H, 4S = 3041 2N:4C, 4D agrees <i>now</i> 4H = 3041, 4S/4N/5C = L/M/H short	X = takeout
3C/3D/3H/3S		6		Preempt	4D over 3C = 3041, 4C over 3D/H/S = 3041		
3NT	yes	-		6+/5+, minors or majors, preemptive	4X/5m PoC 4N strong ask	After 3N:4m, opener bids longer major	X = penalties, bids PoC
4X		7		Preempt	4D over 4C = 3041	HIGH LEVEL BIDDING	
4NT	yes	-		ace-asking	bid the ace you hold (5C = none)	1430 if 4N, 3041 otherwise, Mixed cues, Non-serious 3M+1, cheap step as king ask (5N pick a slam if available) If oppo bid over KC: Pass with 0, (re)double with 1 or 4. Below 5X: bid with 2, pass with 3. Above 5X: pass with 2, bid with 3.	