

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5+ suit, 7-17 HCP. 1NT response shows 9-11HCP, 2NT response is a 4 card major raise or 12-14 to 1♦
2 level 6+ suit, 11-17 HCP, 2NT response shows 10-12HCP
Mini-Splinters (in competition)
After interference, jumps in new suit shows support, a singleton, and an inv+ hand. Double jumps are voids.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18* HCP
System on (Stayman, transfers)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suit = weak, 5-10 HCP, 6+ suit
Unusual 2NT; 5-5 in lowest 2 unbid suits. 18-20 bal. in balance seat
Jump Cue of a minor 5-5 two extreme suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue; if raising opponent's minor opener - 5/5 in majors, if raising opponent's major opener - 5/5 in other major and unagreed minor. 6-11 or 15+ SEE SUPPLEMENTARY INFO.
UNASSUMING CUE BID
Bid opponents' suit to show a good raise in partner's suit e.g. 1♠ (2♦) 3♦ - good raise in ♠
If 2 Cue bids are available, the Lower is invitational the Higher is Game forcing with suit agreement
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-Landy 2♣ (5/4) majors, 2♦ 6+♥/♠, 2♥ 4/5+ ♥ and a minor, 2♠ 4/5+ ♠ and a minor, 2NT 5/5 ♦/♣
Doubles of 1NT are penalties.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT = 16-18 and stop
Double = 12+ bal/9+unbal, prompt Lebensohl response:
0-8pts: 2NT - 3♣ (Pass or correct) 9-12 bid at the 3 level
12+ or equiv. go through 2NT and bid a higher suit, cue or bid 3NT.
With stop go through 2NT.
OVER OPPONENTS' TAKEOUT DOUBLE
Bergen is on over a major
Redouble is 9+ looking for penalty of opponents, short in partner's suit, all further doubles are penalties.
VS. Strong/Short/Polish Club
Strong: X, 1D, 1NT follow ORC. 1H/S/2C/D natural
Short: As for 1NT (2C/D are 5-10 now)
Polish: 2C natural, 2D both majors. All else natural.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2nd from bad, MUD	2 nd and 4 th MUD	
NT	4 th , 2nd from bad, MUD	^^	
Subseq	Low from strength	Low from Strength	
Other: Top of doubleton, singleton.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, AKQ+, Ax	AKx+, AKQx+, Ax	
King	AK, KQx+, Kx	AK, KQx+, Kx	
Queen	QJx+, Qx	QJx+ Qx	
Jack	J10x+ KJ10+	J10x(+), Jx	
10	10x, (K/Q)109+	10x, (A/K/Q)109+. (A/K)J10+	
9	9x, 109x(x)	9x, 987x(+)	
Hi-X	Sx, xSx, xSxx(+)	Sx, sSx, xSxx(+)	
Lo-X	HxS, HxxS(+)	HxS, HxxS(+)	
Partners A & Q leads = Rev. Att. K= Standard Count. In NT K = unblock			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev. att (low=enc)	Standard count	Rev. att (low=enc)
Suit 2	Suit Preference	Suit preference	Suit preference
3	Standard count		
1	Rev. att (low=enc)	Standard count	Rev. att (low=enc)
NT 2	Standard count		
3			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout while suit is unagreed, If X of a M, then promises 4 of other M or a 16+ hand. If suit agreed its penalties.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X after partner has shown a limited hand are penalties			
First X after opponents interrupt our 1NT is takeout, rest penalties.			
X of a natural or cappelletti type 2C are like our 2C response.			
Negative double – shows the two other unbid suits (4/4)			
A second takeout X is often “values” expecting a pass-out			

W B F CONVENTION CARD
NCBO: Wales
PLAYERS: Joseph Bentley (901658), James Brindle (901677)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors
14*-17INT
2/1 GF
Prepared Club
2♣ - Game Forcing or weak with diamonds
2♦ - 23/24 Balanced or (4-9) 5+ in a major
2♥ - (3-10) both majors 4/4 – (6)5/5
2♠ - Weak Spades and a minor 5/5
2NT – 20-22 may have a lone A/K
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
CUE BID NORMALLY SHOWS GOOD RAISE
Halmic =
1NT (DBL) ReDBL= any 5 card suit (bid 2♣ to find out)
1NT (DBL) 2X = 4+X & 4+ HIGHER SUIT (Above bid is lowest 4 card suit, guarantees one higher suit)
2H both majors weak
Transfer lebensohl over 1NT
Multi 2C
Short 1C
SPECIAL FORCING PASS SEQUENCES
D0P1-R0P1
After opponents overcall Blackwood a Double shows 0 or 3 Key cards and Pass shows 1 or 4. After a double, Redouble shows 0 or 3
Pass of enemy sacrifice is a slam try when game values have been promised.

OPENING	A R T	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣	X	2	3♣	4+♣ or Bal 11-14/18-19	1♦/♥/♠/Natural. 1NT 6-9pts 2NT (3334) 10-12 3NT 13-15 2♥/♠/♦ = 2-7pts 6+.	1♣ - 1(♦/♥/♠) -1NT(12-14)/ 2NT(18-19) into 2/3♣/2♦ checkback
					2♣ 10+pts 4+ clubs 3♣ 6-9pts 6+ clubs	After 1♣-2♣: 2♦ 12-14 bal 2♥/♠ GF cue 2NT 18-19 3♣ unbalanced 11-13pts
1♦		4	3♣	Natural, 11-22	1NT: 6-9pts. 2NT:10-12pts. 2♥/♠ = 2-7pts 6+.	1♦ - 1(♥/♠) -1NT(12-14)/ 2NT(18-19) into 2/3♣/2♦ checkback
					2♦ - 10+pts 4+♦ 3♦ - 4+♦ 0-6pts	After 1♦-2♦: 3♦ (13-) 3♥/♠ indicate a stop and is game forcing.
1♥		5	4♦	Natural, 11-22	Bergen raises: 2♥ (3H 3-9), 2♣ (3H, 10-12), 2NT (12+ 4+H), 3♣(4+H10-12), 3♦ (4+H 6-9) 3♥ (4+ 0-5)	Jacoby responses: 3♠/♦/♣= shortage, 3♥=<15HCP, 3NT=15+HCP, 4♦/♣ = 5+
					1NT: 6-11pts. 4♣/♦ Splinter. Drury if opposite passed hand (see notes)	1♥ - 1(♠) -1NT(12-14)/ 2NT(18-19) into 2/3♣/2♦ checkback
1♠		5	4♥	Natural, 11-22	Bergen raises: 2♣ (3S 3-9), 2NT (12+, 4+S), 3♣ (3S 10-12) 3♦ (4+S 10-12), 3♥ (4+S 6-9) 3♠(4+S 0-5)	Jacoby responses: 3♥/♦/♣=shortage, 3♠=<15HCP, 3NT=15+HCP, 4♥/♦/♣ = 5+
					1NT: 6-11pts. 4♣/♦/♥ Splinter. Drury if opposite passed hand (see notes)	Checkback as above.
INT			3♣	14*-17 Balanced or semi-balanced	Staymanic (non-prom) 2♣ asking for majors.	2♦: min 5M in hand. 2♥/♠: 4M min. 2NT: min no 4/5M. 3♣: 5M max. 3♥/♠: 4M max. 3NT: max no 4/5M. 3♦ Both majors 4/4
					Transfers: 2♦ transfers to 2♥, 2♥ transfer to 2♠, 2♠ transfers to 3♣, 2NT transfer to 3♦ Texas: 4♦/♥ 6+Suit	Break transfers to 3♥/♠ (min) or 2NT (max) when 4+♥/♠, 2♠/3♣/3♦/3♥ 4+♥/♠ doubleton
2♣	X	0		Any game forcing hand Or Weak(4-9)Diamonds	2♦ default response 2NT 16+ Constructive	Bid 2NT with balanced hand or bid natural suit Bid 3♦ or 3NT
2♦	X	0		Multi: 23-24 Bal Weak(5-9) ♥/♠	2NT Enquiry Any raise is pre-emptive	3♣/♦ good (7-9) ♥/♠, 3♥/♠ Natural (4-7)
2♥	X	4		Weak, 3-10 (3 rd seat 11) With Both Majors 4/4+ Up to (6)5/5	2NT Enquiry Any raise is pre-emptive, 4NT is 6 Ace Blackwood 4♣ and 4♦ are RKCB in Hearts and Spades respectively	3♣ bad 3♦ good 4/4 3♥/♠ good 5/4 3NT bad 5/5 4♦/♣ good 5/5 4♥ 6/5 3♦ after a 3♣ overall asks for the better suit
2♠	X	5		Weak, 4-9 Spades and a minor 5/5	2NT Enquiry 3/4♣ Pass or Correct Any spade raise is pre-emptive	
2NT				20-22 bal or semi-bal (Maybe Single A/K)	5 card puppet Stayman: 3♣ asking for M (GF)	3♦: 4 cards in a major. Respond 3♥/♠ to show 4 of the other M. 3NT is always to play. Bid 3♥ with both.
					3♦/♥ Transfer to majors, 3♣ Transfer to 3NT 3NT 5S/4H, 4♣/♦ tsf to H/S next suit up is slam interest, 4♥/♠ 2 suited slam interest 5/4+ in that suit	3♣ - 3NT - 4♣/♦ 6+ slam interest - 4NT signoff 4♥/♠ 5/4 slam interest C/D - 4NT signoff 4NT 5/5 minors slam interest
3♣		6		Pre-emptive	3NT - To play	
3♦/3♥/3♠		6		Pre-emptive	3NT - To play	
3NT	X			Gambling 3nt 7+ unspecified minor.	4♣/5♣ to pass or correct to 4♦/5♦	High Level Bidding 5NT Pick A Small Slam: bidding 5NT when RKCB hasn't been bid is asking partner to reaffirm a solid suit, show a new suit or show secondary support.
4♣,4♦,4♥,4♠		7		Nat, pre-emptive		ROMAN KEYCARD BLACKWOOD 3041 (RKCB)(5♣=3/0 Key Cards, 5♦=1/4, 5♥=2 without the Q of trumps, 5♠ = Key Cards WITH the Q of trumps)
4NT	X			Asking for specific Aces	5♣ no ace 5♦/♥/♠ Ace 5NT 2 Aces 6♣ Ace	Bid cheapest non trump suit up from a 5♣ /5♦ response to find Q of trumps. Bidding trump suit: No trump Q, 5NT: Trump Q no side kings, Bidding any non- trump suits: Trump Q and lowest side suit K.
5♣,5♦		7		Nat, pre-emptive		Cue bids indicate a first or second round control in that suit
						EXCLUSION BLACKWOOD: A jump to 4♥/♠/5♣/♦ is Blackwood excluding the suit bid. Higher bids follow 30/41

Supplementary Information

(Anything marked with an asterisk (*) is subject to evaluation)

Two-Way Checkback: When 2C checkback is bid (e.g. 1H-1S-1NT-2C) Opener is forced to bid 2D, this may be passed if responder is weak with diamonds however, any other bid is invitational to game showing 5 in the suit already bid or 4 in an unbid suit.

When 2D checkback is bid (e.g. 1C-1H-1NT-2D) Opener is Game Forced and must either bid new information in the major suits, 3NT if minimum or 2NT if non-minimum

(3D checkback is not played over a 2NT rebid as 3C is already game forcing)

Game tries: after suit agreement, a bid of a new suit at the 3 level is invitational to game, requesting support/stops in bid suit. Likewise 2NT is a game try forcing to 3 of the major, concerned only with partner's values and not suits.

Magic Drury: If partner has passed opposite a 1M opener, 2♣ becomes 10+ pts and 3 card support. In response to this: 2♦: 12*-14, 2M: 9-12*, 2 other M: 15+pts and a shortage (unspecified), 2NT: 15+pts no shortage, 3♦: 12-14pts 6+M, 3♣ 15+pts 6+M. The 15+ bids are in search of slam or game in No trumps in the case of 2NT. In response to 2NT if responder feels their hand is suitable to play in no trumps over 4 of the major then they will bid 3NT otherwise they will bid 3 of the major. The difference that is to be noted between a 2OM and a 3♣ response is that 2OM ask partner to bid their longest suit with values or 2NT and 3♣ initiates cue bidding.

2NT over a weak 2: 16-18 balanced with stops. Responses: 3♣ Puppet Stayman, 3♦/3♥ Major Transfers

The same as 2NT open responses

Michael's Cue: After Partner has made a Michael's Cue or Unusual 2NT showing 2 Distinct suits then any raise of those suits is pre-emptive.

If there is 1 undefined suit, e.g. 1♠ - 2♠! - p - 3/4/5♣! The lower of the two possible suits is pass or correct, and the higher is invitational in the defined suit.

If a Michael's cue bid has been made, a re-cue of opponent's suit (or a double if the suit was raised) is invitational in the major suit shown. e.g. 1♥ - 2♥! - p - 3♥! Is invitational.

A jump cue at the 3 level of opponent's minor opening shows 5 Spades and 5 of the other Minor

Leaping/Non-Leaping Michael's: After a 2 Level pre-empt an overcall in that suit at the 3 level is Game Forcing and partner will bid 3NT with a stop in that suit. E.g. 2♥ - 3♥! A jump to 4 of a minor shows that minor and a major both 5/5, partner will then raise to 5 of a minor, bid pass or correct or look for slam in one of the suits. If the pre-empted suit was a minor e.g. 2♦ - 4♦! Shows both Majors 5/5. 4NT over a 2 level pre-empt shows the two lowest unbid suits and a very strong hand. If the pre-empt was at the 3 level, then overcalls at the 4 level may be weaker (13+) but show the same suits e.g. 3♥ - 4♥! Shows Spades and a minor 5/5.

Support Doubles: When responder has shown a 4 card suit and a double or redouble is available, this bid shows 3 card support. E.g. 1c-p-1H-1S-x! shows 3 card support.

Transfer Lebensohl: 2 level is a signoff, 2NT transfer to 3C with any weak or balanced(ish) game forcing hand. 3 Level transfer to the above suit. Transfer into opp's suit transfers to the suit above.

1NT - (2H) - 3D! - (p)

3NT

(1) Transfer to Spades (5/6*) at least invitational values. *(may be a poor invite with 6 as with a good invite and 6 we would punt 4H! (Texas))

(2) max with no spade support.

Maximum with no interest in spade game.

2NT responses: 3C puppet stayman. 3D/H transfers, further bids are natural 4+. 3S transfer to 3NT or interest in minors. 4C/H transfer to H/S, complete transfer with minimum/no support, 4NT is then blackwood and a cue bid is asking for a first round control. 4H/S are two suited with slam interest 4NT is then a signoff.