

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
(1x)- (1y)-2y NAT	
(1x) -(1y)-2x = other 2 suits, weaker than 2NT	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
NAT; System on	
15-18 (11-14 protective)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Suit jump = weak/intermediate	
(1♣)-2♦ and (1x)-3♣ both show highest two suits	
reopening suit jump: Intermediate	
reopening jump to 2NT: NAT 19-21pts	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
cue shows 2-suiter with highest and lowest suits	
Jump cue needs stop for 3NT	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
X = pen	
Multi Landy	
2♣ MM; 2♦ 6M; 2M 5 with 4+m	
By PH	
X = mm	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
2NT/3NT NAT	
Jump suits intermediate	
X t/o (values at 4-level) 3 Cue = Stop Ask	
(2M)-4m = that m and the other M, GF	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
vs. strong ♣ X=♣♥ 1NT=♦♠	
suit (nonjump)=that+next higher	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
XX strong	
2NT good raise	
fit jumps	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> weak; 4 <sup>th</sup> from J+	same	
NT	same	same	
Subseq	same	same	
Other:	top of doubleton		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK A+ AK+ ATT hi enc	same	
King	AK+ KQ+ CT hi even	AK+ KQ+ CT/unblock	
Queen	QJ+ ATT hi enc	KQ+ QJ+ ATT	
Jack	(K)J10+ CT	(A/K)J10 CT	
10	(K/Q)109+ CT	(A/K/Q)109+ CT	
9	9x CT	same	
Hi-X	xSx(+) Sx	same	
Lo-X	HxS HxxS(+)	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi-lo even	Hi-lo even	SP
Suit 2	Hi ENC on A or Q		
3			
1	Hi-lo even	Hi-lo even	SP
NT 2	Hi ENC on A or Q		
3			
Signals (including Trumps):			
SP: high card asks for higher suit			
Trump peter suggests ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner			
Game Try			
Responsive to 4♥. Shows MM over m			
Low-level support X opposite 4-cd Major			

W B F CONVENTION CARD		1.6
<b>CATEGORY:</b>	Blue	
<b>NCBO:</b>	England	
<b>PLAYERS:</b>	Roger Bryant Nick Smith	
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
Strong ♣ (16+ pts) with Asking Bids		
1♦ may be 2 cards		
1♦/1♥/1♠ 10-15pts. 5-card Majors		
2♣ 10-15pts, 5+♣		
2♦ 10-15pts 4414 or 4405		
2Major weak		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
Strong ♣		
1♦ may be 2		
2♦ 4414 or 4405		
Asking Bids		
(1♣)-2♦ and (1x)-3♣ both show both Ms		
cue shows 2-suiter with highest and lowest suits		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
ART 2NT when Partner Dbls and oppo at 2-level		
ART 2NT when oppo come in over our 1NT		
<b>PSYCHICS:</b>	Very rare; random	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0		Any strong hand (16+ pts)	1♦ 0-7pts	1♥ ART, non-min; higher bids nf	
					suit jumps weak other responses are nat, GF	Asking Bids	
1♦		2	4♥	10-15pts	nat	nat	Fit jumps by PH
1♥/1♠		5	4♥	10-15pts	1NT forcing 1♠-4♥ nat, but other triple-jumps are splinters	2NT 4=cd raise, inv+	2m by PH ART support constructive: 2♣=3cd, 2♦=4 Fit jumps by PH 1NT to 2M-1 xfers over X
INT			4♥	14-16pts	Stayman 2♣ range ask 3x inv	2♥=transfer 2NT minor sign-off 4x transfer	3m after Stayman = strong, nat, maybe no 4M 2NT ART over intervention, forcing 3♣, competing for partscore
2♣		5	4♥	10-15pts	2♦ enquiry ART	2NT max with 6+♣ otherwise NAT Responder can now bid 2NT or 3♦ for shape	
2♦	√	0		11-15pts. 4414/4405	2NT enquiry ART	ART bids to show... ...,max/min ...whether ♦ is void	
2♥/2♠		6 (5)		5-9pts may be outside range in 3 <sup>rd</sup> seat	2NT enquiry ART	3♣ = min, weak suit; 3♦ = max, weak suit; 3♥ = min, good suit; 3♠ = max, good suit; 3NT = AKQ	
2NT				22-23pts	3♣ asks for 4-cd suits upwards 3♦♥=transfer 3♠ mm 4x transfer	<b>HIGH LEVEL BIDDING</b>	
3suit		7 (6)		NAT pre-empts		Roman Key Card Blackwood (5♣=0/3)	
3NT	√			solid m	4♣ asks for the suit 4♦ asks for shortage	D0P1/R0P1, ie. X or XX is the weakest step; P is the next step	
4suit		7		NAT pre-empts			
4NT	√			Ace ask			
5m				NAT			
5M				asks for AK trumps			