

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level
Occasionally 4 cards at 1 level
Jump raises are preemptive, new suit F1
If partner overcalls in a major, cue=good 3card raise in competition
If partner overcalls in a minor, cue=good 3+card raise
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18, system on
Protective: 11-14, system on
Competition
After they x for penalty, xx=a suit (relay to 2♣), 2X=44+ in that suit and a higher. Pass= to play
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 4-9, 6+ card suit
Subsequent 2NT is an inv+ enquiry. Raises are preemptive.
Unusual 2NT: 55 in two lowest unbid suits
Fit jump: After interference, jump new suit = 4+ support for partner's suit, 5+ in bid suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, 55+: 1m-2m = majors; 1M-2M= oM+m
(1M)-2M-p-2nt = inv+ enquiry as can bid 3♣ p/c
(1x)-3x=stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy: 2♣ = 5-4MM; 2♦ = 6+M; 2M = 5M+4m
X = Pen, otherwise natural
X by passed hand is 4M5m.
After we double them for penalties, we each get one T/O X.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O (Lebensohl in response),
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX=9+, new suit nat F1, 2NT=good raise, jumps = Fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's unsupported suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	Attitude, top of honours	Attitude	
Other: MUD from 3 small, top from doubleton.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ,	AKJ, KQJ, KQT, KQ9	
Queen	QJ	QJT, QJ9, KQ, KQxx	
Jack	JT, HJT	JT9, JT8, HJT	
10	T9, HT9	T9, HT9	
9	9x	9x	
Hi-X	Xx, xXxx, xXxxxx	xXxx, Xx,	
Lo-X	HxxX, HxX, xXx, HxxXx	HxxX, HxX, xXx, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high= DISC	Low = even	high= DISC
Suit 2	Low= even	S/P	S/P
3	S/P		
1	high= DISC	High = DISC for lead	high= DISC
NT 2	Low= even	Low = even	S/P
3	S/P	S/P	
Signals (including Trumps): reverse attitude/reverse count, reverse Smith			
Suit preference			
Generally give count on K leads, att. on A/Q.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally take out, passed more often at higher levels.			
Take out and negative doubles up to 4♥. 3 rd double is penalties.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X by responder when we open 2suit is penalties.			
Lightner doubles			

W B F CONVENTION CARD
CATEGORY: Red NCBO: ENGLAND PLAYERS: Dido Coley & Lily Kearney
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1 level openings unlimited and forcing (5542), 2 level intermediate, unbalanced, and natural (5+).
1NT: (11)12-14, includes all 5422 except 54MM, some 4441 including small singleton.
1C: 2+ with transfer responses
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT opening= gambling, long running minor.
1M-(P)-2C = many hands all inv+
Either 8+ with 3+ S support, or 10+ balanced, or 10-12 with 5+ diamonds, or 10+ natural with clubs.
Transfers over 1C.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7S	14+ with clubs unbalanced, or 15+ bal. May be 5♦ in any 5332.	1 level suit bids 0-9 (can be stronger with a noted desire to right-side), TRF to majors; 1NT GF bal. (may have 5cm), 2NT GF 5M332 (3C asks); 2 level GF unbalanced and natural, 3C = 5-5 GF C & another, 3D = 5-5 GF H&S, 3H = 5-5 GF H&D, 3S = 5-5 GF S&D.	Completing TRF shows any 4-card support or 23+ bal. After 1NT, 2C = any balanced, 2D = extras 18+ unbalanced, 2NT = 14-17 unbalanced with D.	
1♦		4	7S	Unbalanced 5♦ unless 4441.	1 level bids 0-9, 2♦=5♠4♥, 2C = GF C or D raise or balanced (can have 4cM) 2M unbalanced natural GF, 2NT = 5M332, 3 level 5S GF	1NT rebid by opener 18+ unbalanced (2C any GF), Gazzilli over 1♦-1NT (2C is any 18+)	
1♥		5	7S	11+ with 4+♠, else 14+	1NT 0-9; 2C = (7)8+ 3card raise OR 10-12 with D OR 10+ C or bal.; 2D = GF natural 5+; 2H = 3-6(7) 3card raise; 2S = 10+ 4+card raise GF; 2NT = 5-9 4+card bal. raise; 3C = 4-8 4+cd raise with singleton; 3D = 5-5 mm GF; 3H = 0-4 4+card raise; 3S = 8-11 ambiguous splinter; 3NT/4m = void splinter.	Gazzilli over 1M-1NT or 1♥-1♠ (2C is either 5M,4+C, or 16-17 5332, or 18+ any)	
1♠		5	7S	11+ with 4+♥, else 14+	1NT 0-9; 2C = (7)8+ 3card raise OR 10-12 with D OR 10+ C or bal.; 2D = GF natural 5+; 2S = 3-6(7) 3card raise; 2H = GF natural; 2NT = 10+ 4+card raise GF; 3C = 5-9 4+card bal. raise; 3D = 4-8 4+cd raise with singleton; 3H = 5-5 mm GF; 3S = 0-4 4+card raise; 3N = 8-11 ambiguous splinter; 4 level = void splinter.		
1NT			No	(11)12-14 semi-balanced (some 5422, may have 6cm (rare), may be 4441). Don't have to open all 11s and 12s. Can be any 5422 except 54 in the majors where we open 1M. With 14 and a 4441 we usually open 1m (always if the singleton is a major). With 13 and a 4441 where the singleton is a small major, we can open 1NT or 1m.	Stayman, 4 suit transfers. 3C = 5cd puppet Stayman; 3D = 31(54) GF, 3H = 13(54) GF (or similar shapes). 3NT = game try 4C/D = TRF to 4H/S; 4H/S to play.	1NT – 2C – 2M – 2NT doesn't promise 4oM. 1NT – 2C – 2D – 3M = 4M, 5oM GF.	When 1NT is Xed for penalties, responder has: P to play (can be good or bad) 2X = lower of 2 4+card suits XX = 5card suit; forces 2C then p/c.
2♣		5	No	10-13 6♣ or 5♣ with a singleton/void; 0-13 in 3 rd	2♦ inv+ enquiry; 2M to play; 2NT = transfer to 3♣; 3♣ = inv.	Over 2D, 2M = min with 3/4M, 2NT = min no 4M, 3C/D = max with 4H/S, 3H/S = max with 3H/S, 3NT = max with good C.	All doubles by responder are penalty. Opener can double for takeout on suitable hands but is not obliged.

2♦		5	No	10-13 6♦ or 5♦ with a singleton/void; 0-13 in 3 rd	2H = S inquiry, inv+; 2S = H inquiry, inv+; 2NT = inv. to play, 3C = pre-emptive raise to 3D or slam try; 3D = inv. with D support.		
2♥		5	No	10-13 6♥ or 5♥ with a singleton/void; no 4+ ♠; 0-13 in 3 rd (may have 4+♠)	2♠ inv+ inquiry (minima bid 2NT or 3H); 2N = inv.+ with 5+C; 3C = inv+ with 5+D; 3D = weak/slam try with H; 3H = inv. with H support.		
2♠		5	No	10-13 6♠ or 5♠ with a singleton/void; no 4+ ♥; 0-13 in 3 rd (may have 4+♥)	2NT inv.; 3C = inv.+ 5+D; 3D = inv.+ 5+H; 3H = weak/slam try with S; 3S = inv with. S.		
2NT				(20)21-22	5-card puppet Stayman, 3red = TRF, 4X = TRF to 2 above X.		
3♣		6		No weak 2s available so they can be standard weak 2s with shape.			
3♦		6					
3♥		6					
3♠		6					
3NT	X			Long running minor; no outside A/K (can have more values in 3 rd /4 th).	4 ♣ pass/correct		
4♣		6					
4♦		6					
4♥		6					
4♠		6					
4NT	X			Very weak both minors (approx. 0-9)			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				1430 (exclusion) keycard except 3014 over clubs.	
5♥		7				3NT non-serious in some auctions.	
5♠		7				Cues are 1 st or 2 nd round.	