DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

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

1NT OVERCALL (2nd/4th; Responses; Reopening)

Weak t/o, 2 or 3 unbid suits, usually 3-11 4th: 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

JUMP OVERCALLS (Style; Responses; Unusual NT)

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

DIRECT & JUMP CUE BIDS (Style; Response; Reopening)

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 \(\frac{1}{2}\) \(\frac{1}{2}\) = nat, 2 \(\frac{1}{2}\) = MM

(1\(\frac{1}{2}\)) P (1\(\frac{1}{2}\)) 2\(\frac{1}{2}\) = nat

2 \(\frac{1}{2}\) = 4 \(\frac{1}{2}\)s + 6 \(\frac{1}{2}\)s 3 \(\frac{1}{2}\) = 6 \(\frac{1}{2}\)s + 4 \(\frac{1}{2}\)s

V NT (v Strong/Weak; Reopening; PH)

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 ♥/♠

V PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl for t/o, others nat, opening values, jumps stronger

Over 2s: 4♣ = minors

Cue = Michaels 2NT = 15-18

Dixon dbl over Multi 2◆

V ARTIFICIAL STRONG OPENINGS- eg 14 or 24

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♠s exactly Suction

OVER OPPONENT'S TAKEOUT DOUBLE

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) 1NT+ = Transfers Others as without double

LEADS AND SIGNALS

OPENING LEADS STYLE

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

LEADS

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

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Rev count	Rev count	Roman [odd/even]
Suit 2	Rev att [K lead]	Rev Smith in trumps	Rev count
3	S/P [A lead, sing]	S/P in trumps	
1	Rev count	Rev Smith	Roman [odd/even]
NT 2	Rev att [K lead]	S/P in Smith suit	Rev count
3		Rev count	

Signals (including Trumps):

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

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Support for all suits or 17+ or 15+ bal

Prot: K weaker, responses K stronger

2NT response often Lebensohl if game possible, Scrambling otherwise

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

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 strd] SOS redoubles

W B F CONVENTION CARD

CATEGORY:

Natural – GREEN (Brown S) NCBO:

WALES

PLAYERS:

David STEVENSON Liz COMMINS



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 CARD MAJORS, SHORT CLUB (1/2/4)

5 card majors 1st/2nd/4th: 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

SPECIAL BIDS THAT MAY REQUIRE— DEFENCE

1NT 9-12 1st/2nd 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 \clubsuit , Transfers, 3 \spadesuit = art s/try, 4 \clubsuit = Gerber,

 $4 \rightarrow = \text{majors}, 4 \checkmark / \triangleq = \text{to play over nat 2NT}$

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

S/P = suit preference (Lavinthal) t/o = takeout

p/c = pass or correct David always asks alerted 2/3 openings

PSYCHICS: Very rare, no agreements

U	IF MAL	. OF	NEG.DBL THRU					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE &PASSED HAND BIDDING	
1 . 1 2 4		2	4♥	13-20 bal or ♣ Could have 5♦s	1 ♦ = 4 + ♥s $1 ♥ = 4 + ♠s$ $1 ♠ = No major Bal/♦$	1 - 1 - $1 $ - 1	1♣ (1♦/♥) Dbl/1♥/♠ = Transfer	
1 4 3 1 4 1 2 4 1 3		3 4 4	4 ♥ 4 ♥ 4 ♥	4+ (occasional 3) 5+ or 4441 4+	1NT = 8-10 Others as over 1 → 3NT = 4333 Weak jumps at 2 level Inverted minors 2♠ = ♠ or bal, GF 1NT = 5-P12 3♠ = nat, constr 2NT = G15+ bal/weak raise Splinters	1♣ - 2♣ - 2♠ = 2/3 cards in ♣ Rebids: Good-Bad 2NT Mini-splinters Short suit trial bids [Mod] Later: O'Neal Crowhurst 2♣ XYZ	1m (1NT) 2♣/♦ = Asptro 1m (X) XX = raise to 3+ Fit Jumps UNT/UNT Opening bids may be light 3 rd	
1♥ ♠ 3		4	4♥		After $3^{rd}/4^{th}$ opening: $1NT = 5-9$ $2 \clubsuit / \lozenge / \blacktriangledown = G8+$	Wolff 4 th suit F Blackout Bourke Reopening doubles may be light	2NT as without intervention Transfers over 2♥/♠/NT o'call	
1♥ ♠ 4 1♥ ♠ 1 2		5	4♥		1	Rebids: $1M - 1NT - 2 \clubsuit Gazilli 2 \spadesuit D/bal$ $1M - 2 \clubsuit - 2 \spadesuit = no suitable alternative$ $1M - 2 \spadesuit / \blacktriangledown - 2NT = no suitable alternative$ $1M - 2X - 2M = 6Ms 1M - 2 \clubsuit - 2NT = 4 \clubsuit s$ $1M - 3 \clubsuit - 3 \spadesuit = asks for shortage$	1M (X) XX/1NT+ = Transfers	
1NT			3♠	9-12 [1 st /2 nd NV] 14-17 [3 rd] 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 $2 •/ \checkmark$ with fit $2NT = max$, $3 \checkmark/ •= min$ Over $2 •/ NT 2NT/3 •= no$ fit, $3 •/ •= fit$	After dbl: rdbl = 5 card suit $2 4/4/7 = \text{suit} + \text{higher suit}$ $2 4/NT = 5/5 \text{ with/without } 4 \text{s}$ After overcall: 2NT = Lebensohl	
2*	V	5 (0)		Weak 2 • [5+ cards] or 21+ bal or GF	$2 \stackrel{\bullet}{\bullet} = \text{p/c}$ $2 \stackrel{\blacktriangledown}{\bullet} / 3 \stackrel{\bullet}{\bullet} = \text{to play opposite weak } 2 \stackrel{\bullet}{\bullet}$ 2NT = art G/try+ $3 \stackrel{\bullet}{\bullet} / \stackrel{\blacktriangledown}{\bullet} / \frac{\bullet}{\bullet} = \text{nat GF}$	2♣ - 2♦ - 2♥ = Kokish	Dbl = pens Redouble shows suit, no fit	
2♦	V	5 (0)		Weak 2♥/♠ [5+ cards]	2 ✓ 4 4 4 4 4 4 4 4 4 4		Dbl of $2M = p/c$ Other $dbl = pens$ Redouble shows suit, no fit	
2 ♥ 2♠		5/4		Weak 5+ cards plus 4+ ♣/♦s Weak 5+ cards plus 4+ ♣/♦s	2♠ = to play 2NT = art G/try+ 3♣/♦ = p/c 3♥/♠ = to play 3♠/♥ = nat GF		Dbl = pens Redouble shows suit, no fit	
2NT	$\sqrt{}$	6 (0)		Weak ♣ or ♦	$3 \clubsuit / \spadesuit / 4 \clubsuit = p/c$ $4 \spadesuit / NT = asks for minor 3 \triangledown / \spadesuit = nat, GF 3 NT / 4 \triangledown / \$ / 5 \clubsuit / \spadesuit = to play$		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 ♦ 3 ♥	√	6 (0) 5/5		Weak♥ or ♠ Weak ♥+♠	3 ♥/♠ = p/c 4 ♣/♦ = asks for major Pass/3♠ = to play 4 ♣/♦ = slam try in ♥/♠		Dbl = pens Redouble shows suit, no fit	
3♠	V	7 (0)		Solid ♣ or ♦, no outside A/K	4♣ = p/c $4♦ = asks for singleton3NT/4♥/♠/5♠/♦ = to play$ $4NT = asks for minor$	3 - 4 - 4 - 4 / 4 / 5 / 5 = 4 / 4 / 5 singleton 4NT = no singleton		
3NT	V	7 (0)		Weak ♣ or ♦	$4 \clubsuit = p/c$ $4 ∳/NT = asks for minor 4 ∳/A / 5 ∳/ ∳ = to play$		Dbl = pens	
4 ♣ 4 ♦	1	7(0)		Solid ♥, no outside A Solid ♠, no outside A	$4 \stackrel{\bullet}{\bullet} = asks$ $4 \stackrel{\blacktriangledown}{\bullet} = to play$ $4 \stackrel{\blacktriangledown}{\bullet} = asks$ $4 \stackrel{\bullet}{\bullet} = to play$		Dbl = pens	
4 ♥	V	7 (0)		Weak	4♥ = asks 4♠ = to play	HIGH LEVEL BI	DDING	
4 🌲		7		Weak		Roman Key-Card Blackwood Kickba		
4NT	V			Asks for specific aces	$5 \clubsuit$ = no ace $5 \diamondsuit / \blacktriangledown / \spadesuit$ = that ace $5 NT$ = two aces $6 \clubsuit$ = 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♣/ ♦ 5 ∀ /♠		7		Weak Weak			2 nd step Next bid =3 rd step etc	

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 4th position. Not forcing.

Responses: Pass = strong hand.

3♣ = pass or correct. Rebids: Pass = ♣, 3♦ = ♦

3♦ = pass or correct. Pass = ♦, 3♥/♠/NT/4♣ = ♣

3♥/♠ = natural and forcing.Natural rebids4♠ = pass or correct.Pass = ♠, 4♦ = ♦4♦ asks for minor.4♥ = ♠, 4♠ = ♦

Game bids = to play. Pass

4NT asks for minor. $5 \triangleq 4 = 4$, $5 \Rightarrow 4 = 4$

Over dbl: Redouble = a good suit. 3♣ is forced

Other bids unchanged

Over overcall: Double = penalties Pass

Other bids unchanged

Over 4th 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 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 doubles for penalties after first double for penalties or showing 16+

bidding: 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 4th position. Not forcing.

Responses: Pass = long diamonds.

3♥ = pass or correct. Rebids: Pass = ♥, 3♠ = ♠

3♠ = pass or correct. Pass = ♠, 3NT/4♣/♦/♥ = ♥

3♥ is forced

4♣ asks for suit below major. 4♦ = ♥, 4♥ = ♠
4♦ asks for major. 4♥ = ♥, 4♠ = ♠

Game bids = to play. Pass

Over dbl: Redouble = a good suit.

Other bids unchanged

Over overcall: Double = penalties Pass

Other bids unchanged

Over 4th 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 Later doubles for penalties after first double for penalties or showing 16+

bidding: 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.

AKQxxxx or better in ♣ or ♦ with no more than a queen outside. Might have more outside 3rd or 4th position. Not forcing.

Responses: Pass = long spades.

> 4♣ = pass or correct. Rebids: Pass = ♣, 4♦ = ♦

4♦ asks for singleton

Game bids = to play. Pass

4NT asks for minor. 5♣ = ♣, 5♦ = ♦

Over dbl: Redouble = a good suit. 3NT is forced

Other bids unchanged

Over overcall: Double = penalties Pass

Other bids unchanged

Over 4th 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:

natural responses, responder's bid suit = cue to responses: Double of 3NT and artificial suit bids are for penalties

Other bids natural

Later Later doubles for penalties after first double for penalties or showing 16+

Doubles at 5-level are for penalties bidding:

Otherwise later doubles for takeout