

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Standard, 5 card, may be 4 card in suitable hand at 1 level.
New suit F1 by unpassed hand, NF by passed hand
UCB response = 3+ raise, 9+HCP
Fit jumps in competitive auction, esp after passed hand
Jump to game = to play
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, responses as opening 1NT
4 th position reopen 11-15, responses as opening 1NT,
Sandwich NT = 15-18, responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV= weak, less than 12HCP 6cd suit
VUL= intermediate (approx. 11/16)
UNT shows 5/5 lowest 2 unbid suits
Reopen: Intermediate to strong (11+)
Reopen 2NT in protective seat = 18/21, system on per 2NT opener
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
As above, (1m)-2m, 5/5+ Ms, (1M)-2M 2 suited, (other M + minor)
UCB shows quality raise
VS. NT (vs. Strong/Weak; Reopening:PH)
2C= Majors. 2D response=same length,
2D=6 cd major, 2H pass/correct
2H=5H and 4+m, 2NT enquiry
2S = 5S and 4+m, 2NT enquiry
2NT=both minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=takeout
Over 4M : 4NT 2 places to play
Cue bid = 2 suited
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1C – 2C is natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10+ penalty interest, New Suit F1, Jump in new suit=fit jump, Jump raise=pre-emptive level of fit, 2NT 10+HCP good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th	2 nd and 4 th	
NT	2 nd and 4 th , top of sequence	2 nd and 4 th	
Subseq			
Other: Xx unusual			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK for Reverse attitude	same	
King	KQx or AK for count	same, or for unblock	
Queen	QJx or KQ for Reverse att	same	
Jack	KJT _x (x), JT _x J _x or J	same	
10	K/QT9+, T9x, Tx or T	same	
9	T9xx, 9x or 9	same	
Hi-X	Xx, XXxx,	same	
Lo-X	4 th from Hxxx	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A or Q, rev att	Count if relevant	Rev attitude
Suit 2	K, std count		
3	Count if table wins		
1	A or Q, rev att	Count if relevant	Rev attitude
NT 2	K, std count		
3	Count if table wins		
Signals (including Trumps): Reverse Attitude, Standard Count			
Suit preference where useful			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Strong, or shape suitable			
Lebensohl after X of weak 2 opener (FASS) - 2NT bid, forces 3C; 3NT shows stop in opp bid suit			
Protective reopening X may be light			
Most low level Xs = takeout			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles through 4D			
Responsive doubles through 3S			
Penalty doubles of all opps opening NT bids			
Double of a conventional bid shows that suit			
Double then bid a suit is strong			

W B F CONVENTION CARD
CATEGORY: i.e. Green /
NCBO: Scotland
PLAYERS: Amanda Douglas 16532
Katharine Bailey 12759
EVENT 2022-2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL
4cMs
1NT 11-14NV; (11)12-14
Weak 2s in D,H,S (5-10HCP)
2/1 response forces to 2 of opener's suit
Over opp short 1C: 2C nat, 2D shows majors
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Gambling 3NT = solid minor (12HCP max in 1 st or 2 nd seats)
After X of 1NT, XX shows 5 card suit, suit bid shows lowest 4cd
Lebensohl FASS (Fast Arrival Shows A Stop) – bid thru 2NT is weaker direct bid or looks for a stopper in oppo suit. Applies after:
- 1NT (interference) -
- (Weak 2) Dble (Pass) -
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1NT – 2C does not promise a 4 card major
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	Natural 15+HCP if balanced Open 1C with 44minors	Limit raises 1NT response= 6-9HCP	1NT 15-17, 2C= ask about Ms Jump rebid 2NT = 18-19	Fit jumps by passed hand
1♦		4	4D		2over1 change of suit= 9+HCP	2NT after 2over1 = 15-19	
				10+ Nat	2NT response= 15+, 4cnds in P's suit	Checkback stayman 2/3C – asking for 5 of bid suit or 4 of other M	
1♥		4	4D	Open 1H 44Majors	3NT response= 12-15 Balanced, 4cnds in P's suit Splinter = 10-14 or V strong	1M-4M to play	
1♠		4	4D	Open 1m with 4S4m			
INT			4D	2+cards in all suits	Non Promissory Stayman, 4 suit transfers 4C=Gerber	Major suit t/f brks to 4 card suit with max Minor suit t/f brk – in between bid is stronger	
2♣	Yes			Strong, GF, 18+	2D=relay, 2H/S 5+cd suit with 2 Hons 2NT= 8/10 balanced, 3m good suit	New suit= strong with 2 of top 3 Honours	
2♦		6(5)		Weak 5-10	Change of suit F1, Game bid to play 2NT asks for HC feature if non-min		
2♥		6(5)		Weak 5-10	As for 2D opener		
2♠		6(5)		Weak 5-10	As for 2D opener		
2NT				(19)20-22	5 card Puppet Stayman, M transfers, 3S minor suit stayman (5/5), 3NT to play, 4C=Gerber	2NT-3C-3D=1/2 4cdMs;3M=5cnds,3NT=noM 2NT-3C-3D-3M=4OM,4m=both Ms	
3♣		7(6)		Natural pre emptive 0-9HCP	Change of suit= nat F1 except 3M-4m is cue bid		
3♦		7(6)			As for 3C opener		
3♥		7(6)			As for 3C opener		
3♠		7(6)			As for 3C opener		
3NT	Yes	7		Gambling, solid minor AKQ (max 12HCP in 1 st /2 nd)	4C= Pass or correct		
4♣		7		Natural, Pre emptive	Change of suit =cue bid, except 4M to play		
4♦		7			As for 4C opener		
4♥		7			As for 4C opener		
4♠		7					
4NT							
5♣		7		Natural, pre emptive		HIGH LEVEL BIDDING	
5♦		7		Natural, pre emptive		RKCB 1430 = 1/4;3/0;2 without Q; 2 with Q	
5♥						5NT = King ask, or bid Grand	
5♠						Gerber over 1NT, 4D=0/4; 4H=1; 4S=2; 4NT=3 Gerber over 2NT, as for 1NT responses	