

DEFENSIVE AND COMPETITIVE BIDDING
<p>OVERCALLS (Style: Responses: 1/2 Level; Reopening) Aggressive at 1 level, 2m fairly sound Change of suit forcing except 2/1 1N=8-12, 2N=12-14 after 1 Level overcall Where change suit NF then Cue may contain any FG</p> <p>1NT OVERCALL (2nd/4th Live; Responses; Reopening) 15-18 direct, same in protective Similar if (1X)-P-(1Y)-1N, 2N=19-21 protective Responses as 1N opening except transfer into their suit</p> <p>JUMP OVERCALLS (Style; Responses; Unusual NT) Weak, but tactical opposite passed partner 2N=Puppet 3♣, Cue bid=raise Reopening Jump=Constructive weak</p> <p>DIRECT & JUMP CUE BIDS (Style Response; Reopening) Cue bid=Michaels, Majors (1m) other Major +either minor (1M) (2N=F1, cue=FG raise of partner's Major(s)) Jump cue at 3 Level=asks for stop</p> <p>VS. NT (vs. Strong/Weak; Reopening; PH) Double=penalty 2♣=Majors (2♦=Relay) 2♦=5+Major 2M=5+M with 4+minor (2N=Relay, 3♣=P/C) 2N=minors or FG 2 suited</p> <p>VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids) Take-out Doubles, 4♣/4♦ over 2M/3M=2 suited with OM 4♣ over 2/3♦=♣&M (3m)-4m=Majors</p> <p>VS. ARTIFICIAL STRONG OPENINGS- 1♣ or 2♣ Double=Majors (1♦=Relay) 1N=minors (same 2♣)</p> <p>OVER OPPONENTS' TAKEOUT DOUBLE Pass may be traditional Redouble by unpassed hand Redouble=next suit up Transfers from suit above, 1N=Natural, Raise=weak</p>

LEADS AND SIGNALS																																																			
<p>OPENING LEADS STYLE</p> <table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd and 5th</td> <td>3rd and 5th</td> </tr> <tr> <td>NT</td> <td>2nd and 4th</td> <td>3rd and 5th</td> </tr> <tr> <td>Subsequent</td> <td>Low from Honour*</td> <td>Low from Honour*</td> </tr> </tbody> </table> <p>Other: *maybe 3/5 if defenders know position. Top Touching Honours except Lower for unblock v NT's. 3rd from 6 usually</p> <p>LEADS</p> <table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKx(+) Ax(+)</td> <td>AKx(+) Ax (+)</td> </tr> <tr> <td>King</td> <td>KQx(+) AK Kx</td> <td>KQx(+) AKJ10 Kx</td> </tr> <tr> <td>Queen</td> <td>QJx(+) Qx AKQ</td> <td>QJx(+) KQ109 Qx AKQ</td> </tr> <tr> <td>Jack</td> <td>J10(+)KJ10 AJ10 Jx</td> <td>J10(+) KJ10/AJ10/QJ98</td> </tr> <tr> <td>10</td> <td>109(+)H109 10x</td> <td>109(+) H109 10x</td> </tr> <tr> <td>9</td> <td>9x H98(+)</td> <td>9x H98(+)</td> </tr> <tr> <td>Hi-X</td> <td>3rd and 5th leads</td> <td>Usually shortage</td> </tr> <tr> <td>Lo-X</td> <td>3rd and 5th leads</td> <td>Usually promises honour</td> </tr> </tbody> </table> <p>KQJ versus NT maybe unblock lead</p> <p>SIGNALS IN ORDER OF PRIORITY</p> <table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>1 Usually reverse attitude but 2 maybe standard 3 count or SP,</td> <td>Smith v NT high encourages from both sides. Will be count otherwise but usually random</td> <td>First discard will usually be reverse attitude but maybe appropriate</td> </tr> <tr> <td>NT</td> <td>1 depends on 2 dummy 3</td> <td></td> <td></td> </tr> </tbody> </table> <p>Signals (including Trumps) Suit preference in trump suit</p> <p>DOUBLES</p> <p>TAKEOUT DOUBLES (Style; Responses; Reopening) May not have the other minor if we double 1m</p> <p>SPECIAL ARTIFICIAL & COMPETITIVE Doubles/Redoubles Support Double/Redouble up to 2M after 1♣ opening only Game try if no space at 3 level after we have raised our suit Double=next suit up after 1♦ or 1♥ overcall After 2M/3L opening and opponents Double, Redouble is competitive Pass and then Double=penalties If opponents Double our overcall Redouble=good hand with doubleton</p>		Lead	In Partner's Suit	Suit	3rd and 5 th	3rd and 5 th	NT	2 nd and 4 th	3rd and 5 th	Subsequent	Low from Honour*	Low from Honour*	Lead	Vs. Suit	Vs. NT	Ace	AKx(+) Ax(+)	AKx(+) Ax (+)	King	KQx(+) AK Kx	KQx(+) AKJ10 Kx	Queen	QJx(+) Qx AKQ	QJx(+) KQ109 Qx AKQ	Jack	J10(+)KJ10 AJ10 Jx	J10(+) KJ10/AJ10/QJ98	10	109(+)H109 10x	109(+) H109 10x	9	9x H98(+)	9x H98(+)	Hi-X	3 rd and 5 th leads	Usually shortage	Lo-X	3 rd and 5 th leads	Usually promises honour		Partner's Lead	Declarer's Lead	Discarding	Suit	1 Usually reverse attitude but 2 maybe standard 3 count or SP,	Smith v NT high encourages from both sides. Will be count otherwise but usually random	First discard will usually be reverse attitude but maybe appropriate	NT	1 depends on 2 dummy 3		
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W B F CONVENTION CARD	17-December-2021
<p>CATEGORY: GREEN NCBO: ENGLAND PLAYERS: ESPEN ERICHSEN and GLYN LIGGINS</p>	
<p>SYSTEM SUMMARY</p> <p>GENERAL APPROACH AND STYLE 1♣=2+♣, either balanced or natural 1♦=5+♦ OR 4441 <18 1M=5 Cards 1N =15-17 may contain 5M/6m or singleton honour</p> <p>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</p> <p>1 Level Responses 1♣-1♦/1♥=Transfer Response 1♣-1♠=no 4M 1♦-2♣=♦ raise 1♦-2♦=5+♣ no 4M FG 1M-2♣=♣ or balanced 1♥-2N and 1♠-3♣=any limit raise</p> <p>2 Level Openings 2♣=FG 2♦=multi, 5+ Major, 22+-24 balanced or solid minor 2M=Constructive Weak 2 (8-11, 10-13 in 4th)</p> <p>3 Level Openings 3N=strong 4M opener</p> <p>Competition Artificial Redouble, e.g. 1♥-(Double)-Redouble=4+♠ After opponents Double our pass may be 11+ balanced Many transfers in Competition</p> <p>SPECIAL FORCING PASS SEQUENCES</p> <p>IMPORTANT NOTES PSYCHICS: Rare</p>	

Opening	Artificial	Min no:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		2	7♥	5+♣ or 4414 short ♦ 11-14 Balanced maybe 5♦ 18-19 Balanced	1♦=4+♥, 1♥=4+♠, 1♠=no 4M, 6-9 balanced, FG 5♦, other 10+ 1N=10-12, 2♣=Inverted, 2♦=FG 6+♦ 2M=4M and 5+♦ FG, 2N=12-15 FG 4♦, 3m=weak, 3M=void	1♣-1R-complete=3 cards 1♣-1R-1N=11-14 1♣-1R-2N=18-19	
1♦		4	7♥	10-22 5+♦ or 4441	1M=natural, 1N=5-11 no 4M 2♣=3+♦ raise invite+, 2♦=5+♣ no 4M FG 2M=4+M 5+♣ FG 2N=12-13 balanced invite, 3♣=Invite 3♦=mixed, 3M/4♣=Void	1♦-1M-1N=15+ <4 card support 1♦-1M-2m=10-14 1♦-1♠-2♥=15-17 1444/0454 1♦-1M-2N=16+ with 4+ support 1♦-2♣-2♦=<15 with 4/5♦	2m=natural, Jump is fit 2N=strongest 4 card raise
1♥		5	7♦	10-22	1♠=4+♠, 1N 5-12 NF 2♣=FG ♣ or balanced hand, 2♦=5+♦ FG 2♥=weak, 2♠=Jacoby FG 4+♥, 2N=4+♥ invite 3m=Invite, 3♥=mixed 3♠=any singleton, 3N(♠)/4m=void	1♥-1♠-1N=15+ <4 card support 1♥-1♠-2L=10-14 1♥-1♠-2N=16+ with 4+ support	2♣=3+♥ 2♦=3+♥ / 4+♠ Jump=fit
1♠		5	7♥	10-22	1N=5-12 NF, 2♣=FG ♣ or balanced hand, 2♦=5+♦ FG 2♠=weak, 2N=Jacoby FG 4+♠, 3♣=4+♠ invite, 3♦/3♥=Invite, 3♠=mixed 3N=any singleton, 4L=void		2♣=5+♥ 2♥=3+♠ 2♦=3+♠ / 4+♥ Jump=fit
INT			4♠	15-17 5M/6m optional Possible singleton honour	2♣=Stayman, 2♦/2♥=Transfer, 2♠=Transfer to minor 2N=any small doubleton 3L=shortage 4m=Texas, 4M=natural	3♣=Relay after 2♦ or 2♠ response to Stayman, 2♠=Relay after 2♥ response	Transfers from 2N after opponents overcall, 3♠=minors after 2♠ overcall, after 2M overcall 4m=leaping Michaels 5+m 5+other M FG
2♣	yes			FG	2♦=waiting 2M=5+ 2N/3♣=Transfer 3♦=5-5 minors		
2♦	yes	0		Weak 2M 5+ card suit 22+24 balanced Solid minor, Gambling	2M=p/c, 2N=Relay, 3m=NF, 3M=p/c, 4♣=transfer to suit, 4♦=bid suit, 4M=natural	2♦-2N-3♣=any maximum (3♦=Relay) 2♦-2N-3♦/3♥=minimum ♥/♠ 2♦-2N-3♠=solid minor, Gambling	
2M		6		8-11 Weak 2 10-13 in 4 th	2♠=natural NF, 2N=Relay 3X=either natural FG or fit 4m=shortage	2M-2N-3new suit=shortage (3♠=max) 2M-2N-3M=minimum 2M-2N-3N=max no shortage, 4m=6-5	
2NT				20-22	3♣=Stayman, 3♦/3♥=transfers, 3♠=minors 4L=2 under slam-try	2N-3♣-3♥=4/5♥ (3♠=Relay) 2N-3♣-3N=5♠	
3X		6		Pre-emptive	3♣-3♦=Puppet 3♥ 3♦/3M-4♣=slam try in opener's suit		New suit has fit for opener
3NT	yes			Strong 4M opener	4♣=slam-try REL, 4♦=bid your Major 4M=P/C, 4N=4 Ace Blackwood 5m=asks for control in suit		
4X		7		Natural	4♣-4♦=kickback, 4N=RKC	HIGH LEVEL BIDDING Kickback (suit above trump suit at 4 level) after minor agreed 03, 14, 2 no Q, 2&Q, odd & void, others=Even and void, DOP1/ROP1	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces		
5m		7					