

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Re-opening)
Generally 5+ cards, but 4 possible at the 1 level Wide range (max 17 hcp) Then change of suit is forcing; 1NT response is 9-11
Jump change of suit shows fit
Unassuming Cue bid to show constructive raise
Direct raises are pre-emptive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 with responses as to 1NT opening
In 4th: 11-14 with responses as to 1NT opening
After opponents open and change suit, 1NT is 18-19 balanced
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (good suit vulnerable.) Generally 6 cards but 5 possible
2NT: lower 2 suits; 3♣: upper 2 suits (at least 5/5) - wide range
4♣/♦ after opponent's weak 2♥/♠ openings: at least 5/5 in the bid minor and the unbid Major (forcing).
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2 Cue: extremes (at least 5/5) - wide range
Jump Cue: asks for NT stopper (except that following their short 1♣ opening, 3♣ is natural)
VS. NT (Strong and Weak)
2♣: both Majors (at least 4/4). Then 2♦ response shows equal length; 2NT asks for range/better suit.
2♦: single-suited Major. Then 2♠ or 2/3♥ are pass or correct. 2NT asks for strength and suit.
2♥/2♠: that suit (4+ cards) and a minor (5+ cards). Then 2NT asks for strength and minor suit.
2NT: 2-suiter (at least 5-5)
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
v Weak 2: t/o X with 2NT/3♣ relay to show weakness
v Weak 3: t/o X, 3NT nat (then 4♣ for 4-card suits; 4♦/♥ transfers)
4 level: t/o X of 4♣/♦/♥; X of 4♠ shows values;
4NT - 2-suited take-out
Multi 2♦: In 2nd, t/o X; in 4th X is t/o OR pen. Suits natural. 2NT: 16-18, but if partner has doubled in 2nd, 2NT in 4th asks for 3♣
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Against strong 1♣, X = hearts; 1♦ = Spades; 1♥/♠/NT show 2-suiters of same colour/rank/odd. Weak jumps.
Against short 1♣, 1 level natural; 2 level as in defence to 1NT above
OVER OPPONENTS' TAKE-OUT DOUBLE
XX shows 9+ and shortage in partner's suit.
Direct raise of partner's suit is pre-emptive. 2NT is a constructive raise. Change of suit is natural and forcing. Jump change of suit -- natural and fit.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd and 4th	Top of doubleton; otherwise lowest	
NT	2nd and 4th; Strong 10s	As above	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	For attitude	For attitude	
King	For standard count	For standard count/unblock	
Queen	For attitude/top of sequence	For attitude/top of sequence	
Jack	Standard	Denies higher honour	
10	Top of doubleton or top of interior sequence	Promising touching card and non-touching higher honour	
9	Top of doubleton or middle	Top of doubleton or middle	
Hi-X	Second highest from poor suit or top of doubleton		
Lo-X	4th highest from Hxxx(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit1	Standard count	Standard count	1st discard is reverse attitude. Thereafter, standard count.
2	Natural attitude		
NT 1	Standard count	Smith-Peters (both peter for like)	
2	Natural attitude	Standard count	
McKenney (suit preference) when any obvious need to switch. McKenney when petering in trumps.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X over opponents' overcall promises 4 cards in unbid Major (up to 3♠)			
t/o X of 1, 2 and 3 level openings			
Following oppo 3 level overcall of our 1NT/2NT openings, X is t/o			
Mandatory re-opening X with shortage after their overcall and partner's Pass			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
XX to show 5+ card suit after our 1NT is doubled for penalties			
Following a suit bid over our 1NT opening, X shows values (10+hcp); subsequent Xs are for penalties			
Responsive Xs generally deny an unbid 4 card Major			
Xs of opponents' agreed suit below 3NT are for take-out			
Low level doubles are generally competitive, showing extras or competing the part score. Game try Xs where no suit bid available.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: WBU
PLAYERS: SUE INGHAM GWYNN DAVIS
908010 903335
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Weak NT: 12-14 vul; 10-13 at favourable; otherwise 11-14
5-card Majors; better minor
Multi 2♦: Weak with a 6 (5) card Major or 23/24 balanced
2♥: Weak both Majors (minimum length 4/4)
2♠: Weak with spades and a minor (minimum length 5/4)
4 th /2 nd leads; strong 10s v NT
Standard (present) count
1 st discard – reverse attitude
4 suit transfers over 1NT and 2NT openings and overcalls
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣: either game-forcing or a weak hand with 5+ diamonds
2♦: weak hand with one or other Major (4-9 hcp) - 6 card suit vul, may be 5 cards non vul; or 23-24 balanced.
2♥: weak hand with both Majors (4-9 hcp; min length 4/4)
2♠: weak hand with 5+ spades and 4+ of a minor; 4-9 hcp
Following 1NT and 2NT openings, 4♦ and 4♥ are transfers (limited values only); 4♠ is 4/4 in the minors with slam interest
Inverted minor suit raises
3♣/♦ following 1♥/♠ opening shows 4 card support for opener's Major (7-9 and 9-11 hcp respectively)
Following 1♣/1♦ opening, 2♥/♠ are pre-emptive (to play)
2-suited overcalls (2NT - lower two suits; 2 Cue - extremes; 3♣ - upper two suits). Wide range
SPECIAL FORCING PASS SEQUENCES
After X of opponents' 1NT, Pass of their 2♣/♦ is forcing
When opponents bid on over our constructively bid game, Pass is forcing
IMPORTANT NOTES
After opponents' 2-level overcall of our 1♥/♠, 2NT is 'good/bad' – forcing 3♣, then GF if followed by bid of opener's Major.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦	No	3	3♠	With 4/4 in the minors, open 1♦. With 3/3 in the minors, open 1♣.	Inverted raises. 2NT: fit and slam interest. 3NT: fit and moderate game values, no shortage. Jump to 2♥/♠ is weak and to play, including following interference.	Following 2 level raise, 2NT shows 15-17; 3 level rebid of opener's suit is passable	
1♥ 1♠	No	5	3♠	Natural	3♥/3♠: pre-emptive. 3♣/3♦ constructive raises (7-9; 9-11). Splinters. 2NT: fit/at least slam interest. 3NT: fit, no shortage, moderate game values	Long suit trial bids (usually 3+ cards). Following responder's 2NT, jump to 4 of the agreed Major is absolute minimum; bids at the 3 level are natural/waiting; 3NT shows 15-17; jump to 4 in another suit is shortage.	
INT	No	-	3♠	12-14 vul; 11-14 non-vul; 10-13 at favourable	2♣: non-prom Stayman; 2♦/♥/♠/NT transfers (complete to minor with Hxx or 4-card support). Break Major suit transfer by jump in the suit (min) or 2NT (max) then re-transfer. 3♣/♦: natural (4+; slam interest). 3♥/♠: singleton; 4♣ both Majors; 4♦/♥ transfers; 4♠: 4/4 minors (slam interest).		After intervention, 2NT forces 3♣. With strong hands, 2N/3♣ denies Stop. 3-level: 5+ cards, GF
2♣	Yes	0	-	Game Force (25+ if balanced) OR Weak with 5+ diamonds	2♦: weak or waiting 2NT: inviting 3NT opposite presumed weak hand.	2NT rebid by opener: 25+. For responses see opening 2NT below.	
2♦	Yes	0	-	23/24 balanced OR weak (4-9 hcp) with 5/6 cards in a Major	2♥/2♠/3♥/3♠: pass or correct 2NT: enquiry	After 2NT: 3♣/♦ is upper range with ♥/♠ respectively; 3♥/♠ shows lower range with that Major; 3NT is balanced 23-24.	
2♥	Yes	4	-	Weak with both Major suits (4-9 hcp) Min length 4/4	2♠/3♥/3♠: to play. 2NT: enquiry. 4♣/♦ sets the suit (♥ or ♠) for RKCB	After 2NT, 3♣ shows min (then 3♦ asks for 5-card suit). 3♦: max 4/4; 3♥/♠: max 5/4; 3NT: 5/5 min; 4♣/♦: 5/5 max (splinter)	
2♠	Yes	5	-	Weak (4-9hcp) At least 5 spades and 4 of a minor.	Immediate minor suit bid at any level is pass or correct. 2NT enquiry.	After 2NT: 3♣/♦ shows lower range with that minor; 3♥/♠ shows upper range with clubs/diamonds respectively.	
2NT	No	-	-	Balanced (19)20-22. May contain singleton honour	3♣: 5-card puppet Stayman; 3♦/♥/♠/NT: transfers; 4 level: as for 1NT above.	After 3♣, 3♦ shows 4-card Major or 2 spades (then 3NT shows both Majors); 3NT shows 3 spades/no 4 card Major. After 3NT, 4♥ is a transfer to 4♠	
3♣3♦ 3♥3♠	No	6	-	Pre-emptive	Change of suit is forcing for one round.		
3NT	Yes	-	-	Solid minor - no more than a Queen outside	4♣: pass or correct. 4♦ asks for singleton.	Following 4♦: 4NT: no singleton; with singleton minor bid your actual suit.	
4♣4♦ 4♥4♠	No	7	-	Pre-emptive			
4NT	Yes	-	-	Asks for specific Aces	5♣: No Ace; 5♦/♥/♠/6♣: that ace; 5NT: 2 Aces.		

HIGH LEVEL BIDDING

Cue bids: We bid our 1st (lowest) control whether it be 1st or 2nd round. When partner initiates cue bidding, return cue is mandatory below the game level.

When a cue bid is doubled, XX shows 1st round control. In a cue-bidding sequence, to bypass a suit denies 1st/2nd round control.

RKCB: 5♣=1/4; 5♦=0/3; 5♥=2/5 no Queen; 5♠=2/5 with Queen; 5NT: 2 + a void; with 3 and a void, bid the void at the 6 level. After 5 level response, next non-trump suit asks for trump Queen and any other Kings. 5NT asks for specific Kings. Intervention in slam sequences: DOPI/ROPI

6 Ace Blackwood: Following 2♥ opening, unless followed by 4♣/♦, 4NT is 6 Ace enquiry (including both Major suit Kings). Responses: 5♣=0, 5♦=1, 5♥=2

Quantitative 4NT: direct raise of any preceding NT bid; likewise following transfer and then immediate 4NT; and when bid directly following a 4th suit bid.

Exclusion Blackwood: jump to the 5 level asks for number of Aces outside the bid suit (responses: 0,1,2 up the line)

5NT Grand Slam Force: respond up the line to show 1, 2, 3 of A, K, Q of trumps.