


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Aggressive at 1-level, usually 5+ cards		Lead	in Partner's Suit			
Weak jump overcalls	Suit	4th best with an honour			Category:	Green
Change of suit response F1 at 1 and 3 levels, NF at 2 level	NT	4th best with an honour			Country:	England
Cue: constructive 3-card raise. Jump cue: constructive 4-card	Subseq	4th best, high lead may have a minor honour			Event:	TT 2025
	Other:	Ace for Attitude, King for Count			Players:	Paul Barden
						Jonathan Mestel
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-18: stayman with 4xtransfers	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Reopening: 11-15: 2♣ asks, 2NT rebid is strong	Ace	AK(+), Ax(+)	AK(+), Ax(+) ATT		1♠S: 5+	
	King	KQ(+), AKx(+), Kx	AKJx(+), KQ10x(+)		1♦, 1♥: 4+	
	Queen	QJ(+), Qx	KQ(+), QJ(+), Qx ATT		1♣: 3+, 3 only if 4333	
	Jack	J10(+), KJ10(+), Jx	J10(+), KJ10(+), Jx		Open lower of two and lowest of three 4-card suits	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	10x, H109(+), 109(+)	10x, H109(+), 109(+)	2M: M+m 7-11	
1-Suit: weak	9	9x, H98(+)	9x, H98(+)		1NT Openings: 12-14, upgrades and downgrades permitted	
2-Suit: weak	Hi-x	Sx, xSx(+)	Sx, xSx(+)		2-over-1 responds NAT F1	
	Lo-x	HxS, HxxS(+)	HxS, HxxS(+)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: intermediate	SIGNALS IN ORDER OF PRIORITY			2♦: weak 2M or strong balanced or strong (4441)		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1NT-2M or 1NT-3m: to play	
(1m)-2m: ♠+♥ 5+-5+	Suit:1st	High = ENC	High = Even	High = ENC		
(1M)-2M: other M + ♠, 5+-5+	2nd	High = Even	High = higher suit	High = current Even		
(1X)-3X: asks for 3NT with stopper	3rd	High = higher suit		High = higher suit		
	NT: 1st	High = ENC	High = Even	High = ENC		
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	High = Even	High = higher suit	High = current Even	
2♠: ♥+ another, if ♠ then ♠ better	3rd	High = higher suit		High = higher suit		
2♦: ♠+ another, if ♥ then ♥ better	Signals (including Trumps):					
2NT: good 3m	in trumps, High = Odd OR High = Higher suit					
3X: pre-empt						
	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♠ or 2♠: X=MM, NT=mm	2♠-(2X)-X: weak negative					
OVER OPPONENTS' TAKE OUT DOUBLE					Psychics: Rare	
XX=10+						
2NT: sound raise to 3 or more						
New suit F1						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	NAT, includes 15+ BAL with 4+♣ or 4333	2NT: PRE raise	1NT rebid 15-17 except 1♣-1♠, 1NT:12-17	
						1♣-1♦, 2♦ F1	
1♦		4	7♥	NAT, includes 15+ BAL with 4+♦ and not 4♣	2NT: PRE raise	1NT rebid 15-17	
1♥/♠		4/5	7♥	NAT, includes 15+ BAL 3433 or 44(32)	2NT: raise to 3♥ or 5♥		
					1♥-3♠: unspecified SPL, 3NT asks. 1♠-3N same, 4♠ asks	1♠-2m, 2♥-3♥ FG	
					1H-3NT light unspecified SPL, 4♠ or 4♦ asks. 1♠-4♠: similar		
					1♥-4♠, raise with 2+ of 5 aces. 1♠-4♦ same		
1NT			7♥	12-14	2♣ INQ, shows 4C♥ or STR	2♦ denies 4C♥, then 2♥ INV	TOX
				May have singleton honour	2♦ INQ, shows 4C♠	2♥ denies 4C♠, then 2♠ INV	2NT ART F by unlimited hand
				5CM or 6Cm possible but not usual	2M or 3m S/O		
					2NT INV		
2♣		0	7♥	ART STR			
2♦		0	3♠	6CM or 22-23 BAL or (4441) STR	2♥ to play opposite 6C♥, 2♠ to play opposite 6C♠	2♦-2♥-2NT: 22-23 bal	2♦-(X)-XX asks opener to bid his suit
					2NT INQ. 4♠ asks for TRF to M, 4♦ asks for M	2♦-2♥-3X: Singleton in suit above	
2♥		5	3♠	♥+m 7-11, 5+-5+	2NT enq, 3♠ PorC	3m NAT, 3M good with linked m	
2♠		5	3♠	♠+m 7-11, 5+-5+	2NT enq, 3♠ PorC	3m NAT, 3M good with linked m	
2NT			7♥		3♠ asks for 5CM (3NT=♥), 3R&3N: TRF, 3♠ PUP to 3NT	2NT-3♠, 3NT-bid: shows ♦	
3♣		6					
3♦		6					
3♥		6					
3♠		6					
						High Level Bidding	
3NT				Gambling with SOL m, usually 7 cards, no side K	4♠ asks for m, 4♦ asks for singleton	4NT:RKCB (3041). P0D1 in case of interference	
4♣		6				1NT-4♣ and 2NT-4♠ ace asking	
4♦		6				5NT usually pick-a-slam	
4♥		6					
4♠		6					
4NT				Ace ask	5♠:0, 5NT: 2, or bid Ace		
5♣		6					
5♦		6					
5♥		6					
5♠		6					
5NT							

Note #	Description
2♦-2♥, 3X	3X shows singleton in the suit above. Then bidding singleton asks for controls in steps; step 1 = 5
1X-1Y, 1NT-2♦	GF checkback, except after 1♣-1♠, 1NT-2♦, 2♥ (12-14 Singleton ♠)
1X-1M, 2NT-3♣	shows 5CM. 1X-1M, 2NT-3♣, 3♦ denies a fit, then 3M is SO.
1X-2m, 2NT-3♣	2NT 15-19, 3♣ asks for strength and fit.