

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
One-level can be for the lead, sound at two-level
UCBs (but if third hand passes, cue may just be a good hand)
1/1, 2/1, 2/2 all NF (so jumps are nat F1, even if third hand acts)
3/2 F1 (but NF if third hand acts)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(15)16-18, responses as per 1NT opening
Protective: 11-14 over 1m, 11-16 over 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2♦ Michaels
(1♣) 2♣ nat
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs 13-15 or weaker: X = pens, 2♣ = majors, 2♦ = 5D4+M, 2M = nat
Vs 14-16 plus: X = 5M5m, 2♣ = majors, 2♦ = 5D4M, 2M = nat
2NT overcall = minors or very strong two-suiter
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = take-out, Leaping/Non-leaping Michaels
Three-level cue = stop-ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, NT = minors
NT is a UCB
OVER OPPONENTS' TAKEOUT DOUBLE
XX = strength, then one take-out double
Transfers after 1M (X)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	3 rd / 5 th	
NT	2 nd / 4 th	3 rd / 5 th	
Subseq	Attitude (low = like)	Attitude (low = like)	
vs NT: honour asks for unblock of one below, if not, attitude for two below			
vs suits: Ace asks for attitude (low = like), King asks for attitude excluding doubleton (low = like), but King for count at five-level or higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ (unsupported at 5L+)	AK+	
King	KQ+ (AK or KQ at 5L+)	AKJ10, KQ+	
Queen	QJ+, AKQ (for count)	AKQ10, KQ109, KQJx, QJ+	
Jack	J10+	AQJ9, KQJ9, QJ98, J10+	
10	109+	109+	
9	9x, H98x	9x, H98x	
Hi-X	Xx, four or six-card holding	Xx, XXx+, HxxXx	
Lo-X	Three or five-card holding	HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = encouraging	Low = even	Low = encouraging
Suit 2	Low = even	Suit preference	Low = even
3			
1	Low = encouraging	Smith (low = like)	Low = encouraging
NT 2	Low = even	Low = even	Low = even
3		Suit preference	
Signals (including Trumps):			
Suit preference when singleton in dummy vs suits, on our play and declarer's			
Occasional suit preference in trumps (low is the default)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are for take-out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game-try doubles			
Double of an artificial NT bid shows values and a desire to penalise			
Support doubles/redoubles after a 1♦ opening			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Stefano TOMMASINI and Ben NORTON
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card majors, short club with transfers, unbalanced diamond
2♦ opening = 18-19 balanced (no 5cM)
2/1 (2♣ art relay over 1♦ and 1M)
1♦:1M will be 5+ if the hand contains GF values
1♥:1♠ will also be 5+ if the hand contains GF values
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers after our 1♣ opening
2♦ opening = 18-19 balanced (no 5cM)
Transfers after 1M (X) (opening and direct overcall)
Transfers from 2NT if they bid over our 1NT (2NT shows clubs or any signoff). Transferring to their suit shows shortage there
Transfers in competition: 1♣ (1x), 1♣ (2♣), 1♣ (2M), 1♦ (2♣), 1♦ (2M)
2M switch after 1♣ (2♦) and 2m/3m switch after 1M (1/2oM)
1M (2m) 2oM is NF (3oM is GF with 6, X contains 5oM GF)
P:1♠; 2♣ = 5+ hearts any responding hand
P:1♥; 2♦ = 5/5 minors, also P:1♠; 2♥
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1 st NV: We open all balanced 11s within reason
In relay auctions, we can show a singleton A/K as no shortage
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	12-14 bal (can have 5D but not 5M) or nat	1R = xfer, 1♠ = no M (could be GF), 1NT = nat inv 2♣ = 5+D GF, 2♦ = 5+C GF, 2M = weak 2NT = minors, 3x = preempt	Completing transfer shows min with three or terrible with four, then XYZ (2NT puppet)	XYZ is only on if they have doubled, not if they've bid a suit
1♦		4	4♥	Nat unbalanced 4+, only 4 when 4=4=4=1	1NT = semi-forcing, 2♣ = art GF (relay) 2♦ = inv NF, 2M = weak, 2NT = weak raise 3♣ = natural invitational, 3♦ = mixed	1NT rebid = 15+ no 4M, then 2♣ inv+ ask	First available jump in competition is mixed (for 1M too) 3L jumps PRE, 4L jumps fit
1♥		5	4♦	Nat, includes 12-14 and 18-19	2♣ = art GF (relay), 2♦ = GF 5+D unbal 2♥ = 7-9 if bal, 5-9 if unbal, 2♠ = weak 2NT = 3/4H inv or 4H mixed 3m = natural invitational, 3♥ = pre-emptive 3♠ = 4H any singleton, 3NT = void S, 4m = void	1♥:1♠; 1NT = 11-14 or clubs, else xfers 1♥:2♥; 2♠ = any game try, 2NT = GF 4+S, 3m = nat GF 1♥:2♦; 2NT = 12-14 or 18-19	2♣ = 9-11 3+H 2♦ = 5/5 minors 2♠ = mini-splinter somewhere 2NT = best four-card raise 3♥ = mixed
1♠		5	4♦	Nat, includes 12-14 and 18-19	2♣ = art GF (relay), 2R = GF 5+R unbal 2♠ = 7-9 if bal, 5-9 if unbal 2NT = 3/4S inv or 4S mixed 3x = natural invitational, 3♠ = pre-emptive, 3NT = 4S any singleton, 4x = void	1♠:1NT; 2♣ = nat or 6S or 18-19 1♠:2♠; 2NT = any game try, 3m = nat GF 1♠:2R; 2NT = 12-14 or 18-19	2♣ = 5+H any responding hand 2♦ = 9-11 3+S 2♥ = 5/5 minors 2NT = mini-splinter somewhere 3♥ = best four-card raise
1NT				15-17, can have 5cM/6cm	2♣ = Stayman, 2R = xfer, 2♠ = C or range ask 2NT = puppet, 3♣ = xfer, 3♦ = minors GF 3M = shortage, 4♣/♦ = transfer to H/S, 4M = nat	1NT:2♣; 2R:2♠ = 5S inv xfers after 1NT:2R; 2M (2♠ = inv+ ask) 1NT:2NT; 3♣ = no 5cM	X for take-out, 2x NF unless cue, transfers from 2NT (3x INV+), transfers after 3L overcalls
2♣	X	0		GF or 22+ balanced	2♦ = 5+ or an ace, 2♥ = 0-4, 2NT = heart positive	2♣:2♦; 2♥ = 22+ bal or nat, 2NT/3♣ = C/D	
2♦	X	2		18-19 balanced, denies 5cM, can have 6cm	2♥ = S (can be 4 if weak), 2♠ ->2NT to play NT, Stayman or show long minor, 2NT ->3♣ to play or show hearts, 3♣ = 5+H, nat or bal CoG, 3♦ = nat with 5+H, 3M = short, minors, 4L two-under xfers	2♦:2♠; 2NT:3♣ = four-card Stayman, 3♦ = nat with a short, 3M/4♣ = clubs LMH short 2♦:2NT; 3♣: 3♦ = hearts, to signoff or show 6H NLMH slam-try	X for take-out, bids as per interference over 1NT
2♥		5		Weak, can be 5 1 st NV/3 rd NV	2NT = asks, inv+, 2♠/3m = NF, 3♠ = GF	2M:2NT; 3♣ = non-min no side-suit / 3♦ = non-min 4cm / 3M = min / 3oM = nat 6/4	
2♠		5		Weak, can be 5 1 st NV/3 rd NV	2NT = asks, inv+, 3m = NF, 3♥ = GF		
2NT				20-21, can have 5cM/6cm	3♣ = four-card Stayman, 3R = xfer, 3♠ = minors, 4♣/4♦/4♥/4♠ = H/S/C/D (slam-try for C/D)	2NT:3R; 3M = fit, 2NT:3♦; 3♠ = 5S2H	X for take-out, bids as per interference over 1NT
3♣		6		Preempt, often 6 1 st NV/3 rd NV	New suit GF, 4♦ RKCB 3041		
3♦		6		Preempt, often 6 1 st NV/3 rd NV	New suit GF, 4♣ RKCB 3041		
3♥		6		Preempt, often 6 1 st NV/3 rd NV	New suit GF, 4♣ RKCB 3041		
3♠		6		Preempt, often 6 1 st NV/3 rd NV	New suit GF, 4♣ RKCB 3041		
3NT	X			Gambling, solid minor little else	4♣ = pass or correct, 4♦ = shortage ask		
4♣		6		Preempt			
4♦		6		Preempt			
4♥		6		Preempt			
4♠		6		Preempt			
4NT	X			Specific ace-ask	5♣ = 0, 5x = that ace, 5NT = ace of clubs		
5♣		7		Preempt		HIGH LEVEL BIDDING	
5♦		7		Preempt		4NT RKCB: 1430, 5x+1 keycard: 1 st step even, 2 nd step odd, EKCB (et al): 3041 4NT encouraging in minor-suit slam auctions, 4M-1 last train in relay auctions	

