

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-18 may be 4 card at 1level.All raises weak. New suit F1..Jump fit. Double jump splinter.Cue = fit 3cards 2nt=fit 4 cards.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, responses as per 1NT opener.11- 14 in 4 th jump/bid 2NT wth max over stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
1c- 2d =majors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels except where 1D is artificial
Jump Cue bid= NT try
VS. NT (vs. Strong/Weak; Reopening;PH)
2c= H + any 2D = S + any show longer major with H+S
Resp 1st step P/C (to 5M or 2 nd suit) 2 step= 3 card support. 2NT= FG relay new suit= NF. 3 bids weak. X= 1 minor or 5/5 in majors over strong NT or PH.By PH 2c=C + major 2d = D+major
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X= T/O then lebensohl, leaping michaels cue bid =minors over 2M
Transfers over 2NT transfer to weak 2 suit = stayman.Over 3c /3d Cue = majors 3c- 4d = D+ major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong ♣X=♥ 1♦=♠ 1♥/♠/1NT=2 suits(CRO) 2NT=GF 2
Suiter. 1♣-P-1♦ X/1NT/2♣=2 suits (CRO) (also applies after strong 1♦)
OVER OPPONENTS' TAKEOUT DOUBLE
XX =10+ raise of M poor bid 2M minus one =good 3card raise
After 1 minor 3m =inv 2NT = weak
1M- 2NT = 4 inv

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4 th or top or third	
NT	4th	4 th or top or third	
Subseq			
Other: K asks for count or unblock at NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK or KQ	AK or KQ	
Queen	QJ	QJ	
Jack	J10	J10	
10	10 9	10 9	
9	Top 9x.9xx 9xxx	9x 9xx 9xxx	
Hi-X	Sx or Sxx or 5+	same	
Lo-X	HxS HxxS(+)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	SP	attitude
Suit 2	count	count	SP
3	SP		count
1	Attitude	Rev smith	attitude
NT 2	count	count	SP
3	SP	SP	count
Signals (including Trumps):			
Rev smith echo H =switch from both hands			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support x for majors			
Responsive through 4H			
Over penalty double of 1NT redouble= transfer to C			

W B F CONVENTION CARD
CATEGORY: NCBO: England PLAYERS: David Mossop Gunnar Hallberg
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card majors
2/1 GF
1M- 1NT = F1 except by passed hand
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1m-2S = inv in m
1m- 2H= weak 5S+4or 5 H
1m- 2D= weak 5H+4or 5D
SPECIAL FORCING PASS SEQUENCES
After weak 1NT double –bid--pass is F1
IMPORTANT NOTES
PSYCHICS:rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	Nat with 3/3 in minors open 1c	Raise GF, double raise weak,2S inv in m.,2D or 2H 5 cards in suit above plus 4/5 cards in this weak	2NT is relay over 2S, 2H,2D 2 Way checkback after 1M or 1NT rebid	
1♦		3	4H		As 1C		
1♥		5	4H		1NT F1 with 4 card support,2NT GF,3C= 5-8, 3D=9-11, 3M =0-4, 3NT = 12-14,Splinters.	Over 2NT bid shortage or 3NT =15+.,4 raise = max 1 key card,4 new suit =5/5,3 raise other	Reverse Drury
1♠		5	4H		As per 1H	As per H	
INT				15/17	Stayman full transfers		
2♣	X			22+ or GF	2D relay 2/3 other HHxxxx or better H= AKQ	2NT= 22/23, 2H = kokish Jump = solid suit	
2♦		5/6		weak	2H/2S= FI nat 2NT = relay ,splinters,4M= nat	After 2M 2NT = 3card fit good 3C = 3card fit poor, raise= 2cards poor ,rebid suit short Bid other = 2+Good., After 2NT bid guard	
2♥		5/6		weak	2S= F1 nat 2NT=relay, splinters, 4S=nat	As per 2H but 2NT asks for shortage	
2♠		5/6		weak	2NT = nat, splinters 4H = nat	As per 2H	
2NT				20/21	Puppet stayman 3,transfers 3S minor stayman 4 level bids 2step transfers	After 3C bid other major, after 4 bid gap suit = RKCB 4NT = off center NT	
3♣		6/7		weak			
3♦		6/7		weak	Suit GF	New suit GF	
3♥		6/7		weak	Suit GF	New suit GF	
3♠		6/7		weak	Suit GF	New suit GF	
3NT		7+		gambling	4C pass or correct		
4♣		6+					
4♦		6+					
4♥		6+					
4♠		6+					
4NT				Ace ask	Bid A with 2 bid 5nt		
5♣		7+				HIGH LEVEL BIDDING	
5♦		7+				RKCB 30/41	
5♥		7+				ROPI ; DOPI	
5♠		7+				5NT suit = 0 5c = 1, more = 1 plus 1card extra	
						Q bid = 1 st or 2 nd round control, redouble= 1 st round control new Q bid = 2 nd round control in doubled suit plus a further control in the Q bid suit	