

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural; new suit constructive NF;
Unassuming cue bid (usually a sound raise)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18; reopening 11-16;
Same responses as to 1NT opening (Stayman & transfers)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate vul vs non-vul (11-14) , else weak (0-10)
2NT = 5-5 two lowest unbid suits (wide range)
Reopen: Jump intermediate (11-14)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels (5-5 with unbid major(s)), wide range
Jump cue asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = Pen, normally 16+
2♣ = ♥ & ♠ (2♦ asks longer)
2♦ = 6♥ or 6♠ (2NT=constr enq; 4♦=relay; 4♥/♠ to play)
2♥/♠ = 5 cards & 4+ ♣/♦ (2NT relay, promises no values)
2NT = 5♣ & 5♦
3♠/♦ = nat intermediate; 3♥/♠=preemptive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl=T/O; Cue=2-suiter with major(s);
4NT=2-suiter (minors over 3♥/3♠). Leaping Michaels
(2♦ Multi): 2♥=T/O of ♠ (4+♥); 2♠=T/O of ♥ (4+♠)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=♠+♥; 1♦=♦+♠; 1NT=♥+♠; 2♣=♣+♠; 2♦=♦+♥; 2NT=♠+♦;
Same after (1♠) – (1♦): [Dbl=♦+♠]
OVER OPPONENTS’ TAKEOUT DOUBLE
Rdbl 9+; New suit F; 2NT=limit+ raise; Fit jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th; Xx; xXx...	xxX	
NT	4th; Xx(x); xXxx...		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Requests attitude	Requests attitude	
King	Normally requests count	Requests unblock / count	
Queen	Requests attitude	Requests attitude	
Jack	Denies Queen	Denies Queen	
10	Denies Jack	Denies Jack	
9	Denies 10. J98(x...)	Denies 10. J98(x...)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = Encourage	High = Even	1 st : High= Encourage
Suit 2	High = Even	Suit preference	Low= Neutral
3	Suit preference		
1	High = Encourage	High=Even	1 st : High= Encourage
NT 2	High= Even	Smith (see below)	Low= Neutral
3	Suit preference	Suit preference	
Signals (including Trumps):			
Trump peter often 3 rd trump and maybe desire to ruff, or can be suit pref.			
Smith peters – High-Low encourages suit led by us			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Mainstream			
Responses: jumps NF; cue=forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game-try X when no room for try			
(1NT) P (3NT) X = Lead my major			
Other Dbls of 3NT = lead my suit, or if I haven't shown one, lead your suit			
SOS Rdbl			
Lightner			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Rob Cliffe, Alan Mayo
EVENT: Seniors
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 4-card suits
1NT = 12-14
2♣ = art strong
2♦ = Multi: 6-10 6♥ or 6♠, OR 20-22 balanced, OR strong (8+ playing tricks) with ♣ or ♦
2♥ = 7-11 5♥ & 5♠/♦, OR strong (8+ playing tricks) with ♥
2♠ = 7-11 5♠ & 5♣/♦/♥, OR strong (8+ playing tricks) with ♠
2NT = 7-11, 5♣ & 5♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2-level openings (see above)
SPECIAL FORCING PASS SEQUENCES
1NT (Dbl) P (P) opener is asked to Rdbl, he may not pass
IMPORTANT NOTES
PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	All	Natural	1NT=nat no major; 2♦/♥/♠ = strong GF; 3♣=5-9 nat		} No inverted Minor raises
					2♣=10+, 4+♣ F1; 2NT=Baron (16+ no 5-card suit)	} 2NT Lebensohl after 2-level reverse	} Cue = limit raise or better
1♦		4	All	Natural	1NT=nat no major; 2♥/2♠/3♣ = strong GF; 3♦=5-9	}	} New suit by unpassed hand F
				tend to open 1♣/1♦ with 4-4Mm	2♦=10+, 4+♦ F1; 2NT=Baron (16+ no 5-card suit)	} 2♣ checkback after 1NT rebid	} Rdbl 9+
1♥		4	All	Natural	} Raise to 3=limit; jump shift=string GF;	}	} Fit jumps over Dbl
					} 2NT=Baron (16+ no 5-card suit);	} 4 th suit at 1/2-level not GF	} Strong jump shifts over o/call
1♠		4	All	Natural	} 3NT=pudding raise; Splinters (incl. 1♠-4♥)	} Splinters	}
INT	12-14		3♣	Natural, occasionally 5♥/♠ or	2♣=Stayman; 2♦=5♥ or bal slam try; 2♥=5♠;		XX art; P forces XX; rescues
				6♣/♦ or singleton honour	2♣=weak ♣/♦ OR strong ♣+♦; 2NT/3 suit=nat inv		2NT Lebensohl
2♣	√		---	Strong, GF or 23-24 balanced	2♦=negative or waiting; others natural positive	2♣-2♦-2♥ = 5+♥ OR 23-24/27-30 BAL;	
						then 2♣ relay	
2♦	√		only of	6-10 6♥/♠, OR 20-22 balanced	2M/3M = pass or correct; 2NT = enquiry inv+		2♦(X): Pass=♦, XX=strong
			2M/4♦	OR strong (8+ tricks) with ♣/♦	4♦=please correct; 4♥/♠ = own suit		
2♥	√		---	7-11 5♥ & 5♠/♦, OR	2NT enquiry (promises no strength); 2♠ to play		
				strong (8+ tricks) with ♥; F1	Raise preemptive		
2♠	√		---	7-11 5♠ & 5♣/♦/♥, OR	2NT enquiry (promises no strength)		
				strong (8+ tricks) with ♠; F1	Raise preemptive		
2NT	√	5♣+5♦	---	7-11	4♣/4♦ preemptive	2♦ - 2NT - 3♣/♥ = ♥, max/min	
3♣		6		Pre-emptive, 0-9	New suit below game forcing		
3♦		6		Pre-emptive, 0-9	“		
3♥		6		Pre-emptive, 0-9	“		
3♠		6		Pre-emptive, 0-9	“		
3NT	√			Solid minor, no side A/K			
4♣		7		Pre-emptive, 3-12			
4♦		7		Pre-emptive, 3-12			
4♥		7		Pre-emptive, 3-12			
4♠		7		Pre-emptive, 3-12			
4NT	√			Asks for specific aces	5♣=none, 5NT=two, 6♣=♣ ace, 5♦/♥/♠=ace		
5♣				Pre-emptive, 5-12		HIGH LEVEL BIDDING	
5♦				Pre-emptive, 5-12		RKCB (5♣=0/3, 5♦=1/4)	
5♥				Asks for A/K ♥		5NT (without 4NT) Grand Slam Force	
5♠				Asks for A/K ♠			