

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, cue = sound raise, jump cue = mixed raise, new suit = constructive.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd /4 th live, responses as 1NT opening.
11-14 unpassed reopening, responses as 1NT opening.
9-11 passed reopening, responses as 1NT opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (intermediate reopening).
Unusual 2NT for 2 lower suits except unpassed reopening.
Reopen: unpassed 2NT=19-21 bal, responses as 2NT opening.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (both majors or other major plus a minor) any strength.
Responses to major cue: 2NT constructive, 3♣ p/c.
Jump cue asks for stopper (usually with solid minor).
VS. NT (vs. Strong/Weak; Reopening;PH)
Unpassed x=PEN, 2♣=both Ms, 2♦=1M, 2M=5M&4+m,
Passed x-4M 5+m
After PEN x, first x of suit bid is takeout, subsequent x are PEN.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x=TO, jumps=NAT strong, leaping Michaels – jump to 4♣/♦ over weak 2M is 5suit-5OM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: x=Ms, 1NT=ms (same over 1♦ negative to strong+1♣)
OVER OPPONENTS' TAKEOUT DOUBLE
xx = +, suits NAT F, Jumps fit, but PRE if partner opened 1♣.
2NT = sound raise to 3+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	3 rd /5 th	
NT	2 nd /4 th	3 rd /5 th	
Subseq	attitude – low encourage	attitude – low encourage	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	[A, AK](x..)	[A, AK](x..)	
King	[AK, KQ](x..)	[AKJ, KQJ, KQ10](x..)	
Queen	[QJ, AQJ](x..)	[KQ, QJ, AQJ](x..)	
Jack	[J10, KJ10, AJ10](x..)	[J10, KJ10, AJ10](x..)	
10	[109, A109, K109, Q109] (xx..)	[109, A109, K109, Q109] (xx..)	
9	9x	9x	
Hi-X	xS(xx..),Sx	xS(xx..),Sx	
Lo-X	HxS, HxxS(xx..)	HxS, HxxS(xx..)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = disc	Hi = odd	Hi = disc
Suit 2	Hi = odd	Hi = disc	Hi = odd
3	Hi = SP for high suit	Hi = SP for high suit	Hi = SP for high suit
1	Hi = disc	Hi = odd	Hi = disc
NT 2	Hi = odd	Hi = disc	Hi = odd
3	Hi = SP for high suit	Hi = SP for high suit	Hi = SP for high suit
Signals (including Trumps):			
Att given in potential Bath coup pos,			
and also on A/Q v NTs, A vs suits.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles up to 2 of responder's suit			

W B F CONVENTION CARD	
CATEGORY:	Green
NCBO:	England
PLAYERS:	Heather Dhondy & Kieran Dyke
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Fairly natural, short club, 5 card majors, 15-17 NT, 2/1, 3 weak 2s.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	(✓)	2	4♠	NAT or 11-14 bal or 18-19 bal	Walsh style when <12. 2♣ = NAT, F Weak jump shifts, 3♦♥♠ PRE	1♣ 2♣ 2♦/2NT= 11-14/18-19 bal. 1♣ 1M 3♦=18-19 bal with 4-card support.	
1♦		4	4♠		Splinters, 2M weak, 2♦/3♦ INV, 3♣ INV	Over 1NT rebid: 2 way Checkback	
1♥		5	4♠	NAT	2♠ weak, 3M 3 or 4 card limit, may be light		2♦ Drury
1♠		5	4♠	NAT	3 new suit inv, 2NT Jacoby, splinters		2♦ Drury
INT			3♠	NAT 15-17 may have 5M, 6m, or singleton (honour usually).	Stayman and 4-suit transfers 3 level is shortage 4m = ♥♠, next step = 4 keycards		X= Take out, Lebensohl
2♣	✓	0		23+ Fairly BAL or any FG.	2♦=neg or other unsuitable.		
2♦		6 (5)		Weak, about 5-10. Suit may be poor, 5-card rare	2NT asks for shortage, change of suit F.		
2♥		6 (5)					
2♠		6 (5)					
2NT			3♠	20-22 fairly BAL.	Stayman, transfers, Smolen 2 below slam tries, 3♠ is both minors		
3♣		7 (6)		NAT PRE			
3♦		7 (6)					
3♥		7 (6)					
3♠		7 (6)					
3NT				Standard gambling (solid m no side A nor K in 1 st and 2 nd).			
4♣		8 (7)		NAT PRE, 7-card suit			
4♦		8 (7)		reasonably often.			
4♥		8 (7)					
4♠		8 (7)					
4NT	✓			Specific A ask.	5♣=none, 5NT=A♣.	HIGH LEVEL BIDDING	
5♣		8 (7)		NAT PRE		Roman keycard. Response step – 1430, then 5NT asking for specific Kings	
5♦		8 (7)				0314 if ask isn't 4NT	
5♥		7		Asks for 6 with A or K of M.			
5♠		7					