

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural → New suit response is constructive NF
2NT = inv+ 4 card raise over 1M
Raises are pre-emptive
Jump cue is mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(15)16-18 Direct
11-14 Protective
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak - system on
Unusual NT = 2NT=5/5 lowest 2 unbid suits
Reopen: 13-16
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue of C or D = 5/5 majors, of Hs=Sp+m, of Ss=H+m
Jump Cue = Stopper ask
If opponents bid 2 suits then jump cue shows stopper and asks
For stop in other suit
VS. NT (vs. Strong/Weak; Reopening;PH)
X=Pen (PH = minors)
2C=H and S
2D=1 Major
2M=M and minor (3C P/C)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X T/O, over weak 2 then 2NT asks partner to bid 3C, 3 any=invite
Over a weak 2M, 4C or 4D=5 other M + 5m NF
Over weak 2M then 3M=strong 5/5 other M+m F
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=Majors
1NT= minors
OVER OPPONENTS' TAKEOUT DOUBLE
Jumps= Weak
Re double is 10+ point pen seeking
Raises are pre-emptive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd and 4th	2nd and 4th	
NT	2nd and 4th	2nd and 4th	
Subseq			
Other: AQ att, King count or unblock v NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	KQ, AKJ10; KQ10	
Queen	Denies the King	QJ, KQxx	
Jack	Denies the Queen	Same	
10	Denies the 10	Same	
9	9x, J98, Q98	Same	
Hi-X	Top of doubleton	Second from bad suits	
Lo-X	Hxx, Hxxx	Hxx, Hxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High= Enc	High=Even	High-Enc
Suit 2	High= Even	SP	High=Even
3	SP		SP
1	As above	High=enc suit led	As above
NT 2	As above	High=Even	As above
3	As above	SP	As above
Signals (including Trumps):			
SP in trumps			
Smith - hi/lo likes - by both sides			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Maybe weak if shape suitable			
Reopening x may be King weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: England
PLAYERS: Maggie Knottenbelt & Michael Byrne
EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors
Short Club
2/1 GF
1NT=15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D/2H/2S = Weak
Weak jump shifts (on in competition)
SPECIAL FORCING PASS SEQUENCES
GF auctions
After 2/1 response
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	YES	2 if 4432	2C = GF; 2M weak, 3x=pre-empt	1C-2C-2D=Weak NT, 2N=18-19 with 4/5 C, 3N=18-19 2/3 clubs; 2 way checkback	
1♦		4	YES		2D=inv+; 2M weak, 3C=nat, 9-11; 3M=Spl	2 way check back	
1♥		5 (4)	YES		2S=3card raise; 2N=GF raise; 3C=4C limit raise; 3D=Mixed; 3H=Pre-emptive, Splinters		2C=3 card support 9+pts; 2D=4 card
1♠		5 (4)	YES		2N=GF; 3C=4C raise; 3D=mixed; 3H=3C raise		
INT				15-17, 5M,6m	Stayman, transfers, 2S=C or inv; 2N=D; 3C=minors inv; 3D=minors GF; 3M=Shortage; 4C=H; 4D=S	3H after 1N 2C 2D is 4H+5S, 3S after 1N 2C 2D is 4S+5H GF , after Xfer new suit=GF, jump=auto splinter	After intervention 2NT asks partner to bid 3C, 2 any to play, 3 any F
2♣	YES			23-24 Bal or GF	2D waiting, other Nat and positive	2C-2D-2H=H or 25+ Bal; 2C-2D-2N=23/24	
2♦		6 (5)		Weak 5-9 (6-10 Vul)	New Suit = constructive non forcing; 2N = Enq, then feature if non min		2D(X)XX=2/ 3 card support, comp
2♥		6 (5)		Weak 5-9 (6-10 Vul)	As above		
2♠		6 (5)		Weak 5-9 (6-10 Vul)	As above		
2NT				20-22	Stayman, transfers, 3S=minors, slam tries: 4C=H, 4D=S, 4H=C, 4S=D	3H after 2N 3C 3D is 4H+5S, 3S after 2N 3C 3D is 4S+5H GF	
3♣		6		Pre-emptive			
3♦		6					
3♥		6					
3♠		6					
3NT	YES			Solid minor 1 and 2, Gambling	4/5C=P/C; 4D=Shortage Ask		
4♣		6		Pre-emptive			
4♦		6		Pre-emptive			
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB, 1430	
5♥						DOPI/ROPI Below trump suit	
5♠						EXCB 3041	

					Cue bids 1 st or 2 nd , if Cue is X then XX shows 1 st round