

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
IL can be for the lead
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 (then 2♣ range-ask)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single jumps to the 2L are intermediate (9-12) if partner is unpassed, otherwise weak
Single jumps to the 3L are pre-emptive
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2♦ Michaels
(1♣) 2♣ nat
Else Michaels, jump cue is a stop-ask
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+, AKQJ (for count)	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 when there is no space			
Double of an artificial NT bid shows values and a desire to penalise			
Support doubles/redoubles to 2 of responder's major, but not after 1NT			
If we have established a major fit and have not attempted to sign off yet, double is a shortage game-try. If we have a minor fit, doubles at 3L ask stop			
In 2/1 relay auctions, double of a direct overcall shows singleton in their suit			

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
2♦ opening = weak two in a major, 2M M+m (5/5 V, 5/4+ NV)
2/1 (2♣ art relay over 1♦ and 1M, can contain a big fit)
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 = weak two in a major
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♥
Competitive xfers/switches at 2L+ after 1x opening are off as PH
SPECIAL FORCING PASS SEQUENCES
If they preempt to the 5L facing a passed partner
If we have shown constructive values and they bid to the 5L
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), 18-19 bal (not usually 5D), 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 a minimum with 1-3M, or terrible with four, then XYZ (2NT puppet), 1NT = 18-19	XYZ is only on if they have doubled, not if they've bid a suit
1♦		4	4♥	18-19 bal with 5, or unbal 4+ (can treat min 5332 good suit as unbal, to rebid 2♦ or raise M)	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 = wk NT or diamonds, 2D = xfer, 2H = 5H3S min NF (can be wk NT) 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	X take-out with some values
2♦	X	0		Weak two in a major	2M/3M/4♥ = p/c, 2NT = ask, 3♣ = NF, 3♦ = GF own major, 4♣ = xfer to suit below, 4♦ = bid M	2♦:2NT; 3m = linked non-minimum (then next step GF, asks short), 3M = nat min	Pass of X suggests playing opposite doubleton, XX = bid oM
2♥		5		Weak, 5M5m V, 5M4+m NV	2S = NF, 2NT = asks, 3C/4C = p/c, 3D = INV+ M raise, 4D over 2H = 4H bid, asks minor in comp	2M:2NT; 3m = nat min, 3M = linked max (then 3S asks short over 3H), 4m = 6	X of 3m = p/c (or a good 3M bid over 3D)
2♠		5					
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	3♦ puppet to 3♥, 3M GF, 4♦ RKCB 3041		
3♦		6		Preempt, often 6 1 st NV/3 rd NV	New suit GF, 4♣ RKCB 3041		X penalty after all 3L preempts
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		X penalty
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			
5♦		7		Preempt			
HIGH LEVEL BIDDING							
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							