

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, responses as per 1NT opener.11- 14 in 4 <sup>th</sup> jump/bid 2NT wth max over stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
1c- 2d =majors
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1D-2D =majors except when 1D maybe 2 cards
1M- 2M = the other major plus a minor
Jump cue bid asks for a stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2c= H + any 2D = S + any show longer major with H+S
Resp 1st step P/C (to 5M or 2 <sup>nd</sup> suit) 2 step= 3 card support. 2NT= FG relay new suit= NF. 3 bids weak
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X= T/O then lebensohl,4of minor also promises the unbid major cue bid =minors over 2M
Transfers over 2NT transfer to weak 2 suit = stayman.Over 3c /3d Cue = majors 3c- 4d = D+ major
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
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♦)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX =10+ raise of M poor bid 2M minus one =good 3card rase
After 1 minor 3m =inv 2NT = weak
1M- 2NT = 4 inv

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th	4 <sup>th</sup> or top or third	
NT	4th	4 <sup>th</sup> or top or third	
Subseq			
Other: K asks for count or unblock at NT			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
standard			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support x for majors			
Responsive through 4H			
Over penalty double of 1NT redouble= transfer to C			

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

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 2D,2H,2S 2N =transfer 3c MinorsGF 3d 5card stayman 3H 3S shortage	Break transfer to losing doubleton	X =T/O,lebensohl (denies guard) Tranfers at 2 and 3 level
2♣	X			22+ or GF	2D relay Then 3H 3S = 5D + 4 of majos	2NT= 24 +, 2H = kokish Then 2NT 3C 3dD weak	
2♦		5/6		weak	2H/2S= F1 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 2D but 2NT asks for shortage	
2♠		5/6		weak	2NT = nat, splinters 4H = nat	As per 2D bzt 2NT asks for shortage	
2NT				20/21	Puppet stayman ,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+				<b>HIGH LEVEL BIDDING</b>	
5♦		7+				RKCB 30/41	
5♥		7+				ROPI ; DOPI	
5♠		7+				5NT suit = 0 5c = 1, more = 1 plus 1card extra Q bid = 1 <sup>st</sup> or 2 <sup>nd</sup> round control, redouble= 1 <sup>st</sup> round control new Q bid = 2 <sup>nd</sup> round control in doubled suit plus a further control in the Q bid suit	

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