


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Typically 7-15, fair 5+ suit, cue response show raises, raises weaker New suit response nat, constr Jumps show fit If next hand bids or doubles then new suit shows fit, doubles are raises if no cue possible long suit, no fit otherwise, redoubles/2NT show long suit, no fit Prot: K weaker, responses K stronger Over art minors: Canape overcalls, nat 1NT
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup>; Responses; Re-opening)</b>
Weak t/o, 2 or 3 unbid suits, usually 3-11 4 <sup>th</sup> : Mild t/o, 5/4+ Over major shows other major Resps: suit p/c, minor cue asks for better major, 2NT art g/try Prot: 11-15, need not have stop, responses as opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, 3-11, may be 5 card suit n/v at 2-level 2NT: Minor 2-suiter over major Other minor plus major, opening bid values over minor Prot: Intermediate, 11-16 2NT: 18-20
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct and prot: Michaels: majors over minor (5/4+), major/minor over major (5/5+), show opening bid Jump cue: asks for stop for 3NT (1♣) P (1♥) 2♣/3♣ = nat 2♥ = 4♠s + 6♦s 3♥ = 6♠s + 4♦s
<b>V NT (v Strong/Weak; Reopening; PH)</b>
2♣ = hearts and another 2♦ = spade and another Dbl/2♥/♠ nat After double later doubles are for t/o 2NT = minors or GF 2♣/♦: with both majors show shorter Responses to 2♣/♦: next suit relay: 2NT/3 suit art Dbl of strong NT [inc 17] or at MPs = 4/4+ ♣/♦ or ♦/M or ♥/♠ Protective after pass: Dbl = ♠ + other, 2♣ = ♣ + ♦/♥, 2♦ = ♦+♥
<b>V PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl for t/o, others nat, opening values, jumps stronger Over 2s: 4♣/♦ = leaping Michaels, 2-suiter 2NT = 15-18 Cue = asks for stop Dixon dbl over Multi 2♦
<b>V ARTIFICIAL STRONG OPENINGS - eg 1♣ or 2♣</b>
Over 1NT > 2NT: Suction: suit = next suit or two suits after that Over 1♣: CRASH+: Dbl/1♥/1NT = 2 suits of same col/rank/shape 1♦ = ♥ or ♠ 1♠ = 3♠s exactly Suction
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Pass = 0-5, or 6-8 usually short in partner's suit Rdbl = 9+ looking for penalties, usually short in partner's suit 1M (X) 1NT+ = Transfers Others as without double

LEADS AND SIGNALS																												
<b>OPENING LEADS STYLE</b>																												
Standard honours, strong tens [trick one, not partner's suit], 4 <sup>th</sup> and 2 <sup>nd</sup> K from AK v suit shows AK doubleton or singleton if switch Roman v NT asks for unblock [AKJT, KQT9, QJ98] or count K lead asks for attitude at trick one defending 4NT and below A lead asks for attitude after trick one or defending 5♣ and above To a known 5+ suit lead high with even number, low with odd From a known 3+ suit lead high with even number, low with odd																												
<b>LEADS</b>																												
<table border="1"> <thead> <tr> <th>Lead</th> <th>V Suit</th> <th>V NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKx, Axx</td> <td>AKQx, AKJx, AKx</td> </tr> <tr> <td>King</td> <td>KQx</td> <td>KQJx, KQTx, KQx, AKJT</td> </tr> <tr> <td>Queen</td> <td>QJx, KQJ</td> <td>QJTx, QJ9x, QJx, KQJ, KQT9</td> </tr> <tr> <td>Jack</td> <td>JTx</td> <td>JT9, JT8, QJ98</td> </tr> <tr> <td>10</td> <td>KT9, KJT, QT9</td> <td>AT9, AJT, KT9, KJT, QT9</td> </tr> <tr> <td>9</td> <td>K98, Q98, J98, T9x</td> <td>A98, K98, Q98, J98, T97</td> </tr> <tr> <td>Hi-X</td> <td>Xx, xXx, xXxx, xXxxx</td> <td>Xx, xXx, xXxx, xXxxx</td> </tr> <tr> <td>Lo-X</td> <td>HxX, HxxX, HxxxXx</td> <td>HxX, HxxX, HxxxXx</td> </tr> </tbody> </table>	Lead	V Suit	V NT	Ace	AKx, Axx	AKQx, AKJx, AKx	King	KQx	KQJx, KQTx, KQx, AKJT	Queen	QJx, KQJ	QJTx, QJ9x, QJx, KQJ, KQT9	Jack	JTx	JT9, JT8, QJ98	10	KT9, KJT, QT9	AT9, AJT, KT9, KJT, QT9	9	K98, Q98, J98, T9x	A98, K98, Q98, J98, T97	Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	Lo-X	HxX, HxxX, HxxxXx	HxX, HxxX, HxxxXx	
Lead	V Suit	V NT																										
Ace	AKx, Axx	AKQx, AKJx, AKx																										
King	KQx	KQJx, KQTx, KQx, AKJT																										
Queen	QJx, KQJ	QJTx, QJ9x, QJx, KQJ, KQT9																										
Jack	JTx	JT9, JT8, QJ98																										
10	KT9, KJT, QT9	AT9, AJT, KT9, KJT, QT9																										
9	K98, Q98, J98, T9x	A98, K98, Q98, J98, T97																										
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx																										
Lo-X	HxX, HxxX, HxxxXx	HxX, HxxX, HxxxXx																										
<b>SIGNALS IN ORDER OF PRIORITY</b>																												
<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Count</td> <td>Count</td> <td>Roman [odd/even]</td> </tr> <tr> <td>Suit 2</td> <td>Att [K lead]</td> <td>Smith in trumps</td> <td>Count</td> </tr> <tr> <td>3</td> <td>S/P [A lead, sing]</td> <td>S/P in trumps</td> <td></td> </tr> <tr> <td>1</td> <td>Count</td> <td>Smith</td> <td>Roman [odd/even]</td> </tr> <tr> <td>NT 2</td> <td>Att [K lead]</td> <td>S/P in Smith suit</td> <td>Count</td> </tr> <tr> <td>3</td> <td></td> <td>Count</td> <td></td> </tr> </tbody> </table>		Partner's Lead	Declarer's Lead	Discarding	1	Count	Count	Roman [odd/even]	Suit 2	Att [K lead]	Smith in trumps	Count	3	S/P [A lead, sing]	S/P in trumps		1	Count	Smith	Roman [odd/even]	NT 2	Att [K lead]	S/P in Smith suit	Count	3		Count	
	Partner's Lead	Declarer's Lead	Discarding																									
1	Count	Count	Roman [odd/even]																									
Suit 2	Att [K lead]	Smith in trumps	Count																									
3	S/P [A lead, sing]	S/P in trumps																										
1	Count	Smith	Roman [odd/even]																									
NT 2	Att [K lead]	S/P in Smith suit	Count																									
3		Count																										
Signals (including Trumps): After T1 and against 5+ level: A for att, K for count Roman discards: odd encourages, even S/P Returns: high = even Signals when obvious and later signals S/P																												
<b>DOUBLES</b>																												
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>																												
Support for all suits or 17+ or 15+ bal Prot: K weaker, responses K stronger 2NT response often Lebensohl if game possible, Scrambling otherwise																												
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>																												
After pass over opening bid, double next round is EITHER strong penalty dbl, typically 4+ trumps, 17+ OR weak t/o dbl, typically 4432, 10-12 Most low level dbls are for t/o Responsive to 4♥ = 2 places to play Lead-directing Lightner Game try doubles After cue of our suit by opps, dbl = do not lead, pass = neutral [not 1 <sup>st</sup> rd] SOS redoubles																												

W B F CONVENTION CARD	
<b>CATEGORY:</b> Natural - GREEN	
<b>NCBO:</b> ENGLAND	
<b>PLAYERS:</b> David STEVENSON Liz COMMINS	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
<b>ACOL</b>	
4 card majors	
4 card minors except 3 cards 1 <sup>st</sup> /2 <sup>nd</sup> Not Vul	
Light 2 over 1s	
Fairly light openings	
Pre-emptive raises	
Aggressive pre-empts	
January 2018 v 8.7 Cat 3	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1NT 9-12 1 <sup>st</sup> /2 <sup>nd</sup> NV (poss sing honour in minor)	
2♣ Weak with diamonds or 21+ bal or GF	
2♦ Weak with hearts or spades	
2♥/♠ Weak two suiter, 5+ cards in ♥/♠	
2NT Weak minor two-suiter	
3NT Solid minor, no outside A/K	
1NT overcall Weak takeout, 2/3 unbid suits	
Weak artificial defences to strong openings	
Canapé overcalls over short minors and either/or clubs	
Special defences to artificial openings and responses	
4♣ ask, Flint and Transfers after 3NT overcalls	
Muppet 3♣, Transfers, 3♠ = art s/try, 4♣ = Gerber, 4♦ = majors, 4♥/♠ = to play over nat 2NT	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
S/P = suit preference (Lavinthal) t/o = takeout p/c = pass or correct	
<b>PSYCHICS:</b> Rare, no agreements	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3	4♥
1♦		3	4♥	4+ cards except 1 <sup>st</sup> /2 <sup>nd</sup> NV			
1♥		4	4♥	5+ cards or 15+ except 3 <sup>rd</sup>	2NT = raise to 3+ 3♣ = G15+, 5+♣/♦ 3♦ = G15+ bal Splinters 3NT = 4333	Rebids: Gazilli	1M (X) 1NT+ = Transfers
1♠		4	4♥	5+ cards or 15+ except 3 <sup>rd</sup>			
1NT			3♠	9-12 [1 <sup>st</sup> /2 <sup>nd</sup> NV] 15-17 [3 <sup>rd</sup> ] 12-14 [other] Possible singleton ♣/♦ honour	2♣ = 5 card Stayman 3♣/♦ = 4441 GF 2♦/♥/♠/NT = Transfer 4♣ = Gerber 3♥/♠ = Game try, 6 cards Game = to play 4♦ = Both majors (5/5) 4NT = nat	Transfer breaks: Over 2♦/♥ with fit 2NT = max, 3♥/♠ = min Over 2♠/NT 2NT/3♣ = no fit, 3♣/♦ = fit	After dbl: rdbl = 5 card suit 2♣/♦/♥ = suit + higher suit 2♠/NT = 5/5 with/without ♠s After overcall: 2NT = Lebensohl
2♣	√	5 (0)		Weak 2♦ [5+ cards] or 21+ bal or GF	2♦ = p/c 2♥/♠/3♦ = to play opposite weak 2♦ 2NT = art G/try+ 3♣/♥/♠ = nat GF	2♣ - 2♦ - 2♥ = Kokish	
2♦	√	5 (0)		Weak 2♥/♠ [5+ cards]	2♥/♠/3♥/♠ = p/c 2NT = art G/try+ 3♣/♦ = art GF [M/m] 4♣/♦ = asks for major		Dbl of 2M = p/c Other dbl = pens
2♥		5/4		Weak 5+ cards plus 4+ ♣/♦s	2♣ = to play 2NT = art G/try+ 3♣/♦ = p/c 3♥/♠ = to play 3♠/♥ = nat GF		Dbl = pens
2♠		5/4		Weak 5+ cards plus 4+ ♣/♦s			
2NT	√	5/5 (0)		Weak ♣+♦	3♣/♦ = to play 3♠ = nat GF 3♥ = slam try in minor or GF, ♥		
3♣		6		Weak	3♦ art F 3♥/♠/4♦ = nat F		Dbl = pens New suit shows fit Redouble shows suit, no fit
3♦		6		Weak	3♥/♠/4♦ = nat F		
3♥		6		Weak	4♣ = art slam try		
3♠		6		Weak			
3NT	√	7 (0)		Solid ♣ or ♦, no outside A/K	4♣ = p/c 4♦ = asks for singleton 4♥/♠/5♣/♦ = to play 4NT = asks for minor	3NT - 4♦ - 4♥/♠/5♣/♦ = ♥/♠/♦/♣ singleton 4NT = no singleton	
4♣		7		Weak			
4♦		7		Weak			
4♥		7		Weak			
4♠		7		Weak			
<b>HIGH LEVEL BIDDING</b>							
4NT	√			Asks for specific aces	5♣ = no ace 5♦/♥/♠ = that ace 5NT = two aces 6♣ = that ace	Roman Key-Card Blackwood Kickback Exclusion RKCB Resps: 30/41/2/2+Q/2+V Rebids ask for specific kings	
5♣		7		Weak		Gerber GSF Blue Club controls Last Train	
5♦		7		Weak		Over intervention: Dbl/Rdl = 1 <sup>st</sup> step Pass = 2 <sup>nd</sup> step Next bid = 3 <sup>rd</sup> step etc	
5♥		7		Weak		Over 6-level intervention: Dbl = odd number Pass = even number	
5♠		7		Weak		First round only: Acol specific ace ask Blackwood 4NT response	