

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide-range 1-over-1 response, 2-over2, and 3-level response F1, 2-over-1 constructive NF UCB = Constructive raise, natural 2NT bid, or any GF where a new suit bid is inappropriate
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18) – System on
Balancing: 11-14(15) – System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak – 2NT response inquiry as opposite opening Unusual 2NT in 2 <sup>nd</sup> Lowest two unbid, 19-21 in P/O seat Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Jump Cuebid asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C = Hearts and Spades 2D = 1 Major 2M= 5M+4m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O Non-Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=M's , 1NT=m's
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
NAT. RDBL = 9+, Jump shift = Fit, 2NT = constructive raise, Jump raise = PRE

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , 2 <sup>nd</sup>	Unchanged	
NT	4 <sup>th</sup> , 2 <sup>nd</sup>		
Subseq	Same but some attitude		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AKx	
King	AK or KQx(x) for count	AKJ10, KQx	
Queen	KQx or QJx for attitude	KQ109, QJx for attitude	
Jack	Jx, J10x, KJ10	Jx, J10x, KJ10, AJ10	
10	10x, 109x, Q109, K109	10x, 109x, Q109, K109, A109	
9	9x, J987, Q987	9x, J987, Q987	
Hi-X	Xx, xXx, xXxx	Xx, xXx, xXxx	
Lo-X	Hxx	Hxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = Disc	Lo = Odd	Lo = Disc
Suit 2	Lo = Odd	SP	Lo = Odd
3	Standard SP		SP
1	Lo = Disc	Lo = Odd	Lo = Disc
NT 2	Lo = Odd	SP	Lo = Odd
3	SP		SP
Signals (including Trumps): HiLo interest in ruff, SP			
K in NT asks for unblock or count, in a suit contract asks for count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Shape suitable or strong.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg, Lightner, Max, Comp, Resp, Game Try.			

W B F CONVENTION CARD
<b>CATEGORY:</b> NCBO: England
<b>PLAYERS: Norman Selway and John Holland</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE 5M, 1NT = 15 - 17
2-over-1 FG
Weak Jump Shifts
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Weak 2D/H/S = can be very weak at appropriate positions and Vul. Frequently only five cards
1NT – 2 ART – X = T/O of suit
Lebensohl after we open 1NT and in response to T/O X of 2M.
We play that 1C – 1M – 2C- 2D = ART – FRC. 2H= NF
1D- 1S – 2D – 3C = ART, FRC, 2H=NF
<b>SPECIAL FORCING PASS SEQUENCES</b>
When both players know game has been forced to make. 1NT – DBL– 2C/D – Pass
<b>IMPORTANT NOTES</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5D	2+ cards	2NT = NAT, no SPL, Raises= inverted 1NT Good 7-10	1NT rebid 12-14, 2NT 18-19, 3NT too good to rebid 3C, FSGF except at one-level	Fit Jumps, Jump Raise Weak, Cuebid Constructive Raise, 1C – Dble – 2NT = Constructive Raise
1♦		4		Natural NF	2NT = NAT, no splinter, 1NT = 6-9, Inverted Raises . 3C=6+C INV	Checkback 2C + 2D	Same
1♥		5		Natural NF	3C/D=6 cards INV .Limit Raises, 2NT = GF Raise 3S=Any SPL, 3NT void S, 4x void.		2 way Drury
1♠		5		Natural NF	3NT = Any SPL, 4C/D/H= void. 3x=INV		
INT		(14)15-17		Balanced. No singleton. 5M or 6m possible	4-Suit Transfers, Stayman 3x=SPL, SMOLEN 4C/D=5/5 M's Good/Bad 1NT-2S-3c-3x=both minors	Can break transfer with fit	1NT – 2/3 Any – Dble = T/O of suit bid
2♣	X			ART. GF or 23-24 Bal.	2D = Negative/Waiting, others positive	2C – 2D – 2S – 2NT = 7+, Kokish	
2♦				Nat 5+ cards, less than opening	2H/S = Constructive NF, 2NT asks, 3 Any = F1		
2♥				Same	Same	Same	
2♠				Same	Same	Same	
2NT				20-22 Bal. Singletons very rare 5M, 6m possible	Puppet Stayman, 3D/H Trans, 3S = MSS, 4 Suit = 2 under Tfr Slam Try		
3♣				PRE, 6+ cards			
3♦				Same	New Suit F1		
3♥				Same	4m Cuebid, 4OM To play		
3♠				Same			
3NT	X			Gambling			
4♣				PRE	4D = ART Slam Try for Clubs		
4♦				PRE	5C = ART Slam Try for Diamonds		
4♥				PRE – Wide-range	4S To Play		
4♠				Same			
4NT	X			6-6+ minors, less than opening			
5♣				PRE		<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB 1430, DOPI, ROPI. 4NT then 5NT for Specific Kings	
5♥						Cuebids can be first or second round controls.	
5♠							