


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>	
Aggressive at one level (4+ cards); Sound at the two level;	
Fit Jump and Fit Non Jump responses;	
Un-assuming cue bids show a stronger hand;	
New suit after an overcall is forcing for one round;	
Can be dropped if either partner repeats their suit	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> (15-18) Responses as opened but with Crowhurst 2♣;	
Dbl then NT = 19-21;	
4 <sup>th</sup> 11-14(15) Responses as opened but with Crowhurst 2♣;	
Dbl then NT = 16-18;	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak Jump Overcalls not vulnerable; Intermediate otherwise 9-15 ish;	
Re-Opening 2NT = 19-20, responses as if opened 2NT;	
2NT shows 5(+)/5 in lowest two suits;	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Michaels (5+5); 2NT asks for second suit;	
Can be 5/4 in Majors [Rare, only if non vul over 1♣/1♦];	
Jump Cue asks for stopper for 3NT, long running minor likely;	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
2♣ = Majors usually 5/4 either way [Rare 4/4/4/1 shape at Pairs];	
2♦ = Single suited 5+ major [Only 5 if 5332];	
2♥/2♠ = 5+cds in bid M & 4+cds in a m [may be 4 card M at Pairs];	
2NT = both minors 5 / 5	
Dbl of Weak NT = Penalties;	
Dbl of Strong NT = Long Minor(5+) & either Major(4+);	
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
• 2 Level bids : 2NT 16-18 balanced;	
Double for take out with Lebensohl 2NT;	
Jumps in a minor show = minor + other M 5/5;	
• 3 level bids : Cue bid shows 2 suiter;	
• 4 level bids : 4NT shows unspecified 2 suiter;	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
Over (Strong 1♣/1♦) Dbl/1♦/1♥/1♠/(2♣)= Suction, next suit or next 2;	
1NT = ♣ & ♥ or ♦ & ♠;	
Over (Strong 2♣/2♦) Dbl/2♦/2♥/2♠/(3♣) = Suction; next suit or next 2;	
2NT = ♣ & ♥ or ♦ & ♠;	
• NB : (1♣) Pass (1♦) - 1NT = Any 2 Suiter; 2NT = Minors;	
• NB : If playing strong 1♣ system : (1♦) - 2♦ = Michaels;	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Re-double = 9+, usually short in openers suit [ max of xx ];	
New suit natural & forcing;	
Jump in new suit = Fit showing; Jump raise = Raise to 2;	
Splinters; 2NT = Good raise to 3;	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	Ace = ATT; 2 <sup>nd</sup> /4 <sup>th</sup>	Similar	
<b>NT</b>	4 <sup>th</sup> Highest;	Similar	
	2 <sup>nd</sup> highest from bad 4 cards	Similar	
<b>Subseq</b>	Current Count		
<b>Other:</b>	King lead asks for Count, Strong 10s vs NT (trick 1 only, not in partner's suit);	<b>Except vs 1NT = Attitude;</b>	
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AKx(+), A(+)=A	Similar	
<b>King</b>	AKx(+), KQ(+), Kx(+)=K	Similar	
<b>Queen</b>	QJ10(+), QJ9(+), QJx=Q	Similar; occ x from QJxx;	
<b>Jack</b>	KJ10(+), J10(+), =J	J10x(+)=J	
<b>10</b>	K109(+), Q109(+), 10x=10	AJ10(+), KJ10(+), K109(+),	
	109x=10	Q109(+)=10	
<b>9</b>	9x, =9	9x, 109x(+)=9	
<b>Hi-X</b>	Sx, xSx(+)=S	Sx, xSx(+)=S	
<b>Lo-X</b>	HxS, HxxS(+)=S	HxS, HxxS(+)=S	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
1	Standard Attitude (Count when K led) <b>EXCEPT Vs 1NT</b>	Standard Count	Odd card Enc in suit Even = McKenney
<b>Suit 2</b>	Attitude High = Enc	Suit Preference	Attitude High = Enc
3	Suit Preference		Suit Preference
1			
<b>NT 2</b>	As Above;	As Above;	As Above;
3			
<b>Signals (including Trumps):</b>			
Hi Low = even count or encouraging;			
Peter in trumps = 3+ with ruff ambitions;			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most low level doubles are take out;			
Re-opening doubles may be light;			
A double by us of interference of our 1NT is primarily for take out;			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles up to and including 4♦;		Lead directing;	
Responsive doubles up to and including 3♠;		Lightner;	
SOS redoubles in clear situations only;		Rosenkranz (X & XX)	
<b>If our 1NT is doubled :</b>			
XX is 3 way bid: long ♣s / short ♣s, 3 suited / both Majors with longer ♥;			
After 2♣, 2♦ shows 3 suiter short ♣s; 2♥ shows Majors longer ♥;			
2♠ is 2 way bid: long ♦s / 2 suited both Majors with longer ♠;			
After 2♦, 2♥ shows both Majors with longer ♠;			
2♦ = Transfer to 2♥;		2♥ = Transfer to 2♠;	
2♠ = 2 suited 5/5, spades & another;		2NT = 2 suited 5/5, not ♠;	
Pass forces XX;		Following XX, bids = that suit and a higher one 4/4;	

W B F CONVENTION CARD			
<b>Date :</b> May 2018		<b>Version :</b> A.11	
<b>CATEGORY:</b>	<b>Natural – GREEN</b>		
<b>NCBO:</b>	<b>WALES</b>		
<b>PLAYERS:</b>			
<b>Bob PITTS</b>	W.B.U. : 915009		
	E.B.U. : 56206	Deva : 321	G.V. : 066
<b>Barry JONES</b>	W.B.U. : 909070		
	E.B.U. : 416637	Deva : 206	G.V. : 062
<b>SYSTEM SUMMARY</b>			
<b>GENERAL APPROACH AND STYLE</b>			
Acol style, 4 card majors;			
Weak NT, (11)12-14; 14-16 in 3 <sup>rd</sup> Seat; 13-15 in 4 <sup>th</sup> Vul;			
2♣ Strong, GF or balanced 23+;			
2♥/♥/♠ Weak, 6 Card Suit (Possibly 5 in 1 <sup>st</sup> & 3 <sup>rd</sup> ) (4-9 ish);			
2♥/♠ Weak to Int., 6 Card Suit 3 <sup>rd</sup> (Vul only) and 4 <sup>th</sup> Seats;			
Weak jump overcalls non vul else intermediate;			
Inverted Raises after our 1♣ & 1♦ opening bids;			
Strong jump shifts after 1 level opening bids;			
In competition a Cue usually show a Good Raise;			
In competition over our Major 2NT = Good 4+ card Raise;			
In competition over our Major a Cue = Good 3 card Raise;			
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>			
Lebensohl 2NT : Fast Arrival Denies a Stop (FADS);			
Gambling 3NT shows solid minor, max of a Q outside;			
Fit Jumps & Fit Non Jumps in competition;			
4/6 & 6/4 Overcalls in 4 <sup>th</sup> seat after both opponents have bid			
<b>OR</b> by a passed hand and both opponents have bid;			
(1♣ Short) - 2NT = ♣ + either Major;			
(1♣ Short) - 3♣ = ♦ + either Major;			
Suction defence to Strong 1♣ & 1♦, 2♣ & 2♦;			
Show either a single or a two suited overcall;			
Michaels;			
Leaping Michaels;			
Cue bids in competition show good raises.			
Competitive jump bids are weaker and more shape based;			
Blackout;		Crowhurst 2♣;	UCBs;
<b>SPECIAL FORCING PASS SEQUENCES</b>			
If we bid game freely and opponents save then Pass is forcing to double or bid on;			
If we double their NT and they wriggle, then :			
• Double is take out;			
• Pass is Forcing;			
• Bids are Weak;			
<b>IMPORTANT NOTES</b>			
Over opponents Multi 2♦ Opening Bid:			
• Pass then Dbl = T/Out;		• Pass then 2NT = Minors	
<b>PSYCHICS</b>			
Extremely rare			

OPENING BID	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		4(3)	4♦	Natural May only be 3 cards in 3 <sup>rd</sup> or 4 <sup>th</sup> seat when out of NT range [ Rare ]	Inverted Raises 1♣/1♦ - 2♣/2♦ = 10-15 1♣/1♦ - 3♣/3♦ = 4 - 9; 2NT=16+Balanced; Splinters; Redwood; Note : 1♣ - 1♦ - 1♥ - 1♠, = Natural 4 card suit;	1x - 2y - 2NT = GF 15 - bad 20+ 1NT Rebid = 13-17 with Crowhurst 2♣ 2NT jump rebid = 18+; (3♣ may be checkback); 3NT rebid = Shows solid suit AKQJxx(x) Reverses; Long suit trial bids 3+ cards; Note : 1♣ - 1♦ - 1♥ - 2♠, = Fourth Suit Forcing;	Fit Jumps (Non Forcing); <b>Note :</b> NT rebids may include an unbid 4 card major suit. Egs: 1♣ - 1♠ - 1NT may contain 4♥s 1♦ - 2♣ - 2NT may contain 4♥s or 4♠s 1♦ - 1♥ - 2NT may contain 4♠s
1♥ 1♠		4	4♦	Natural	1M - 2M can be quite weak; Splinters; 1M - 3M = 4+ Trumps not A+K or KKK; 2NT = Artificial, raise to 3+ with 4+ trumps including at least an Ace & a King or 3 Kings; 3NT = 13-15 any 4/3/3/3 shape;	1x - 2y - 2NT = GF 15+ 1NT Rebid = 13-17 with Crowhurst 2♣ 2NT jump rebid = 18+; (3♣ may be checkback); 3NT rebid = Shows solid suit AKQJxx(x) Reverses; Long suit trial bids 3+ cards	
1 NT		2		11-14 Bal n/v 12-14 Bal Vul 14-16 Bal 3 <sup>rd</sup> Seat 13-15 Bal 4 <sup>th</sup> Seat Vul May include a weak 5 card major; May include a 6 card minor [ Rare ]	2♣ = Does not guarantee a 4 card Major; Smolen, Game forcing; NT Invites also go through 2♣; 2♦ = 5+♥s or Game Forcing range enquiry if 2♠ rebid 2♥ = 5+♠s; 2♠ = 6+♣s 2NT = 6+♦s 3♣/3♦ = invite (usually HHxxxx suit); 3♥/3♠ = slam try; 4♦ = Majors (5 - 5) usually no slam interest;	1NT - 2♣ - 2♦ - 3 Major shows Majors 5/4 including 5 cards in <b>unbid</b> Major Pre-emptive jump to 3M with min. & 4+ trumps; After 2♠ rebid, 2NT = min, other bids nat 13/14; 2NT = Fit, Hx(x); 3♣ = no fit; 3M = shortage 3♣ = Fit, Hx(x); 3♦ = no fit; 3M = shortage 3NT to play; Cue (Ace or King) agrees suit shown; Responder can go on if very strong;	<b>Lebensohl;</b> <b>Others:</b> • Over a natural bid : X = take out; Bids are weak; • Over an artificial bid : X shows the suit bid and general values; • A bid of opponents anchor suit is : Take out;
2♣	✓	0		GF or 23+ Balanced	2♦ = Relay; 2NT = Positive in ♦; 3♣ +ve in ♣; 3♦ +ve in ♦ (6cards) with 4 cards in ♣; 3♥ +ve in ♦ with 4 cards in ♥; (also ♠); 3NT = 11 cards in Minors;	2♣-2♦-2♥-2♠-2NT = Kokish; Bal 23-24; OR 27+ 2♣-2♦-2NT = Bal 25-26; 2♣-2♦-3NT = 25+ with Solid minor suit (+ Baron)	<b>Over Interference :</b> • Pass = Values < 3 controls; • X = Negative bid;
2♦		6 (5)		Weak (4-9 ish hcp) Intermediate in 4 <sup>th</sup> Seat	<b>NOTE: SPECIAL RESPONSES TO WEAK 2♦; Ask to see extra sheet for full set of responses;</b> 2 of any Suit = To Play; 2NT = Enquiry, OGUSt resp; 3 of any new Suit = Nat. & Forcing; • <b>NB : Weak 2s may be 5 cards in 1<sup>st</sup> and 3<sup>rd</sup> nv;</b>	3♣ = min & bad; 3♦ = min & good; 3♥ = max & bad; 3♠ = max & good; 3NT = AKQxxx	<b>Over Interference :</b> • X = Penalties;
2♥ 2♠		6 (5)		Weak (4-9 ish hcp); Weak to Int. Vul 3 <sup>rd</sup> and all 4 <sup>th</sup> Seats			
2NT		2 (1) Poss Singleton Honour [ Rare ]		20-22 Balanced	3♣ = 5 card puppet Stayman; 3♦ = Transfer to ♥; 3♥ = Transfer to ♠; 3♠ = Transfer to 3NT; 3NT = Serious slam try in ♣;	4♦ Rebid by Resp. = Serious ♦ Slam Try; 3NT = 3 card support in Major shown 21-22(24), no Jacks; 4 Major shown = 4 card support in Major shown; 21-22(24) no Jacks; Removal = Slam try in minors, (5-5 at least); Can be passed if unsuitable;	Natural;
3♣/♦/♥/♠		7 (6)		Pre-emptive	3NT= To Play; New Suit = Natural and Forcing;		
3NT	✓	7 (6)		Solid minor pre-empt, Max Q out;	4♣/5♣ sign off (pass/correct);4♦ asks for singleton/void;	4♥/4♠/5♣/5♦ = sing/void; 4NT = No sing/void;	
4♣/♦/♥/♠		7+		Pre-emptive	Over minor Major = to play; Over Major, new suit = Cue;	Over 4♣, 4♦ = cue (Ace King/singleton/void);	
4NT	✓	0		Asks for Specific Aces	5♣ = 0; 5♦/♥/♠/6♣ shows Ace of suit; 5NT = 2 Aces;	<b>OTHER NOTES</b>	
5♣/5♦		7+		Natural, Pre-emptive	New suit = Cue (Ace/King/Singleton/Void);	Going through Crowhurst (2♣), bids generally show stronger hand than bidding suits direct;	
5♥/5♠		7+		Natural;	Asks if Ace/King of trumps held bid 6♥/♠;	1NT response to a take out double shows 7-10 hcp; 1NT rebid is 13-17 with Crowhurst 2♣ asking bid;	
<b>HIGH LEVEL BIDDING</b>							
RKCB : 14/30	Double and Re-Doubles also show 14/30				5NT : After a response to 4NT, asks for specific kings, a suit bid shows the King of the suit or the other two Kings	Bids lower than 2NT show 13-14 hcp; 2NT response to Crowhurst shows any 15 hcp and is Forcing;	
Gerber :	Only direct over 1NT and 2NT opening bids;				Redwood : Only after Inverted Minors & other rare seq;	3 level responses to Crowhurst shows 16/17 and are Forcing;	
5NT GSF :	Asks for 2 of top 3 honours when suit agreed;					Over a short, 1♠/1♦ opening by opponents, our 2♦ is Michaels;	