

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Sound 2 over 1
Fit jumps
UCB, usually a 3-card raise INV, or strong
2NT 9-11 after M overcall, jump cue is 6-8, both with four cards
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18), responses as after opening 1NT
Reopening: 11-14 over 1m, responses as over opening 1NT
Reopening; 11-16 over 1M, 2♠ is range ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suited: about 5-9, usually 6-cards; usually 7 at three level VUL
2NT lowest two unbid suits wide range but 19-21 BAL in 4th
Reopen: Intermediate – six card suit; about 12-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1x-3x asks for stop for NT showing any solid suit other than x
Michaels cue bid, showing higher two suits, wide range
VS. NT (vs. Strong/Weak; Reopening;PH)
2♠ is 4♥ and longer other or 5+♥ 8+, 2NT asks, 3♦ game try in ♥
2♦ is 4♠ and longer other or 5+♠ 8+, 2NT asks, 3♦ game try in ♠
2♥ is 5♥ and 4+ m, 9+, 2NT asks, 3♦ game try in ♥
2♣ is 5♠ and 4+ m, 9+, 2NT asks, 3♦ game try in ♠
2NT is game-forcing two-suited or <12 with minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL is T/O with 2NT puppet to 3C (slow shows), 4m is 5m+5oM(F)
Vs WK 3 DBL is T/O, 4m is 5m+5M (F), 3NT to play then 4♠ is Baron, 4♦ is transfer to M, 4M & 5m are slam tries
Vs 4 level openings, DBL shows values, 4NT t/o
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1♣ vs Polish 1♣ or similar, P then DBL is 15-17
DBL is ♥, 1♦ is ♠ DBL is 12-14 or 18+, 1♦ is one M
1♥, 1♠, 1NT is two suited (CRO); 2 any is one or six of bid suit
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL is 9+; new suit is F1; jump in new suit is FIT;
Jump raise is about 2-5, 4-cards; 2NT is good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	A,2,4	Low from xxx	
NT	Strong K,10,9	Low from xxx	
Subseq	A,2,4	Low from xxx	
Other: K asks for CT, A or Q asks for ATT			
Vs NT Q may be from weak KQ holding			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AK(x...)	AK(x...)	
King	AK(x...) or KQ(J)(...)	KQJxx, KQ10xx, AKQxx , AKJxx	
Queen	QJ(x...), Qx	QJ(10), KQx(...), KQJx	
Jack	J10(x...), Jx	J10(9...)	
10	109(x...), 10x	A(or K)J10(x...) or 109(x...)	
9	98(x...), 9x	A,K or Q109(x...) or 98(x...). 9x	
Hi-X	(x)x, x(x)x, x(x)xx	(x)x, x(x)x, x(x)xx	
Lo-X	Hx(x), Hxx(x)	Hx(x), Hxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HELO (HELD)	HELO (s/p)	HELO
Suit 2	HELO (HELD)	HELO (s/p)	HELO
3	HELO (HELD)	HELO	HELO
1	HELO (HELD)	Smith peter	HELD
NT 2	HELO (HELD)	HELO (s/p)	HELO
3	HELO (HELD)	HELO (s/p)	HELO
Signals (including Trumps): HELD, Smith			
Trump Hi-lo shows interest in ruff or suit preference. Smith by both sides in NT (High by leader is switch; high by partner of leader is continue).			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout to 4♥ Higher doubles show values.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try DBLs			
Co-operative DBLs			
Rosenkrantz RDBLs showing Hx in partner's suit			
RDBL of 3NT shows doubt			
Redouble of 1NT shows a five-card suit by either opener or responder			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Wales
COMPETITION: European Teams 2024
PLAYERS: Paul Lamford, Gary Jones
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol with weak twos in ♦, ♥ and ♠ but Acol twos in 4 th
4 card majors
Generally open lower of two 4 card suits
2 over 1 responses 9+, FIR
1NT opening 12-14. Sometimes upgraded.
Doubles up to 4♥ are takeout unless we have pre-empted
Drury 2♠ over 1M in 3 rd or 4 th position. Then 2♦ is MIN
After 1M in comp. sequences 2NT is INV with four card support and jump cue is mixed 4-card raise about 6-8
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
(1NT)-DBL-(2♠ or 2♦)-PASS is F. after 2M pass is NF
If we bid a VUL game and NV oppo bid on, then pass is F
IMPORTANT NOTES
After 1NT rebid then 2♠ is puppet to 2♦, subsequent bids inv, 2♦ is GF checkback.
After 1x-2y-2NT-3♠ is checkback, 3♦ shows max.
After 1NT-2♠(NT)-3♠(3♦) shows fit; 3x shows suit
After 1NT-2♠(NT)-2NT(♠) denies fit; then 3x shows suit
2NT is usually two places to play in balancing auctions
Good-Bad 2NT in competitive situations
1NT-p-4♠ is asking for aces
1NT-p-4♦ is 5♠+5♥, game only
1x-p-2y-p-3NT = 5x+4y, 15-19 hcp
1x-1M-p-2NT = 4 card raise about 9-11
1x-2m-p-2NT = natural NF about 10-12
1m-p-1M-p-2M-p-2NT is forcing and asking
1x-(2x)-higher cue = UCB
1x-(2x)-lower cue = 5 other + tolerance for x
3x-3NT-p-4♠ is Baron, 4♦ is Flint (transfer to hearts).
4♥, 4♠, 5♠, 5♦ are slam tries
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	Natural 10+	2♣ is 9+,2NT 16+BAL,splinters,simple jumps NF	4♣ is RKCB after 1♣-p-2♣ & similar	
1♦		4	4♦	Natural 10+	2♦ is 9+,2NT 16+BAL,splinters,simple jumps NF	4♦ is RKCB after 1♦-p-2♦ & similar	
1♥		4	4♥	Natural 10+	2NT is fit, FG; splinters (3NT is 1♠), 2♠ is NF, 3♠ is fit + any void, 3NT asks, 3m is INV		
1♠		4	3♠	Natural 10+	2NT is fit, FG; splinters; 3NT is fit + any void, 4♣ asks,3x is INV	1♠-1NT-3♠= ART, then 3♦ = 3/5♥. 3♥ = 4♥ 3♠ = 2♥, 3♠ 3NT = not 2♥, not 3♠	
INT			4♥	12-14	2♣ is Stayman (np) then 3m is 5+/4+ minors 2♦/♥/♠/NT TFRS. 2♠-2♦-3♥ is 5♥+4♠ INV 2♠-2♦-3♠ is 5♥+4♠ F1	1NT-2♦-2♥-2♠ is Baron, then 2NT is no 5 card suit. Break TFR to M with doubleton. Break minor TFR without fit. After 1NT-2♠-2x then 3♠(♦) is both m, longer ♠(♦)	When 1NT is doubled, redouble is a 5-card suit and bids are that suit and a higher suit. Pass is NF
					3♠, 3♦, 3♥ and 3♣ are singleton or void, 5431, 5440 or 4441, no 5 card M, at least one 4 card M, GF. 4♠= ace-asking; 4♦ = both majors (game only)	Opener bids four card major, if not, 3NT with good stop in short suit, otherwise four of lower minor	After 1NT-(P)-2♠-(X)-Pass denies stop, then XX is Stayman 1NT-2any-X is values, 2NT is puppet to 3C
2♣	√			G/F or 23/24 BAL	2♦ relay; 2♦-2♥-2♠-2NT is 25+ BAL	As 2NT opener. 2♠-2♦-2NT (23-24) same	
2♦		5		5-9 6(5) cards; strong 4th	2NT asks then 3♠= bad bad ... 3♣ = good good	If responder bids 3NT and then pulls	
2♥		5		5-9 6(5) cards; strong 4th	2NT asks then 3♠= bad bad ... 3♣ = good good	that suggests saving	
2♠		5		5-9 6(5) cards; strong 4th	2NT asks then 3♠= bad bad ... 3♣ = good good		
2NT				20-22	3♣ is 5 card Stayman; 3♦/♥ TFRS; 3♠ is minors; two under slam tries. After TFR next suit S-TRY.	After 3♣-3♦ is 4M or only 2♣ Then 3♥ is not 4♥. 3♠ is 4♥ not 4♣. 3M 5. 3NT is 3♠ not 4♥	2NT-3♣-3♦-3NT =4-4 majors game only; 4♣ S-TRY.
3♣		6		About 4-9	New suit forcing		
3♦		6		About 4-9	New suit forcing		
3♥		6		About 4-9	New suit forcing	4♣ asks for shortage, 4♦ is slam try	
3♠		6		About 4-9	New suit forcing	4♣ asks for shortage, 4♦ is slam try	
3NT				Gambling, solid minor	4♣ P/C; 4♦ asks for singleton	After 4♦, 4♥ is 0/1 ♥, 4♠ is 0/1 ♠, 4NT is 7222, 5♠ is 0/1 ♦, 5♦ is 0/1 ♣	
4♣		7		About 4-9			
4♦		7		About 4-9			
4♥		7		About 4-9	Suit bid asks for control in steps		
4♠		7		About 4-9	Suit bid asks for control in steps		
4NT				Bid suit with A	5♠ is none, 5NT is two, 6♣ is A♣		
5♣		8		About 5-11		HIGH LEVEL BIDDING	
5♦		8		About 5-11		Josephine GSF	
5♥				Missing AK♥		RKCB 5♣ is 1 or 4, 5♦ is 0 or 3, 5♥ 2 5♠ 2+Q; then 5NT asks for specific kings, six ace RCKB in some sequences	
5♠				Missing AK♠		DOPI, ROPI after interference	
						Exclusion RKCB (0 or 3, 1 or 4, 2, 2+Q)	
						Minorwood with any jump to 4 minor when minor has been bid naturally or when 3NT is pulled to 4 minor or when a forcing 3m is raised to 4m or after 4SF	