

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Occ 4 at 1 level; normally 6 at 2 level
New suit F 1R
UCB = normally values usually 3 cd supp
2NT after overcall of M is good 4 card raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd / sandwich / protective
15-18 / 16 – 19 / 10 - 14
System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, reasonable suit vul.
2NT in protective = 18 -20 + System
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 2 suited bids, any strength – 5+-5+ (occ 5M4m non vul)
Jump cue = asks for stop
VS. NT (vs. Weak)
X=penalties
2♣ = both majors
2♦ = one major
2♥/♠ = Major + min. 2NT = both minors
V Strong or by passed hand X=5m & 4M
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO + 2NT transfer to m; Over 4♠ - x = values, 4NT 2 places to
V. Multi –x = 12- 15 bal or 19+.; 2NT-16-18; bids nat.
2♦ - X – 2 any – X – Shows that suit
They bid Michaels X=can penalise;
OVER OPPONENTS’ TAKEOUT DOUBLE
XX = balance of points; (may have 3card support)
Bids generally ignore X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2nd	3rd & 5th	
NT	4 th & 2nd	3rd & 5th	
Subseq			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A ask for rev att	A ask for rev att	
King	K asks for count	K asks for count	
Queen	Sequence or interior sequ	Sequence or interior sequ	
Jack	Sequence or interior sequ	Sequence or interior sequ	
10	Sequence or interior sequ	Sequence or interior sequ	
9	2 nd highest	2nd	
Hi-X	doubleton	doubleton	
Lo-X	3+ to honour	3+ to honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att	Count	Rev Att
Suit 2	Count	Suit pref	Count
3	Suit pref		Suit pref
1	Rev Att	Count	Rev Att
NT 2	Count	Suit pref	Count
3	Suit pref		Suit pref
Signals (including Trumps): hi-lo = suit preference and middle neutral			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles nearly always TO; -ve through 4♥			
Responsive to 4♥			
Reopening x protective, doesn't show extra values			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner against slam: Lead directing over conventional bid.			
Asking for short suit lead over 1NT-3NT			
Asking for dummy's 1 ^s bid 'suit if final contract is 3NT			
Support Doubles after 4 th hand bids.			

W B F CONVENTION CARD
<p>CATEGORY:</p> <p>NCBO: Wales</p> <p>PLAYERS: Gilly Clench Suzy Lawson</p>
<p>♣♦♥♠</p>
SYSTEM SUMMARY
<p>GENERAL APPROACH AND STYLE</p> <p>5 CARD MAJORS and 14 – 17 NT</p> <p>1♣ - could be 2</p> <p>Weak 2 bids</p> <p>forcing 1NT response to 1M</p> <p>2 over 1 responses forcing to game</p> <p>2♣ = GF or 8PT in a Major</p> <p>3NT=Pre in one m</p> <p>SA Texas</p>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<p>Weak Jump shift responses over m by non-passed hand</p> <p>Over 1NT – 2♣/2NT are minor suit oriented</p> <p>Direct M raise is better than through 1NT</p> <p>Bergen major suit raises</p> <p>2♣ response to 1NT is Five-card puppet Stayman, non-promissory and forcing to 2NT.</p> <p>Bergen ignores opponents bids</p> <p>2 suited overcalls to weak 2s and 3s, cue of weak 2 asks for stop.</p>
SPECIAL FORCING PASS SEQUENCES
<p>Over an overcall containing values. Opener must re-open with shortage or extra values</p>
IMPORTANT NOTES
<p>Bids in most cases ignore interference</p>
<p>Psychics: No</p>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2	4♦	If 2, normally weak NT hand – may be 18+	Weak M jumps, inverted raise GF; 2♦ invit with ♣ 2NT=nat. Inverted raise GF: 3♣-invit in ♦:3NT – weak NT	Over inverted 2♦ is weak NT, 2NT – 18-19 Over all 1-1-1- bids 2 way checkback Bid of M shows a stop – Passed hand fit jumps
1♦		4	4♣	Only 4 card if 4441 otherwise 5		
1♥		5	4♦		1NT – F1; 2NT – GF then nat at 3 level; 3♣ - 4 card raise 7-9; 3♦10-12, limited splinters	After O'call 2NT = best 4 card raise Passed hand fit jumps
1♠		5	4♦			
INT				Balanced 15 – 17, can contain 5 M/6 m	5 card puppet stayman; 4 suit transfers; 3- inv,4♣-5+/5+ majors; 4♦/♥ transfers weak or strong	Over M transfers jump bid is weaker than 2NT Over m – bid likes. Over X System on XX=m
2♣	√	0	4♦	GF	2♦ - relay KOKISH (See notes)	System on over 2NT. 4 card Stayman over 3NT
2♦		6		Weak (5-9)	New suit F1, 2NT Enquiry.	Show features if Max or repeat suit if weak
2♥		6		Weak (5-9)	2NT asks	Show shortage if Max
2♠		6		Weak (5-9)		3NT = AKQxxx
2NT				20-21	5 cd puppet stay;Trf; 3♠- Trf to 3NT m interest; 2NT-3NT 5♠-4♥: 4♣=Ms 5-5; 4♦/♥ TRF weak or strong, New suit F	Over transfers or Stayman then 4NT – quant unless there have been cue bids.
3♣♦♥♠		6		Pre-empt		
3NT	√			Pre-empt in one m.	4♣/5♠=pass or correct;4♦ asks for s.ton	
4♣		7		Strong in ♥		
4♦		7		Strong in ♠		HIGH LEVEL BIDDING
4♥		7		Pre-empt		RKCB – 14/30
4♠		7		Pre-empt		Xx of doubled cue = 1 st round control, cue bid 2nd control. ROP1 DOP1
4NT	√			Asks specific aces	5♣=none; 5N=2,6♣=club ace	1/2NT – 4♠ = 4 Ace Blackwood
5♣/5♦		7		Pre-empt		

Notes

2 way Checkback over all 1 1 1 bids - 2♣ demands 2♦ (can pass) then bids inv. 2♦=GF checkback

1♠ (1♦) x = 4♥. Through 1NT response – raise of M is weaker than a direct raise.

Blackout over reverse bidding. Cheapest bid available is neg. M rebid is F1.

Bergen raises with 4 Card support 3♣=7-9; 3♦=10-12 + Jacoby 2NT; Off over interference bids. On over doubles

1NT – After 5cd stayman 2/3NT response shows no 4 or 5 card M. 1NT – Stayman – 3m = 6+4 card M nonf. Force through transfer then bid of M.

1NT - 2♠/NT = bid of suit likes, then bid of M shows 6-4 F. (Stayman followed by m shows 6-4 NON f).

Over 2NT and Puppet Stayman. 3♦ - shows either 4♥ or 2 or 4♣, now 3♥ simply denies hearts, may or may not have spades. 3NT = 3 Spades (followed by transfers at 4 level)

Over 2NT 3♠ = transfer to 3NT, then 4♣/♦ slam try, 4♥/♠ both minors longer ♣/♦ & slam interest,4NT both minors no void. 4♣ -direct = both majors (5+/5+) weak;

They interfere over 1NT 1st X is penaltyish, 2nd X –TO; Over X of 1NT – XX shows a m otherwise system on.

Weak jump responses to 1m but fit jumps in response to overcalls and by passed hands over m opening

Support Doubles; (2♦) x (2♥/♠) - x = shows that suit

KOKISH = 2C – 2D – 2H – 2NT = 22-24;