

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>Style:</b> Normally 5+ BUT in 2nd pos can be 4+ at 1-level.
<b>Resp:</b> raises NF/preempt; 2NT nat or Good/Bad; new suit constructive; jump shift = fit; UCB 3+ fit/F no fit, jump cue NT .enq
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>Immediate:</b> 15-18 with responses as 1NT opening
<b>Protective:</b> 11-14 with responses as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suit:</b> Weak; constructive in pass-out seat.
<b>2-suit:</b> 1 any-2NT lower, 1m-2m majors, 1M-2M OM+m
<b>Reopen:</b> 2NT in 4th 18-20 or lower 2 on passed hand
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>Direct cue:</b> Michaels
<b>Jump cue:</b> asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalties 15+
2♣ majors, 2♦ single-suited, 2♥/♠ M+m
3-level bids nat., not strong.
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Weak 2 - X = TO; 2NT 16-18; Leaping Michaels, cue = stopper ask
Weak 3 - X = takeout
4 bids - X TO of ♣, ♦, ♥; X of ♠ shows values, 4NT TO
Multi 2♦ - X 13-15 or 18+, 2♥/♠ nat 5+. 2NT 16-18 (17-20 in 4 <sup>th</sup> ).
Protective X = take-out, bids nat & weak.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against Strong ♣
X=♥, 1♦=♠, 1♥= 2 same colour, 1♠= 2 same rank, 1NT 2 odd, 2♣ natural
<b>OTHER COMPETITIVE BIDS</b>
Fit jumps. XX shows 9+, defensive values, pass can be weak or any 4-3-3-3 hand with values. Jumps preemptive.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> & 4 <sup>th</sup>	2 <sup>nd</sup> & 4 <sup>th</sup>	
NT	2 <sup>nd</sup> & 4 <sup>th</sup>	2 <sup>nd</sup> & 4 <sup>th</sup>	
Subseq	Distribution/Suit pref	Distribution/Suit pref	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK, AKx(x), KQ(x)(x)	AK, AKx(x), KQ(x)(x)	
Queen	QJ(x)(x)	QJ(x)(x), KQ10x	
Jack	J10(x)(x)	J10(x)(x), QJ10(x)(x)	
10	10x, H10x(x), H109(x)	10x, H10x(x), H109(x)	
9	9x, 109x(x)(x)	9x, 109x(x)(x)	
Hi-X	Sx	Sx	
Lo-X	HxS(S), HxxxS	HxS(S), HxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc.	Low odd	Low enc
Suit 2	Low odd	Suit pref	Low odd
3	Suit preference		Suit preference
1	Low enc.	Low odd	Low enc
NT 2	Low odd	Suit pref	Low odd Suit preference
3	Low enc.	Low odd	Odd enc
Signals generally standard distribution or (including trumps) suit preference when relevant e.g. with singleton or other adverse holding in dummy			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out doubles			
Balancing doubles may not show shortage.			
X of weak 2 openings take-out.			
1x P P X – 1y X penalties against x			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most doubles take-out or extra values			
Lightner doubles			
Lebensohl with slow shows			

<b>W B F CONVENTION CARD</b>
<b>NCBO:</b> Portugal <b>EVENT:</b> ALL EVENTS <b>PLAYERS:</b> Eva Turner & Laura Woodruff
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♥/♠ 5+ cards 1♦ 4+ cards. 1♣ 2+ cards.
Openings may be light with good shape or opposite a passed partner.
Most doubles are for take-out
2 over 1 Response: FG (1♦-2♣ almost FG)
1M-1NT response F1 on unpassed hand
Standard attitude and count
1 NT Openings: 15-17; Stayman, 4 suit transfers
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Defence to specific 2-suited overcalls:</b> X penalty-oriented; cheaper cue value bid in 4th suit; expensive cue good raise in partner's suit;
<b>Defence to Michaels etc.:</b> as above except cue constructive
<b>Lebensohl/Good-bad 2NT:</b> Not applicable
<b>SPECIAL FORCING PASS SEQUENCES</b>
Doubles after overcall by LHO and pass by partner show extra values or shortage in enemy suit; BUT pass not 100% F
<b>IMPORTANT NOTES</b>
4 <sup>th</sup> suit FG/F 4 minor
<b>PSYCHICS:</b> rare

Open- ing	Artificial	Min. cards	Neg.double	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	7♥	2+, Nat (5+ cards), if <4 cards, 12-14 or 18+ bal.	Inverted raises. 2NT natural, splinters	1♣-2♣-2NT 12-14 or 18+, F1 1♣-1M-1NT-2♣ inv checkback or weak with ♦; 1♣-1M-1NT-2♦ GF checkback 1♣ - 2M weak, to play.	
1♦	No	3	7♥	Natural	As 1♣ (1♦ - 2♣ almost FG)	As 1♣	1NT 6-11
1♥	No	5	7♥	Natural	2NT Jacoby game raise, Bergen: 3♣ 7-9, 4-card ♥ OR 10+ 3-card support, 3♦ relay; then 3♥ = 4 cards, 7-9, anything else 3 cards 10+, 3 other major splinter 3♦ 10-12 3♥ 0-6 4-card support 3♠ splinter	1♥-1NT-2♣ may be 2 cards. Long suit trial bids typically 3+ cards, with typically 1 honour. Over 2NT 4T=min., other 3 bids shortage, 4 bids 2nd suit	2♣ Drury, 2♦ N/F, 5+ cards, 8+ HCP. 2NT good raise, bids generally preemptive raises. Jump shifts show fit. 1NT 6-11
1♠							
INT	No	-	-	15-17	2♣ Stayman 4-suit transfers (mandatory breaks) 4♣ both M, 4♦/♥ transfers, 4♠ ace-ask	New suits forcing at 3-level.	-
2♣	Yes	0		Game Force or 8½ + tricks in strong hand	2♦ semi-relay; suits natural FG	2NT 23+ (continuations as 2NT opening); suit bids natural FG	
2♦	No	6(5)	-	Weak	2NT F enquiry, suits constructive N/F	After 2NT, new suits feature	In 4th 9-12, 6-card ♦. 2NT asks for feature.
2♥	No	6(5)		Weak	2NT F enquiry	After 2NT, new suits feature	In 4th, 9-12, 6-card suit
2♠	No	6(5)		Weak	New suits constructive NF		2NT response asks for feature
2NT	No	-	1	20-22 balanced	5-card puppet Stayman; red suit transfers; 3♠ forces 3NT; 3NT to play 4♣ both M, 4♦ tr to ♥, 4♥ tr to ♠, 4♠ ace-ask	Continuations over 3♠-3NT are minor slam tries.	
3any	No	5		Pre-emptive	Change of suit F1.		
3NT	Yes	-		Gambling	4/5♣ P or correct, 4♦ P or bid 5♣		
4♣	Yes	0	-	Texas transfer = 7+ ♥	4♦ enquiry 4NT bid a singleton		
4♦	Yes			Texas transfer = 7+ ♠	4♥ enquiry 4NT bid a singleton	4♠ = solid; 5♣/5♦/♥ show ace 5♣ = no singleton	
	No	7		Preemptive		<b>HIGH LEVEL BIDDING</b>	
4♥/♠	No	7		Preemptive		Cue may be 1st- or 2nd- round control.	
4NT	Yes			Asks for specific aces	5♣ no ace, 5♦/♥/♠/6♣ = that ace, 5NT = 2 aces	Redoubles of high-level cue bids show 1st round control, bids in live auction show second-round control.	
5♣/♦				To play		Roman Keycard Blackwood: 5♣=3/0; 5♦=4/1; 5♥=2 no queen; 5♠=2 with Q.	
5♥/♠				No meaning		Exclusion KCB as above. Intervention in slam sequences: D/R 1st step; P 2nd step. Pass is generally forcing once we have reached game in constructive auction and opponents intervene	