

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠		3	4♠		2♣ = 4+♣ INV+; 2♥/♥/♠ = weak	2♣/♦ checkback after 1N rebid 3m = natural FG after 1♠-1♦-2N	
1♦		3	4♠		2♠ = 4+♦ INV+; 2♥/♠ = weak	3♣ checkback after 1m-1M-2N	
1♥		5	4♠		2N = 4+♥ FG Swedish Jacoby; 3♣ = 8-11HCP 4+♥ 3♦ = 6-7 HCP 4+♥; 3♠/4m = splinter	2♣/♦ checkback after 1N rebid 3♣ checkback after jump 2N rebid	2♣/♦ = 3/4 card INV+ raises after we open 1M
1♠		5	4♠		2N = 4+♠ FG Swedish Jacoby; 3♣ = 8-11HCP 4+♠ 3♦ = 6-7HCP 4+♠; 3♥ = nat inv, 3N = 4333, 4m/♥ = spl		
INT				15-17 hcp can have 6m or 5M	2♣ = STAYMAN, 2♥/♥ = TRANSFER ♥/♠ 2♠ = sign off in ♣♦ OR GF 5♣/5♦; 4♠/♠ = ♥/♠		Transfer LEB style from 2N
2♣	X	0		22+ or any Game Force	2♦ = negative or waiting		
2♦		0		5-10 hcp 6 cards in major	2N = asking bid; 2M/3M = p/c, 4♣ = transfer responder to major; 4♦ = bid major, 4♥/♠ = to play	After 2NT: 3♣ = max hearts, 3♦ = max spades, 3♥/3♠ = min with that suit	DBL of major = p/c
2♥		5		5-10 hcp 5♥ + 4m	2N (ARTIFICIAL minor ask) 3♣ = p/c	After 2NT: 3♣/♦ = min with that suit, 3♥ = max with clubs, 3♠ = max with diamonds	DBL = Penalty
2♠		5		5-10 hcp 5♠ + 4m	2N (ARTIFICIAL minor ask) 3♣ = p/c	After 2NT: 3♣/♦ = min with that suit, 3♥ = max with clubs, 3♠ = max with diamonds	DBL = Penalty
2NT				20-21 may have 6M or 5M	Puppet Stayman; Transfers; 3♠ = mm; 4♣/♦/♥/♠ = ♥/♠/♣/♦ S/T		
3♣		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL = Penalty
3♦		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL = Penalty
3♥		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL = Penalty
3♠		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL = Penalty
3NT	X			7+ card solid minor with no Side Ace or King	4♣ = Pass/Correct, 4M = TO PLAY 5♣/6♣ = Pass/Correct to opener's minor		DBL = Penalty
4♣		7		PRE - Usually good 7+ cards	4♦ = 6+ cards FG, 4M = 6+ cards NF, 4N = RKCB		DBL = Penalty
4♦		7		PRE - Usually good 7+ cards	4M = 6+ cards NF, 4N = RKCB		DBL = Penalty
4♥		7		PRE - Usually good 7+ cards	4♠ = TO PLAY (6+cards), 4N = RKCB		DBL = Penalty
4♠		7		PRE - Usually good 7+ cards	4N = RKCB		DBL = Penalty
4NT	X			Asks for Specific Aces	5♣ = 0, 5♦ = ♦A, 5♥ = ♥A, 5♠ = ♠A, 5N = Two, 6♣ = ♣A		
5♣		7		PRE - Usually good 8 card suit		HIGH LEVEL BIDDING	
5♦		7		PRE - Usually good 8 card suit		4N = RKCB (1430), After 5♣/♦ response, then next step excluding trumps asks for Queen of Trumps and 5N asks for Kings. Bid cheapest King. After 4N(X) ignore Dbl. After Opp Bid then Dbl = 0 KC, Pass = 1 KC, 2 = 2+Q, 3, 4.	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1/1=NF, 2/1=NF, 2/2=F1, 3/2 = F1
Jump in a new suit = weak with 6+ cards
Jump in Opp's suit = SPLINTER
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1N = 15-18 systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except in 4 th seat then 12-15 hcp
Unusual 2N = two lowest unbid suits 55
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ = 55+ Majors; (1♠)-2♦ = 55+ Majors;
(1♥)-2♥ = 5+♠/5+m; (1♠)-2♠ = 5+♥/5+m
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = Penalty
2♣ = MM
2♦ = One Major then 2♥ / ♠ = P/C; 2N asks strong enquiry
2M = 5M & 4m
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♠
Double = Majors, 1N = minors other bids are natural
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = points no fit; New suit = F1; 2N/3m=system on after we open 1M

LEADS AND SIGNALS			
OPENING LEADS STYLE 2nd and 4th			
	Lead	In Partner's Suit	
Suit	4 th (2 nd from bad suits)	4 th (2 nd from bad suits)	
NT	4 th (2 nd from bad suits)	4 th (2 nd from bad suits)	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	AK; KQ+	KQ+	
Queen	QJ+	QJ+	
Jack	HJ10+; J10+	HJ10+; J10+	
10	H109+	H109+	
9	9x+	9x+	
Hi-X	xSx; xSxx+	xSx; xSxx+	
Lo-X	HxxS; HxxS+	HxxS; HxxS+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude (low=ENC)	Count (low=even)	Attitude (low=ENC)
2	Count (low=even)		Count (low=even)
3	Suit preference		
NT1	Attitude (low=ENC)	Count (low=even)	Attitude (low=ENC)
2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dbl = generally T/O when no fit has been found			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: ENGLAND
PLAYERS: Lucy Norman & Charlotte Bedford
EVENT: Peggy Bayer
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors, 15-17 NT, 2 OVER 1 = Game Force
2♦ = weak 2 in a major, 2♥/2♠ = 5 in major, 4+ in minor weak
With 3-3 mm we open 1♣
With 4-4 mm we open 1♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare