

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally full system responses and rebids for 1 over 1 overcalls (1x)-1M-(p)-2♣ = art. good hand, but not FG if overcaller rebids 2♦ Reuben advances when we overcall 2♣ 2NT response to 2 level overcalls = good raise, usually 4+ support, or 3 and strong
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 1NT = 15-bad 18 System on with transfer into oppo's suit = stopper ask Bidding oppo's M after stayman = 5+oM Balancing 1NT = 11-15
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls (1♣) 2♦ = majors if 1♣ is short or better minor Reopening 2NT is 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) 2♣ = NAT if vs short or better minor Michaels and unt (any strength) (1m) 3m and (1M) 3M = stop ask
VS. NT (vs. Strong/Weak; Reopening; PH)
Strong NT defence (inc.14-16 NT): Multi-Landy, X = 4M5+m Weak NT defence (inc.13-15 NT): Multi-Landy, X = pen PH defence: X = one minor or MM, 2m = 5m4M, 2M = nat
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout, leaping and non-leaping Michaels Jumping to 3N generally shows a long minor (3M) 4M = good 4oM bid (4m) 4NT = natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦ = ♣ or ♦, 1♥/1♠ = inverted, 1NT = 2 non-touching 2♣ = WJO in next suit or two suited next higher suits (also applies after 1♣-p-1♦)
OVER OPPONENTS' TAKEOUT DOUBLE
XX = values (now 1 st X from either player = t/o, subsequent = pen) System on over 1m (X) Transfers over 1M (X)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead (including in Partner's Suit)		
Suit	3/low		
NT	Att; top/2 nd from xxx, 2 nd from xxx, 3 rd from xxxxx		
Subseq			
Other: Honour lead asks for unblock - 1 below or r/att from 2 below/any higher			
LEADS K from AK@5-level or vs 4m (asks for rev count)			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)+, Ax	AK(x)+	
King	KQ(x)+, AK doubleton	AKJ10(x)+, AKQx, KQ(x)+	
Queen	QJ(x)+	KQ109(+), KQJx, QJx(+), AQJ(+)	
Jack	J10x(+);	J10(x)+; AJ10, KJ10	
10	10x; H109x (+)	10x; H109(x)+	
9	9x, 109x (+)	9x, 109x (+)	
Hi-X	3 rd /low, Xx, X	Xx, XXx, xXxx	
Lo-X	3 rd /low - xxX, xxXx xxXxxx	HxSx (+); HxS; xSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = enc	Hi = odd	Lo = enc
Suit 2	Hi = odd	S/P	S/P
3	S/P		Hi = odd
1	Lo = enc	Hi = odd	Lo = enc
NT 2	Hi = odd	S/P	S/P
3	S/P		Hi = odd
Signals (including Trumps): S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
(1x)-X-(1M)-X = pen Jumps are PRE over oppo's value-showing XX X = freq t/o			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative, Responsive X, Support X (up to 2♠) G/T doubles Lightner doubles X of SPL when red = asks for lead of higher-ranking suit			

W B F CONVENTION CARD
CATEGORY: Green NCBO: England PLAYERS: Giles IP / Andy COPE / Oscar Selby
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, 14-16 NT (15-17 3rd/4th) 1♣ = Natural / (11)12-13 NT / 17-19 NT (may have 5♦) with transfer responses (light responses possible) 1♦ = 4+♦, unbalanced Weak-only Multi 2♦ - 1 st /2 nd NV (can be very weak) Ekren 2♦ - 3 rd seat or vul (at least 44MM) Weak Two in ♥ & ♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<u>1 level responses</u> TRF responses to 1♣ (1♠ = No 4cM, unless FG with 5+♦) 1♣-1NT = FG with 5+♣, occasionally BAL 1♣-2♣ = weak both majors (at least 5-4), 5-9pts 1♣-2♦/2♥ = weak or strong jump shift in ♥/♠ 1♣-2♠ = both minors (5-5), weak or FG 1♦-2♣ = Art FG (♦ or BAL) 1♦-2♦ = FG 5+♣ 1♦-2M = WJS 1m-2NT/3m = PRE/mixed (mixed/INV for ♦) 1♥-1♠ = 5+♠ 1♥-1N = NF 5-11, may routinely have 4♠ 1M-2♣ = Art FG (♣, ♦ or BAL) 1♥-2♦ and 1♠-2♥ = good 3 card raise 1♠-2♦ = 5+♥, 9+pts
<u>2 level responses</u> 2♣ = GF or 20-21 bal 2♦ = weak in either M (1 st /2 nd NV), weak MM (3 rd or vul) 2M = weak
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Transfers in competition in many different situations
PSYCHICS: Uncommon, but possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5♥	Natural / (11)12-13NT / 17-19NT (may have 5♦)	1♦ = 4+♥; 1♥ = 4+♠, 1♠ = no 4cM, unless FG w/ 5+♦ 1NT = FG with 5+♣, occasionally BAL 2♣ = MM Weak, 2♦/2♥ = 6+M TFR, weak or strong 2♠ = both minors, weak or FG; 2NT = PRE 3♣ = mixed, 3x = PRE	1♣:1red-complete = wk NT or unbal with 3 card supp (may have 4 card supp if min), then 3 way CB 1♣:1♠, 1NT = weak NT, then art. continuations 1♣:1♠, 2♦ = (17)18-19 bal, then art. continuations 1♣:1red, 2NT = 16+pts, 45 or 36 1♣:1red, 3♦ = (17)18-19 balanced 4M raise	System on after 1♣ (1♦/X) Transfers over 1♣ (1M) and 1♣ (2M)
1♦		4	5♥	Natural unbalanced freq 5+♦ unless 4♦(441) 4♦5♣ poss but rare	1NT = 5-11, 2♣ = FG♦ or BAL, 2♦ = FG 5+♣ 2M = WJS, 2NT = 4+♦, <8pts 3m = Nat INV, 3M = Nat, PRE	Many Art. rebids after 1♦:1M 1♦:1M, 2♣ = 6♦, 10-14 or any 18+ 1♦:1M, 2NT = 16+pts, 45 or 36	Transfers over 1♦ (1M), 1♦ (2/3♣) and 1♦ (2M) Trf rebids on after (X/1♠) in 4 th
1♥		5	5♥	Natural 10-22	1♠ = 5+♠, 1NT = 5-11, NF. May have 4♠ 2♣ = Art. GF, 2♦ = 3M INV raise, 2♥ = 7-9 2♠ = 4+♥ FG, 2NT = mixed, 3♣ = 55mm INV 3♦ = 4M INV raise, 3♥ = PRE, 3♠ = 4♥, any SPL, 3NT/4m = voids	Transfer rebids after 1♥:1♠/1NT and 1♠:1NT 1M:2♣-2♦ = any min (2♥ = relay, 2♠ = 3M supp) 1M:2♣ - art. rebids for non-min and extreme shapes 1M:2M-1/2M-2NT = First train, asks for cue 1M:2M-1/2M-3NT = 17-19 balanced, CoG	System on after 1M (1♠) Transfers over 1M (X or 2/3♣) 1M (3x) 4♣ = S/T in M 1M (3x) 4♦ = GF in M 1♠ (3♥) 4♥ = GF w/ ♥ cue Trf rebids on after (X) in 4 th
1♠		5	5♥	Natural 10-22	1NT = 5-11, NF 2♣ = Art. GF, 2♦ = 5+♥, 9+pts, 2♥ = 3M INV raise 2♠ = 7-9, 2NT = 4+♠ FG, 3♣ = 55mm INV 3♦ = 4M INV raise, 3♥ = mixed, 3♠ = PRE, 3N = 4♠, any SPL, 3NT/4m = voids	1♥:2♠ & 1♠:2NT- 1 st step = any min (then relay for shortage), 2 nd step = non-min, no shortage, 3 rd /4 th /5 th step = non-min, short ♣/♦/oM 1♠:2♦-2NT = inquiry with responses like Swedish, 3♣ = GF ♣ or ♠, 3M = good min	As PH: 2♣ = best 4 card raise, 2M-1 = 3 card raise, 2N = mixed. Fit jumps
INT		-	-	14-16 (15-17 3 rd /4 th) (upgrades + semi-bal shapes poss)	2♣ = Stayman, 2♦/2♥ = trf, 2♠ = range ask or ♣, 2NT = puppet, 3♣ = ♦, 3♦ = minors 5-5 FG 3M = short 31(54) FG, 4♣ = 55MM min FG, 4red = trf	1NT:2♣, 2♦:2N = 5♠ inv 2 nd round trfs after 1NT:2red, 2M (2♠ = asks) 1NT:2NT, 3♣ = no 5M, then 3♦=♥, 3♥=♠, 4♦=pick Smolen after 1N-2♣-2♦ and 1N-2N-3♦	Transfer Lebensohl (FASS) 2N = s/o in suit or 4oM FG 1NT (2♥) 3m = switch inv+, otherwise transfers from 3♣ Leaping Michaels, 4oM-1 = trf
2♣	✓	-	-	FG or 20-21 balanced	2♦ = relay, 2♥ = 5+♠, 2♠ = MSS FG, 2NT = 6+♣ S/T, 3♣ = 6+♦ S/T, 3♦ = 55+MM	2♣:2♦, 2♥:2♠, 2N = 20-21 bal, then stayman and trfs, with 3♥/3♠ = 5+♥ and cyphered minor, FG 2♣:2♦, 2♥:2N/3♣ = weak sign off in minor 2♣:2♦, 2N = 24-25 bal	X = 0-4 Pass = forcing If they X, 2♦ = 5+♥, sys on
2♦	✓	-	-	Weak in either major (NV 1 st /2 nd)	2M/3M = P/C, 2NT = inquiry 4♣ = asks for tfr, 4♦ = bid your major, 4M = to play	2♦:2NT; 3m = cyphered min, 3M = oM max	If they X, Pass = suggestion RDBL = general values
2♦	✓	-	-	Both majors, at least 4-4 (VUL or 3rd)	2M/3M = NF, 2NT = inquiry, 3 new = forcing	2♦:2NT; 3♣ = 5/4 min, 3♦ = 4/4 min, 3M = max, smolen, 3NT = 4/4 max, 4m = short, 5/5 max	If they X, Pass = suggestion RDBL = general values
2♥		5	-	Weak	2NT = inquiry, 2♠ = NF, 3♠ = 6+♠ FG, 4m = SPL Delayed 4♣ = PMKC	2M:2N, 3♣ = max w/shortage (then Swedish) 2M:2N, 3♦ = 6-4MM, 3M = min, 4L = nat	X of overcall = pen 2NT still inquiry
2♠		5	-	Weak	2NT = inquiry, 4m/4♥ = SPL, Delayed 4♣ = PMKC		
2NT		-	-	22-23 balanced	3♣ = stayman, 3red = trf 3♠ = MSS, 4L = 2-under S/T	Smolen after 2N-3♣-3♦ 2N-3red, 3 complete = fit, 2N:3♦-3♠ = 5♠, not 3♥	
3 suit		6	-	PRE	3♣-3♦ = asks for 3cM; 3♣-4♦, 3♦/♥/♠-4♣ = PMKC	3♣:3♦-3♥ = no 3cM, 3♠ = 3♥, 3N = 3♠ (3♥)	X of overcall = pen
3NT	✓	7	-	4 of a minor pre-empt	4♣ = P/C, 4♦ = S/T	HIGH LEVEL BIDDING	
4m	✓	7	-	Good 4M opening (1 st /2 nd)	4♦ = interest; 4♥ = to play, 4N = RKCB	Kickback – 4 of the bid above 4 of the trump suit is RKCB (3014), Exclusion KC ditto PMKC 01122, 3 rd round CTRL ask (1 st step = 0, 2 nd step = 3 rd , 3 rd step = 2 nd and 3 rd round controls) DOPI/ROPI, Italian cue bids, Non-serious 3M-1, last train bids	
4M		7	-	PRE	4N = RKCB		