

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide range – up to 18HCP
Responses: new suit NF, Cue = UCB, jump cue 4 card support, 2NT natural,
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd – 15-18, system on, TF to opened suit shows shortage
Re-opening: 11-15, system on (as above)
After 2 suits bid: 5-6 cards in distant suit, tolerance for other
JUMP OVERCALLS (Style; Responses; Unusual NT)
2M – like 2M opening (same responses)
3m – like 3m opening
Reopen: 12-15 good suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue: 2 suiter with 2 highest suits.
Responses: 2NT = game try in lower suit, cue = higher suit
Jump cue – shows solid minor
VS. NT (vs. Strong/Weak; Re-opening;PH)
2♣ = 5/4 or 5/5 in majors (10-15), 2♦ relay
2♦ = 6 card major, 9-15, 2♥/♠ P/C, 2NT Relay
2M = 2 suiter (major and minor), 2NT relay, 3♣/♦ = natural
In 4 th , 2♣ maybe 4-4, 2M may be 4M and 5m,
PH: X-4M/5m (2♣=P/C), 2♣=majors(4-4), 2♦ natural
X=penalty, natural responses (transfers after 3 rd hand bids)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO, Cue (after 3m) = 5-5-in majors, Jump bids natural,
3NT natural, 4NT=lowest 2 suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1♣: X = majors, 1NT=minors, WJOs
After 2♣: X=clubs, bids natural, 2NT=minors
After 1♣ - 1♦/♥ transfer, X = 13-15 bal by unpassed hand
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M X: Transfers (2M-1 = good raise to 3)
XX = 10+ bal or short in opened suit, jump bids natural and weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from xxxx, 3 rd from 3, Standard honour leads	3 rd /5 th , sometimes high from xxx	
NT	4 th , 2 nd from xxxx, 3 rd from 3, Standard honour	3 rd /5 th , sometimes high from xxx.	
Subseq	3 rd /5 th		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax,	AK, AQJ,	
King	AK, KQ, Kx	AKJ, KQ10,	
Queen	QJ	QJ, KQx(x)	
Jack	KJ10, J10	AJ10, KJ10, J10	
10	109, 10x, H109	109, H109	
9	109xx, 9x, Q98, J98	109xx, H98	
Hi-X	xXxx, Xxx		
Lo-X	HxxX(x), HxX, XxX		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Even, Lo=odd	Suit Preference	Reverse attitude
Suit 2	Suit preference	Hi = even, lo = odd	Hi=even, lo=odd
3	Reverse attitude		Suit preference
1	Hi=even,lo=odd	Suit Preference	Reverse attitude
NT 2	Reverse attitude	Hi=even, lo= odd	Hi=even, lo=odd
3	Suit preference		Suit preference
Signals (including Trumps): Suit preference			
Reverse attitude on P's lead after T1			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening bid values, minimum hands will have 3+ in unbid majors.			
Standard responding style			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Penalty doubles after NT bid by us or opps (except after a jump). Comp doubles generally show balanced hands and are sometimes passed if no fit.			
1M P 1NT X = strong hand 16+			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: EBU
PLAYERS: Chris Dixon (96396)
Taf Anthias (451126)
07/03/2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4 card majors, 1NT=12-14 (may be unbalanced)
2♠/♥ 5-10, 2♦ = 5-10 with majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ opening – weak with both majors
Some transfer splinters
2NT by responder on 2 nd round is F1 by an unpassed hand after a 1 level opening bid
After 1 level opening, Raises from 2M to 3M FG unless bidder has already limited.
1X – 1Y 1NT = 5-6 cards distant suit, tolerance for nearer
2♣/2♦ after 1NT rebid – two way checkback
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♦	Usually 4 (occasionally 3)	2♣ weak, 3♣ = limit, 2♦ = FG with fit, 2M = 15+ with strong suit, 2NT=bal (F1)	1NT=15-17, 2NT=17-19 3NT=18-19 bal with fit		
1♦		4	4♣	Natural	2♦ weak, 3♦ limit, 3♣ = FG with fit, 2M = 15+ with strong suit, 2NT=bal (F1)	As above		
1♥		4	4♦	Natural	3♥ limit, 2NT=FG fit, 3♠ splinter, 3NT,4♣ TFR splinters, 4♦ = pudding raise	1NT=15-17, 2NT=17-19, 3NT=FG bal with fit, After 2NT: Jumps=splinter		
1♠		4	4♦	Rarely 4	3♠ limit, 2NT=FG fit, 3NT/4♣/4♦ = TFR Splinter 4♥ = pudding raise	As above		
INT				(11)12-14(15), bal or 5422, 4441, 5431	2♣ prom Stayman, 2♦/♥ = transfer, 2♠ = FG with minors or weak with 1 or both minors, 2NT=F1	2NT by responder is F1 (unless passed hand)	Rubenshol transfers after 2 lever intervention	
2♣	***			FG (or bal 23-25)	2♦=relay, 2M= 9+ with A or K to 5, 3m = HH to 6, 2NT=9+bal.	After fit, new suit = asking bid, 4NT = trump Ask, 4NT by responder shows extras.	Penalty doubles	
2♦	***			5-5/5-4 in majors 5-10 HCP	2NT=relay, jumps in major=pre-empt, 3m = strong but NF	After 2NT: 3♣=min 5/4, 3♦ = min 5/5, 3M = max 5/4, 3NT/4♣/4♦ = max 5-5 (splinter)	Penalty doubles	
2♥		6		5-10 HCP, 6 card suit. Maybe 5 3 rd in hand.	2NT=Relay, new suit strong but NF	After 2NT, 3♥=min, new suit = high card feature, 3NT= HHxxxx suit.	Penalty doubles	
2♠		6		5-10 HCP, 6 card suit, Maybe 5 3 rd in hand	2NT= Relay, new suit strong but NF	After 2NT, 3♠ = min, new suit = high card feature, 3NT = HHxxxx	Penalty doubles	
2NT				20-22 bal (or near bal)	3♣=Stayman (may be minor slam try), 3♦/♥=transfers, 4♣/♦/♥/♠ slam try in ♥/♠/♣/♦	After 3♦/3♥: 3NT = HHx(x) and max, New suit = cue		
3♣		6		Standard	New suit F1, 4♦=trump ask	1=Q high, 2=A/K, 3=AQ or KQ, 4=AK		
3♦		6		Standard	New suit = F1, 4♣ = trump ask	As above		
3♥		7		Standard	New suit = anti-cue (denies control)			
3♠		7		Standard	As above			
3NT				Solid minor				
4any				Pre-empt				
4NT				Specific Ace ask				
5any				Pre-empt				
							HIGH LEVEL BIDDING	
							RKC (0314), Cues show Ace (King if partner cannot hold a shortage there)	
							5NT = RKC (specific K ask), 5NT otherwise = pick a slam.	