

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
New suit constructive NF, cue = good raise
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct: 15-18, system on
Protective: 11-15, system on
If oppo double, xx=a suit (relay to 2♣), 2X=44+ in that suit and a higher. Pass= to play
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Unusual 2NT: 55 in two lowest suits
Reopen: Jumps are 13-16, 2NT=19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels, 55+ : 1m-2m = majors; 1M-2M= oM+m
(1♣)-3♣ = spades and diamonds, else (1X)-3X = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = Pen; 2♣ = majors; 2♦ = 5+spades or 6+hearts; 2♥ = 5H4m
2♠ = 4S5m; 2N = 4H6m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = T/O, Lebensohl applies over weak twos
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Both Majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=10+, new suit = forcing, 2NT = INV+raise with four-card support

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Lead	In Partner's unsupported suit		
Suit	4 <sup>th</sup> from an honour, 2 <sup>nd</sup> without, top of doubleton		
NT			
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	Same	
King	KQ		
Queen	QJ		
Jack	JT, HJT		
10	T9, HT9		
9	9x, H98		
Hi-X	Xx, xXx, xXxx		
Lo-X	HxX, HxxX, HxxXx		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	high= enc	Nothing	High = enc
Suit 2	Suit preference	Low = odd	
3	Low = odd		
1	high= enc	Nothing	high= enc
NT 2	Low = odd	Low = odd	
3			
Signals (including Trumps):			
Hi/lo trumps = potential ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles generally take out, passed more often at higher levels.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles up to 2 of responder's suit, including after 1♣ (P) 1♦.			
These are off when responder has shown 5, i.e. after 2 <sup>nd</sup> seat has overcalled			
1♣ (1♦) X = no 5cM; bidding 1M = five cards.			

W B F CONVENTION CARD
<b>CATEGORY: Open</b>
<b>NCBO: ENGLAND</b>
<b>PLAYERS: Ollie Burgess, Tim Leslie</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1
Strong NT, 5cM, Better Minor
Transfers over 1♣
Weak only multi
2♥/♠ major minor weak
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICKET ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3			1♦=♥; 1♥=♠; 1♠=♦      2♣ = 4+C 11+, 2♦/♥/♠ = weak	2 way checkback over 1♣-1x-complete Complete transfer with 3 (or poor 4) and 11-15; transfers on after 1♦ overcall and 1♣ double	
1♦		3			2♦ = 4+D 11+, 2♥/♠ = weak, 3♣ = INV		
1♥		5			2/1=GF, 1NT=semi forcing, 2NT=jacoby GF+ with 4 card support, 2♠ = weak, 3♣ = mixed 4+ trumps, 3♦ = INV 3+trumps	Jacoby: 3X = shortage, 4X= 5/5 4M = terrible 3NT = okay 3M = 15+ Reverses show extras @3-level	2♣ = good raise
1♠		5			3♥ = INV, others as above		2♣ = good raise
1NT				15-17, can include 5M/6m	2♠ = clubs or range ask; 2N = diamonds; 3♣ = puppet stayman; 3♦ 5/5 minors; 3M = (13)(54), 4m = transfer to 4M	Smolen, transfers from 2NT in comp	
2♣	X			22+ bal or any GF	2♥ = double negative, 2N = heart positive		
2♦		5		One major weak	2♥=P/C; 2♠=♥ inv; 2NT=Enq; 3m=NF; 3/4♥/♠= PC; 4C/D ask for major		
2♥		5		Major minor weak 5/5	2NT = Enq; 3♣ = P/C		
2♠		5		Major minor weak, 5/5			
2NT				20-21	3♣ = stayman, 3♦/♥ Transfers, 3♠ minors, 4♣ = diamonds, 4♦ = hearts, 4♥ = clubs (all slam-tries)	The following bids are RKCB: 2N:3♣, 4m 2N:4♣, 4♦ 2N:4♥, 4♠ Step 1 after responder bids Stayman or xfer then rebids 4m	
3♣/♦		6		PRE	New suit forcing		
3♥/♠		6					
3NT	X						

4 any		7		PRE			
4NT							
5♣		7		PRE	<b>HIGH LEVEL BIDDING</b>		
5♦		7		PRE	1430 RKCB	Subsequent 5NT= Specific King Ask (6 trumps = no)	
5M		7		PRE	Italian Cues; bid both 1 <sup>st</sup> and 2 <sup>nd</sup> round control in equal priority.		
					Jump to 5NT = pick a slam		