

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: aggressive at 1-level, 2-level VUL will be sound
Responses: direct raises PRE, UCBs, Fit Jumps, new suit=F1
Re-opening: may be stretched
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd seat=15-18
4th seat=11-14
Responses as after an Opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (6-11), Intermediate in 4th seat
Responses: direct raises PRE, cue shows values, new suit=F1, fit jumps in competition or by a passed hand
2NT=(5-5)+ lower unbid suits (except in 4th seat when 20-22 bal)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid: Michaels (5-5)+
Jump cue bid: asking for a stop for NT (except if partner has bid when a splinter)
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl=PEN
2♣=Majors
2♦=single suited Major
2♥/♠=M+m
2NT=minors OR GF 2-suiter
3suit=strong single suiter
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl=TO; NT=NAT; Jump overcall=strong
v. weak2: Lebensohl after dbl, Leaping Michaels, 2NT=16-19
v. Multi 2♦: dbl=12-15 OR 19+; 2NT=15-19; new suit NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
v. Strong ♣: NAT except 2♦=Michaels
OVER OPPONENTS' TAKEOUT DOUBLE
Redbl=9+; new suit=(i) at 1-level NAT, F1, (ii) at 2-level NAT, NF
Fit jumps, jump raises=PRE, 2NT=value raise to 3-level or higher

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th from H, 2nd from xxx(+)	same	
NT	as above	same	
Subseq			
Other: Lo implies honour(s)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+), for rev att	same	
King	KQ(+), AK(+), for std count	same	
Queen	KQ(+), QJ(+), for rev att	same	
Jack	JT(+)	same	
10	KT9(+), QT9(+), KJT(+), Tx	same, plus AJT(+)	
9	9x, T9x(+)	same, plus 9xx	
Hi-X	Sx, xSx, xSxx(+), TSx(+)	same, plus 8xx	
Lo-X	HxS, HxxS(+)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=even	Hi=even	Lo=ENC
Suit 2	Lo=ENC on A/Q		subsequent=std CT
3	some SP		
1	as above	as above	as above
NT 2			
3			
Signals (including Trumps): Echo in trumps=looking for ruff			
Smith Peters in NT: Echo ENC for suit led			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: emphasise Majors, minors unclear, equal level conversion NF			
Responses: cue bid is forcing to suit agreement			
Re-opening: may be stretched			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most doubles to 4♦ are negative unless one of us has shown interest in penalties, or after NAT bids over NT bidding, or if 2nd opportunity to double (where 1st would have been takeout). Responsive dbls to 4♦.			
Game Try dbls to 3♠.			
Dbl of 3NT=(1) lead my suit (2) lead your suit (3) lead dummy's suit.			
Dbl of splinter=lead higher of other two suits.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland (SBU)
PLAYERS: Veronica GUY & Lucia BARRETT (2.1)
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL with 12-14 NT
4-card suits, Majors before Minors
2♣=GF
2♦/♥/♠=weak & natural
2 over 1 responses: F to 2 of opened suit (except by passed hand)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
When our 1NT is doubled:
Redbl=any 5+card suit
2♣/♦/♥=4-cards + a higher 4-card suit
SPECIAL FORCING PASS SEQUENCES
Re-opening mandatory after 1x - simple overcall - p - p unless holding void or 3+cards in opponent's suit
IMPORTANT NOTES
Cue-bids can be 1st or 2nd round controls
Lebensohl (FASS)
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♦	Natural 10+ hcp	2NT=15+ 4+card support; 3NT=13-15 4+card support; 3/4♦/♥/♠ Splinters	1NT rebid=15-17 (then 2♣=Checkback)	2NT=11 hcp, 3-card support; Fit jumps
1♦		4	4♦	Natural 10+ hcp	2NT=15+ 4+card support; 3NT=13-15 4+card support; 3♥/♠ & 4♣/♥/♠ Splinters	1NT rebid=15-17 (then 2♣=Checkback)	2NT=11 hcp, 3-card support; Fit jumps
1♥		4	4♦	Natural 10+ hcp	2NT=15+ 4+card support; 3NT=13-15 4+card support; 3♠ & 4♦/♥ Splinters	1NT rebid=15-17 (then 2♣=Checkback)	2NT=11 hcp, 3-card support; Fit jumps
1♠		4	4♦	Natural 10+ hcp	2NT=15+ 4+card support; 3NT=13-15 4+card support; 4♣/♦/♥ Splinters	1NT rebid=15-17 (then 2♣=Checkback)	2NT=11 hcp, 3-card support; Fit jumps
1NT				12-14 hcp	2♣=4/5 card Stayman 2♦/♥/♠/NT=Transfers 3♥/♠=Slam tries; 4♣=Gerber	Break 2♦/♥ xfis to strength with 4-card support & max, to 3M with min or to 2NT with 3-cards. Break 2♠/NT xfis to suit below with Hxx & min or to 3M with 4-cards, Hxx support & max	
2♣	√	0	4♦	Game Forcing	2♦=relay, some values; 2♥=0-4 (denies King) Others=positive (suits 6+ cards with 2 top honours)	2NT rebid 23-24 BAL; 3NT rebid 25-26 BAL Suit rebids natural	
2♦		6	n/a	Natural 5-9(10) hcp	2NT=enquiry; new suit=NAT F1; 4♥/♠=NAT, to play	After 2NT, show high card feature if upper range	
2♥		6	n/a	Natural 5-9(10) hcp	2NT=enquiry; new suit=NAT F1; 4♠=NAT, to play	After 2NT, show high card feature if upper range	
2♠		6	n/a	Natural 5-9(10) hcp	2NT=enquiry; new suit=NAT F1; 4♥=NAT, to play	After 2NT, show high card feature if upper range	
2NT				20-22 Balanced	3♣=5-card puppet Stayman; 3♦/♥=xfis; 3♠=(5-4) m; 3NT=5♠+4♥; 4-level bids=NAT, slam tries	Over 3♣ - 3♦=no 5-card suit	
3♣		(6)7	n/a	3-9(10) Natural PRE	3suit=NAT, F1; 4suit=cue bids, RKCB		
3♦		(6)7	n/a	3-9(10) Natural PRE	3suit=NAT, F1; 4suit=cue bids, RKCB		
3♥		(6)7	n/a	3-9(10) Natural PRE	3suit=NAT, F1; 4suit=cue bids, RKCB		
3♠		(6)7	n/a	3-9(10) Natural PRE	4suit=cue bids, RKCB		
3NT	√	7		Running minor, no more than K outside	4♣=pass or correct; 4♦=asks for 2nd round control 4♥/♠=to play; 5♣=pass or correct		
4♣		(7)8	n/a	Natural, PRE	4NT=RKCB; 4♥/♠=NAT; other=cue bids		
4♦		(7)8	n/a	Natural, PRE	4NT=RKCB; 4♥/♠=NAT; other=cue bids		
4♥		(7)8	n/a	Natural, PRE	4NT=RKCB; other=cue bids		
4♠		(7)8	n/a	Natural, PRE	4NT=RKCB; other=cue bids		
4NT	√			Asks for specific Aces	5♣=0; 5♦/♥/♠=that Ace; 5NT=2 Aces; 6♣=that Ace		
5♣		8	n/a	Natural, PRE		HIGH LEVEL BIDDING	
5♦		8	n/a	Natural, PRE		RKCB 14/30	
5♥		8	n/a	Asks for ♥A/K	Bid 6♥ with 1 top honour, bid 7♥ with both	Minorwood 14/30	
5♠		8	n/a	Asks for ♠A/K	Bid 6♠ with 1 top honour, bid 7♠ with both	Gerber over 1NT	
						Quantitative: 1NT-4NT, 2NT-4NT	
						DOP1; ROP1	
						When cue bidding show cheapest whether 1st round or 2nd round control	