

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5+ cards, 7-17 HCP suit that can be lead
Simple change of overcalled suit = N/F but constructive if bidding a major
Jump in new suit = fit jump (5/4 or better) 10+ HCP in suits
1NT response to overcall – 8-11 HCP N/F + stop in opener's suit
1NT OVERCALL (2nd/4th; Responses; Reopening)
NT overcall = 15-17 (in 4 th seat 11-14) then system on
X then NT later = 18+ (if 4 th seat then 15+) system on (not puppet)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6+ cards 5-9 HCP but if Vul then good suit
Michaels majors or M and a m, any strength
Unusual 2NT = minors or 2 lowest unbid, any strength Note in protective seat 2NT = 16-18 balanced
Jump overcall in pass-out position is a sound suit intermediate+:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m – 2m = both majors 5-5+ weak or strong
1M - 2M = other major + minor 5-5 weak or strong
VS. NT (vs. Strong/Weak; Reopening;PH)
ASPTRO, 10+ HCP values, accept with Hxx or xxxx
2C = H plus another (5/4+ either way), 2D = S plus another (5/4+ either way), with both majors we anchor to the shorter
2NT enquiry over ASPTRO bid
2H or 2S = 6+ card suit non-forcing
X = penalties good 15+ with decent lead
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
vs multi, X = 12-15 or 19+, 2NT = 16-18, Vs other weak 2,
X = T/O, Lebensohl over partner's X, 2NT directly over a weak 2 = 16-18 with a good stop, 3 level suit bid strong and F1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong C, X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
Jump raise is pre-emptive
Single raise is sub-minimum 3 card support
2NT is a Jacobi raise, XX is bid again partner I have 9+ any shape

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Small from an H, top of H sequence or internal sequence, MUD	Small from an H, top of H sequence or internal sequence, H from Hx	
NT	4 th from H, 2 nd from poor suit, MUD	4 th from H, 2 nd from poor suit, H from Hx	
Subseq			
Other: unusual to treat 10 as an honour on lead			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax asks Att	AKJ10+ asks for UB or ATT	
King	AK, KQx(+), asks for count	KQ(x+), KQJx, asks count	
Queen	QJ, QJx(x+), KQx asks Att	QJx(+), KQ109(+)	
Jack	J10(x+), KJ10x(+)	J10x(+), KJ10x(+)	
10	109(x+)	109, 109x(+), H109x(=)	
9	9x	9x	
Hi-X	Sx or xSx	Sx or xSx	
Lo-X	HxxS or HxS	HxxS or HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1st	REV ATT - (unless asked for count)	COUNT (Hi/Low = Even)	McKinney
2nd			
3rd	S/P when required		
NT 1	As with suit contracts		
2			
3			
Signals (including Trumps): McKinney lead signals for re-entry when partner ruffing etc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Over 1C opening by us – 1H o/c then X = minors so 1S = 4+ spades			
Support doubles – where partner's bid promises only 4 a X promises 3			
Cue response to a X shows equal length in M			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: WBU
PLAYERS: SARAH AMOS & ANDREA KNOX
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors short club (1+)
Weak 2D/2H/2S
1NT = 15-17 balanced (unusually may have a singleton)
Balanced minimum 1 level opening 11 HCP NV 12 VUL
Unbalanced minimum 1 level opening = rule of 19
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT = AKQxxxx of a minor, not more than a Q outside. 4C response = rescue in your suit. 5C response = to play in your suit.
Unassuming cue bids
Jump cue bids = agreeing partner's suit + splinter in cue suit
Jump raises of partner's overcall = pre-emptive
Lebensohl FASS
Over unusual 2NT overcall, bid of lower bid suit = good raise of partner's suit, bid of higher bid suit = the unbid suit (F1)
Free bid of unbid suit = non-forcing
Vs Michaels, cue of the bid major = good 3 raise of partner's suit
2NT = Jacoby GF raise of partner's suit
Vs Michaels bid over a minor, a cue bid of a major shows sure stop (A or KQ or better) in that suit
RKCB 14-30
SPECIAL FORCING PASS SEQUENCES
If game "stolen" at 5 level pass forces bid or double
IMPORTANT NOTES
PSYCHICS: N/A

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	1	3S	9-21 HCP if unbalanced	2m = inverted 10+ HCP F1, no 4 card major	1C/D-1X-1NT – 2C + weak forces 2D - 2D = GF stamnic	Inverted minor raises do not apply over intervening bid but apply over x
				11+ HCP if balanced	3m = inverted <10 HCP no 4 card major	All other responses to this sequence = invitational	
1♦		5	3S	Denies a natural NT rebid	Jump shift to 2M = weak (<6 HCP), 6+ of bid M		
1♥		5	3S		Bergen raises (3C = 7-8 HCP, 4 card raise, 3D = 9-11 HCP 4 card raise, 3 bid M = 0-6 HCP 4 card raise, 1H-2S or 1S-3H = 10-12 HCP 3 card raise of bid suit)		Bergen apply over X not over bids
					Jacoby 2NT = 4(3) card support GF, opener bids new suit at 3 level = singleton or void, 3M 17+ no singleton, 4M = minimum, 3NT = 15-16 no singleton, new suit at 4 level 4+ cards and decent source of tricks		
1♠		5	3S		Double jump shift = splinter		
INT				15-17 HCP balanced	2C= stayman, 2D = H, 2H = S, 2S = C, 2NT = D 3C / 3D / 3H / 3S slam try in that suit, 6 card 2 of top 3 honours +, cues under 4NT now = 1 st or 2 nd round control	Break major transfers with 4 to major bid if minimum and feature if max, then retransfer sequences Break minor transfers with Hxx then transferor decides on where to play	Over 1NT X EXIT transfers Lebensohl
					4C = Gerber, 4D – 5-5 in majors no slam interest		
2♣	√	0		Artificial, 23+ HCP or GF	2D neg or relay, can break with good 5 card suit with 2 of top 3 honours or 2NT with a balanced 8+ count excl. unsupported Js, suit response by opener shows a hand not suitable for NT	2C – 2D – 2NT (23-24) system on as if opened 2NT 2C – 2D – 3NT play transfers and ordinary stayman	
2♦		6 (5)		6 cards 1 st and 2 nd seats 5-9 HCP	Over 2D, 2M constructive but N/F 2NT = enquiry over any weak 2, top of range bid feature		
2♥				5+ cards 3 rd seat 0-9 HCP	Over 2M, bid forcing for 1 round		
				4 th seat 6+ cards 8 + HCP	2D/H/S – 2NT – 3NT = solid suit AKQxxx		
2♠							
2NT					Red suit transfers, 5 card puppet stayman, 3S is 5 spades and 4 hearts	After 2NT-3C: 3D = I have at least 1 x 4CM denies 5CM, Responder bids the major they do not have 3H/3S = 5 card suit 3NT denies a 5CM or a 4CM	
				20-22 HCP no singleton	4C – Gerber, 4D majors 5-5 no slam interest		
3♣ 3♦ 3♥ 3♠		7 (6)		1 st / 2 nd seat if minor then a hand that partner can convert into 3NT with Hx	New suit forcing for 1 round if below game		
3NT	√			Gambling AKQxxxx+ minor No more than a Q outside	4C = rescue in your suit, 4D asks for singleton or void, 5C = game in your suit	After 4D enquiry, 4M = singleton in that suit, 4NT denies singleton, 5m = “this is my suit, I have a singleton in the other m”	
4♣ 4♦ 4♥ 4♠		8 (7)		Natural pre-emptive			