

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Unassuming Cue Bid**
Simple overcalls: 8-15 points
If more than 15 double and then rebid
Response after an overcall: New suit at 1 / 2 level constructive, new suit at 3 level is forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18, responses as after opening 1NT
Protective: 11-14, responses as after opening 1NT
Response is the same, but adjust the range by 3 points.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suited: weak, 6+ (like a weak 2/pre-emptive 3/4). When vulnerable must be a bit stronger (9 points).
2-suited: Unusual 2NT: Lowest 2 unbid suits, 9 plus points
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
1♦/♣ – 2♦/♣: Majors 5/5+
1♥/♠ – 2♥/♠: Other Major and a Minor 5/5+
VS. NT (vs. Strong/Weak; Reopening;PH) – Multi Landy
2♣ is both majors (10+ points)
2♦ is 6 card Major (one major) (8+ points)
2♥ is 5♥ and 4+m (hearts and a minor) (10+ points)
2♠ is 5♠ and 4+m (spades and a minor) (10+ points)
2NT both minors 5/5 (10+ points)
X: Penalties (weak NT = 15+, strong NT = 17+)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Weak 2: Takeout X and Lebensohl*****
Weak 3: Takeout X
4-level: Takeout X
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Strong 1♣: X: Majors. 1NT: minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 9+, saying that we've got the balance of points, new suit forcing
Jump raise = pre-emptive, 2NT good 4 card raise (jacoby), Bergen (see below for Bergen responses)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th Highest	2 nd /4 th Highest	
NT	2 nd /4 th Highest	2 nd /4 th Highest	
Subseq	2 nd /4 th Highest	2 nd /4 th Highest	
Other: K for count = high even, low odd			
A and Q = reverse attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Reverse Attitude (high hate)	Reverse Attitude (low love)	
King	count = high even, low odd	count = high even, low odd	
Queen	Reverse Attitude (high hate)	Reverse Attitude (low love)	
Jack	Count unless need to overtake		
10			
9			
Hi-X	No honour or doubleton		
Lo-X	Honour or mud	MUD: middle up down	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Count	Reverse Attitude
Suit 2			
3			
1	Reverse Attitude	Count	Reverse Attitude
NT 2			
3			
Signals (including Trumps):			
Suit preference when available (high card signalling higher suit, low card lower suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout to 3♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles: x when two suits are bid to show the other 2 suits. Also			
Applies if 1NT is bid after 2 suits.			

W B F CONVENTION CARD
CATEGORY: NCBO: Wales
PLAYERS: Soozy Nesom (913128) and Mel Thomas (919369)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, 2/1 Game Force, Short club, 15-17 INT, 3 weak 2s (explanations in following sections)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
IMPORTANT NOTES:
2 way check-back over rebid 1NT,
2♣ forces 2♦ invitational (11-12), bid ♥/♠ or just pass to play
2♦ asking partner to describe hand, forcing (13+)
Defence to transfer responses
Bidding their suit for TO and X shows that suit
If opps X our cue bid, xx first round control, bid another suit 2 nd round control, pass either nothing or waiting for partner to xx
Blackout – after a reverse, cheapest bid is non forcing, everything else is gf
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	Natural	Inverted Minors* (2♣ 5 cards in minor and at least 10)	After 2♣, 2♦ shows 12-14 balanced	
1♦		4	3♠	Natural	Inverted Minors* (2♦ 4 cards in minor and at least 10)	After 2♦, 2♥ shows 12-14 balanced	
1♥		5	3♠	Natural	2/1 game forcing (new suit at 2 level natural gf) Bergen and Jacoby (Jacoby not on over overcall) Bergen responses (on over overcall, use UCB as 2NT): 3♣ 9-11 3 card raise 3♦ 9-11 4 card raise 2♥♠ weak (5-8) 3 card raise 3♥♠ weak (5-8) 4 card raise 2NT strong 4 card raise (Jacoby) Splinters (4 level bid shortage agreeing suit)	After Jacoby 2NT: Natural 2 nd suit at 3 level, shortage at 4 level 3 of major is more than minimum, but no shortage or second suit If minimum, bid 4 Game Tries: after agreeing a suit, a new suit at the 3 level is natural with 3/4+ cards and inviting to game. Asking Game Tries***	Unassuming cue bid** after passed hand After a passed hand, drury (showing good raise): 2♣ - 3 card support 2♦ - 4 card support
1♠		5	3♠	Natural			
INT				15-17	2♣: puppet stayman asking for 4/5 card major 2♦: Transfer to ♥ 2♥: Transfer to ♠ 2♠: Transfer to ♣ (6 cards +) (2NT after this is I don't like clubs) 2NT: Transfer to ♦ (6 cards +) (3♣ after this is I don't like diamonds) 3♥/♠: 6+ (usually no shortage – strong, slam try)	After 2♣, 2♥♠: 5 card major 2♦: 4 card major – (bid major she doesn't have) 2NT: no 4 or 5 card major After transfers to majors, 2NT = maximum with 4 card support 3M = minimum with 4 card support 3 suit = 4 card support with good side suit	Defence after 1NTX: Halmic Pass: either strong or 4333 XX: 5 card suit (2♣ pass or correct) 2 of suit: lowest of 2 4 card suits (if partner has more than 2 cards in suit they pass, if not they bid next suit up, then pass or correct) Lebonsohl***** 1NT – 2X – 2NT forces 3♣
2♣	/			23+ or 8 playing tricks	2♦: waiting (0-7), anything else natural and 8+	2NT: 23-24 balanced, 3NT: 25+ (system on)	
2♦		6		Weak 6-10	2NT: asking for feature (A or long suit)	3♦: no feature, other 3 level bid: feature	Lebonsohl*****
2♥		6		Weak 6-10	2NT: asking for feature (A or long suit)	3♥: no feature, other 3 level bid: feature	
2♠		6		Weak 6-10	2NT: asking for feature (A or long suit)	3♠: no feature, other 3 level bid: feature	
2NT				20-22 Could contain singleton ace	3♣: Puppet Stayman asking for 4/5 card major***** 3♦: transfer to ♥ 3♥: transfer to ♠ 3♠ minors 5+/5+ or 6 - 4♣ pass/correct (/3NT if singleton A of clubs)	After 3♣, 3♥♠: 5 card major 3♦: 4 card major – (bid major she doesn't have) 3NT: Denies 4/5 card Major	
3♣		6		Pre-empt (weak)			
3♦/♥/♠		7		Pre-empt (weak)			
3NT	/			Gambling, solid minor****			
4♣/♦/♥/♠		8		Pre-empt (weak)			
5♣/♦				Pre-empt (weak)			
						HIGH LEVEL BIDDING	
						RKCB 4NT: 5♣ 1/4, 5♦ 0/3, 5♥ 2/5 No Q, 5♠ 2/5 + Q; 5 NT asks for specific Kings – responses = bid king you have if 1K, bid king you don't have if 2Ks	

Supplementary Information

*Inverted Minors - 3♣/♦ as response is weak with 5/4 card support. After 2♣/♦ response, then looking for stops, so any suit bid below 3NT says that you have a stop. Inverted minors is forcing for one round.

**Unassuming Cue Bid – opposite partner’s overcall bidding the oppositions suit shows a good 3 card raise

***Asking Game Tries – Asking partner to describe hand further (rather than bidding game try yourself). Use 2NT. Responses: 3C: 3 cards, 3M: 4 cards minimum), anything else: more than minimum and feature (3 level natural second suit, 4 level shortage, 4 of suit: 4 cards more than minimum).

****Open 3NT with a solid minor of AKQxxx/AKQJxx and nothing else outside

*****Lebensohl:

- 1NT, basic 2 level overcall from opps (e.g. 2S meaning spades or spades and another) – 2NT says bid 3C to pass or correct (weakest version), X is instead of 2NT or as an invitational hand, whereas a bid at the 3 level is forcing.

- weak two opening e.g. 2S, x, responding to the dbl: 2NT is to bid 3C and then pass or correct because weak (if x hand is very strong (20 count) then bid something else (not 3C) over 2NT), 3C/3D/3H would show values but not forcing (10 count, 5 clubs), 3 of opponents suit would be forcing

- 1S, x, 2S, 2NT is now a weak way to compete and 3D/C/H is values but not forcing

*****Puppet Stayman –

as responder if have 5S and 4 hearts bid 3C and if partner bids 3NT they have exactly 2 spades and not 4 hearts.

2NT, 3C, 3D (might have a 4 card major or precisely 3S) – responder: 3NT was looking for 5 card major only, 3H to say they have 4 spades, 3S (could just be with only 4 hearts) but with 5s/4h also bid 3H (initially making partner think they don’t have hearts).

2NT opener then bids hearts if they like hearts, if they like spades (and not hearts) they would bid 3NT. Now if person does have 5 spades and 4 hearts, they can now go to spades. Either bid 4S to play or retransfer with 4H as slam try in spades. Both times knowing that they have a 5/3 fit at least. 2NT opener can bid 4S with 20 and cue bid with 22