

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Rarely 4 at 1 level; normally 6 at 2 level
New suit F1
UCB = normally values usually 3 cd supp; 2NT can be good/bad
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd / sandwich / protective
15-18 / 18 – 20 / 10 – 14
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weakish, good suit vul. Then 2NT enq. Sign off = min, bid= values
2NT in protective = 18 -20 + System on
Leaping Michaels over weak 2 openings; Non-leaping Michaels over 3 level openings
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cue bids, 2NT=lower 2 suits
Jump cue = ask for stop
VS. NT
X=penalties over weak NT BUT X= m over strong or passed
2C = both majors, 2D = one major
2H/S = major + min. Will be up to strength
2NT – both minors
.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO + Lebensohl (slow shows stop); Over 4S - X = values
V Multi – X = 13- 15 bal or strong.; 2NT-16-18; bids nat.
V Michaels/Ghesthem X= pen; higher suit=good raise, lower suit – F in 4 th suit; 4 th suit=weak.
Leaping and non-leaping Michaels.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers over 1C. xx = 10+. Suit below opener's major=good 3cd supp at 2-level and mixed raise at 3-level; 2N= 4cd game invite+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit		4 th from honour & 2 nd from poor suit	
NT		4 th from honour & 2 nd from poor suit	
Subseq	Suit pref	Suit pref	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A asks for rev att	A asks for rev att	
King	K asks for count	K asks for count	
Queen	Sequence or interior seq	Q ask for rev att	
Jack	Sequence or interior seq	Sequence or interior seq	
10	Doubleton or interior seq	Doubleton or interior seq	
9	Ususally 2 nd highest	Usually 2 nd highest	
Hi-X	doubleton	doubleton	
Lo-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT 1	Rev Att on A	Count	Rev Att
2	Count	Suit pref	Count
3	Suit pref		Suit pref
NT 1	Rev Att on A and Q	Count	Rev Att
2	Count	Suit pref	Count
3	Suit pref		Suit pref
Signals (including Trumps): hi-lo = suit preference and middle neutral			
Smith Peters v NT – peter from either side = encourages			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles nearly always TO; -ve through 4D			
Responsive to 4H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner against slam. Support X after 4 th hand bids. Lead directing;			
Rozenkrantz; Asks for S lead v NT if 1N-3N; Says don't lead my suit v NT			

W B F CONVENTION CARD
CATEGORY: RED 1
NCBO: WALES
PLAYERS: Adrian Thomas and Tony Disley
C D H S 14 OCT 2020
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS
1C - could be 2. Transfer responses over 1C.
15-17 NT
2D = trash multi (majors only) or 4-4-4-1 GF
2H/S - Intermediate 8-11 + 6 card suit
2C = GF or 23-24 bal + Kokish relays
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Over 1NT – 2S/2NT = transfer to C/D
Bergen major suit raises
1NT response is wide ranging
2C response to 1NT = min inv, ask for 4/5 maj + strength
1NT rebid after 1C=18-20 (except 1C-1S-1NT=12-14)
1NT rebid after 1D/M=17+ any shape
After 1major-1NT 2C is art either weak 6cdM or 17+
SPECIAL FORCING PASS SEQUENCES
Over an overcall containing value opener re-opens with shortage and/or extra values
IMPORTANT NOTES
Transfer Lebensohl after opp bids over our 1NT opening/overcall or bids at 2-level over our 1C opening
Leb 2NT in response to TO X reopening X; slow shows

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C	√	2	4H	If 2, 12-14NT or 18-20NT hand. May have 5 poor D.	Transfers over 1C: 1D=4+H, 1H=4+S, 1S=3+D Over 1C/D - 2H/S=4-7&6+ H/S, 1C-2NT=5+C4+Dinv 1C - 2D=9-11&5C; 1C-4C/D = Texas 1C/D-2C/D = GF; 1D-2C=2/1GF	Complete transfer with 2/3 and 11-14. 2M with 4 card supp. 1N = 17-19. 2N= 17-19 & 4 card supp for partner's major. After transfer completed: raise 1M to 2M = GF with exactly 4 card M. + (see note)	Transfers still on after interf in 2 nd seat. 1S=values for 1NT no stop.
1D		4	4H	Nat			System on if possible. Support X. Transfer Leb after 2-level overcall at 3-level (at least invit + 5-card suit)
1H		5	4H	Nat	2NT=game raise; 2/1GF; Bergen raises(note); 1NT=6-11; 1H-3S=any void; 1H-3NT=singS; 1S-3NT=any void	Over 2NT=3 level shortage, 4 level nat, 3NT=16+ Over 1NT, 2C is either 6cdM weak or 17+[2D is now 7+]. 1N rebid=17+ any shape → now 2C=artificial GF	Some Bergen raises with passed hand And also some fit jumps.
1S		5	4H				
INT				Balanced 15-17, can contain 5cdM, 6cdm, rarely a singletonH	5 card stayman: holding in majors and strength; 4-suit transfers. 3C= s/ton M then 3D enq, 3D=s/ton C, 3H/S s/ton D with/without 4H, 4C=5/5 majors; 4D/H=transfers weak or strong.	Transfer breaks over 2D/H to next suit up if max+4, then bid shortage/retransfers/suit=transfer suit, 3M if min+4. to 3m with good 3cdsupport and good 5cdm Over 2S/2N break with <Qxx in minor suit – now 3D=at least 5/5C/D and 3major=short	Over X by opp: XX=5-card suit, bid=1 st of 2 4-card suits. XX by 1NT opener =5-card suit After overcall: Leb + transfer Leb at 3-level (at least invit + 5-card suit)
2C	√	0	4D	GF hand or at least 23-24bal	2D=relay. Suit=<7 & 5-card suit with 2top honours	Kokish relays (see note). Now 3C=negative or puppet after 2NT	
2D	√	0		In 1 st &2 nd =single suit M&4-7 or (4441)GF; In 3 rd =single suited M& 5-8 or (4441)GF; In 4 th =6D&10-13	2H=pass/correct; 2S=game try in H; 2NT=enq; 4C=transfer into major; 4D=bid major; 4H/S to play; 3C/D NF.	After 2NT enq: 3C=H, 3D=S → now 3H/S=invit → bid 3NT with max. After response, bid suit below short with 4441GF.	After interf → 2H=comp in S; 2S=comp in H
2H		5		6H & 8-11 in 1 st &2 nd 6H & 9-12 in 3 rd &4 th	2N enq New suit=F1	After 2NT enq: bid=short; 3M/3N=min/max no short	
2S		5		6S & 8-11 in 1 st &2 nd 6S & 9-12 in 3 rd &4 th			
2NT				21-22 bal, can have sing, 5M, 6m	5 cd puppet staym; red suit transfers; 3S=minor slam try; 4C=5/5 Ms; 4D/H transfers weak/strong	After 3D/H transfer, complete with 2M, 3N with 3M. 4M shows 4cd+3 outside A or cue at 4 level with 4M	
3CDHS		6		Pre-empt	New suit=F1		
3NT	√			Pre-empt in a minor	4C/5C/5D=pass/correct; 4D=asks for short		
4C		7		Long H, 1-loser suit (min 7 tricks)	4D slam try		
4D		7		Long S, 1-loser suit (min 7 tricks)	4H slam try		
4H		7		Pre-empt		HIGH LEVEL BIDDING RKCB – 14/30; Minorwood 14/30 after 1m-2m	
4S		7		Pre-empt		XX of doubled cue = 1 st round control, pass=2 nd , bid = no control. DOPI-ROPI	
4NT	√			Asks specific aces	5C=none; 5D/H/S/6C=specific ace; 5NT=2	1/2NT – 4♠ = 4 Ace Blackwood (0/4,1,2,3) Exclusion KCB 14/30	
5C/5D		7		Pre-empt			

Notes

1C-1D/H-1H/S/NT → now 2C=forced 2D to play or invit if bid on; retransfer shows 5+ to play of GF if bid on; 1C-1H-1S/NT-2D=5+S & 4+H to play or GF if bid on; 2NT=transfer to 3C to play

1C-1D/H-2NT → now 3-level=short; re-transfers; bid suit-short re-transfer suit; 3NT=4333 with poor 4-card suit; re-transfer and now 3NT=strong asking for cue-bids

Blackout over strong reverse, not intermediate reverse. Fit jumps in response to overcalls and by passed hands. Support Doubles; (2D)-X(2H/S)-X = TO.

Bergen raises: 1H-2S=inv+3; 1H-3C=inv+4; 1H-3D=8-9+4; 1H-3H=4-7+4; 1S-3C=inv+3; 1S-3D=inv+4; 1S-3H=8-9+4; 1S-3S=4-7+4

Cue bidding style = 1st or 2nd round control up the line

Kokish relays: 2C-2D-2H-2S-3suit=2-suited; 2C-2D-2S-3C=negative; 2C-2D-2NT=23-24; 2C-2D-2H-2S-2NT=25-26