

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level = COMP (L/D or can stand raise on 3SUPP), 4+ cards NF
2-level (not Jump) = 10+HCP, 5+ cards NF
ADV CUE = Unassuming Cue-bid & agrees Trump Suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 BAL if 2 nd /4 th Live
(10-14 if 1NT-P-P-4th) ie if R/O
All 1NT O/C Systems ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1m/H-2D/H/S = 11-15 HCP (could have opened 1D/H/S)
Other Jumps (Unusual, Michaels, Ghestem)
Other Double Jumps are long single suit & PRE
Reopen: if not artificial usually X if 5/4, repeat suit if 6+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(Michaels, Ghestem) – COMP, CONST
Unusual/Michaels/Ghestem can be very light
VS. NT (vs. Strong/Weak; Reopening; PH)
X = at least equal HCP to opener's HCP range
2C = D or H&S
2D = H or S&C
2H = S or C&D
2S = C or D&H
2NT = C&H
3C = D&S
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O up to 3H
3NT = to play
CUE = strong hand
O/C = COMP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Same as over 1NT if 1C is ART STR (X over ART STR 1C = C suit)
Also same over 2C STR, X = D or H&S
Same over 2D ART STR, X = H or S&C
If long D suit will Pass first then bid in COMP if possible later
OVER OPPONENTS' TAKEOUT DOUBLE
See last column on next page
X/XX used to show 3SUPP when available

C

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th	4 th	
NT	4 th	4 th	
Subseq			
Other: Top from 2, 3 or 4 small, low from 3 or 4 to Honour			
If NT contract X asks 1 st suit bid by Us, or Dummy if none, else unusual			
LEADS			
Lead	Vs. Suit	Vs. NT same as Suit except	
Ace	AKx	AKx(x) (if 4 or less)	
King	AK KQx(x)		
Queen	QJx(x), AQJ		
Jack	KJT, JT9(x), JT8(x)		
10	QT9(x), T98(x)		
9	J98(x), 987(x)		
Hi-X	Sxx, Sxxx	AKxSx (if 5 or longer)	
Lo-X	HxS, HxxS		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	Revolving S/P
Suit 2	CT	Revolving S/P	(see Notes)
3	Revolving S/P	ATT	
1	ATT	CT	
NT 2	CT	Revolving S/P	
3	Revolving S/P		
Signals ODD/EVEN			
Peter in Trumps = 3+ Trumps and desire to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light if shape and short in suit doubled			
Can be single suit if STR			
A 2 nd X of a weak sequence is still T/O – eg 1H-X-2H-P-P-X or 1H-P-1S-X-2S-P-P-X are both T/O (and indeed R/O)			
ADV may convert to PEN (especially/often X by AGG of 3S)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
When OPPT bidding freely X = L/D			
Over 1NT-X P commands XX, if RESP then bids = suit bid + another suit			
Over 1NT-X XX = TRF to C			
X/XX used to show 3SUPP when available			
Lightner if appropriate when OPPT bids Slam asks for Unusual Lead			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker : NCBO: 17596 & 17467 PLAYERS: Sean Connor 30767 & Bill O'Hanlon 17467 EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 1C always strong and F1 RESP after 1D neg; 2d Slam live rest natural Very Light pre-empt style 2-suited on 5+/4+ cards, 0+HCP if at least 5-5 (2M/2NT) All non-1C opening bids can be very light and general style is aggressive, especially when 2-suited
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2-bids (note 2D can be (1), (2) or (3) below) 2C = 11-15 HCP, 6+ C or 5+/4+ C/M 2D = (1) weak M (6-10 HCP, 6+ M) 2D = (2) (8+ playing tricks) any suit 2D = (3) 22-23 BAL (could be 5 card M) 2H = 5+ H and 4+ in another suit, 10-HCP if m, 11-15 HCP if S 2S = 5+S and 4+ in lower suit, 10-HCP 2NT = 5+D and 4+C, 10-HCP 3NT = solid m with stops (prob 2 suits) Cue-bid overcalls 2-suited (Michaels, Ghestem) Artificial overcalls over 1NT (Suction) LEB if 1C or 1NT intervention is 2-level NEG X to 3H (or 3S when obvious) Note: X of 3S can be passed for PEN instead of T/O In sequence 1C-1D if RESP then makes a jump bid it = 7+HCP and exact (4441) shape
SPECIAL FORCING PASS SEQUENCES
1NT-X-Pass is commanding a redouble 1C-4 any suit O/C-Pass is forcing 1C opener to act
IMPORTANT NOTES
HCP for initial valuation of whether/how to open hand often adjusted downwards/not counted if single/doubleton (K or (QJx))
PSYCHICS: Very Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Tony Ward 17596 & Bill O'Hanlon 17467			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	3H	16+ HCP any distribution F1	1d 6- 2d slam live Rest natural	1/2NT BAL and 16-18/19-21 3NT 24-25 (over 1D response) Other 1 st round responses see grids	X of 1 level O/C 8+ Leb over 2 level O/C
1♦		1	3S	11-15 HCP at least 1 diamond NF	1M = 7+HCP and 4+ cards F1 1NT = 7-10 HCP BAL no 4 card M NF 2D! = 12+ HCP any shape and FG 2M! = 10/11 5 Card suit NF 2NT = 11-12 BAL no 4 card M NF 3NT = 13-15 BAL	Rebid C = 9+ minor Cards Clubs may be longer Rebid NT 9-13 or 13-15 as appropriate	1M is NF if PH XX! by RESP = 4-4 MM 7+ HCP F1 CUE! 1-level O/C = FG CUE! 2-level O/C = 2-suited 9+HCP Over 1D-2M, 4m! = m & oM X/XX! by Opener = 3 SUPP 2D! after O/C or X = FG
1♥		5	3S	11-15 HCP NF	1NT F1 Bergen Raises Jacoby 2NT 1M-2M 0-7 1S = 5+ S 7+ HCP	2C = 3+ Clubs NF 2D = 4+ Diamonds NF 2M = 6+ of M opened NF 2H over 1S-1NT = 5+/4+ S/H NF If RESP Passes or makes 2-level bid below Opening M suit = Weak and 5+ cards	1NT (F1) & rebids still apply when PH
1♠		5	3H	11-15 HCP NF	same as over 1H except 2H = 5+ H 10+ HCP and GF 2S = 3 SUPP 7-HCP 3H = 4 SUPP, 12+ HCP, SPL, FG	1M-3oM 3NT = ASK (for SPL suit), S/T 1M-1S/2C-any If RESP now makes a REV bid = 9+ cards in the suits bid and 16+ HCP FG & S/T	

INT				9-13 BAL 13-15 BAL if 3 rd seat VUL or any 4 th seat	2C = STAY Non Promissory 0-12 or exact 14 HCP 2D/H= 0+ HCP TRF to H/S 2S! = exact 13 or 15+ HCP any shape 2NT! = m STAY (poss 4-card M also) 3C 5/4 & A 4 CARD MAJOR (04)(54) 3D ASKS MAJOR 3D 44 MAJORS & 4 CARD MINOR 44(04) 3H 2155 OR 3055 3S 1255 OR 0355	Over 2S 2NT = 10-11 HCP	NOTE: all the 1NT opening and RESP bids are listed for 9-13 range; adjust by 3 HCP when 13-15 Over X (for PEN) Pass! commands XX XX! = TRF to C 2C! = TRF to D 2D! = TRF to H 2H! = TRF to S 2S! = 15+ HCP After 1NT-X-P-P-XX RESP Pass = PEN/To Play 1NT XX 2C! = C + Higher Suit 2D! = D + Higher Suit 2H! = MM Suit O/C X! = PEN Otherwise LEB!
2♣		5	3S	10-15 HCP 6+C or 5+C & 4+M (can be (440)5 shape)	2D! = 11+HCP (8+ HCP if C SUPP) F1 2M = 8-10HCP, 4+ M, NF 2NT = 10-11 HCP INV 3C = 8-10 HCP, 3+SUPP, NF 3D = 10-HCP, 6+ D, NF 3M = 16+HCP, 5+ M, FG 3NT = 13-15HCP BAL no 4-card M	2C-2D 2M = 11-13HCP, 5+ C, 4+ M 2NT = 11-13 HCP, (322)6 with Stops 3C = 11-13HCP, 6+ C, 3D = 11-13HCP, 6+C, 5+D 3M = 14-15HCP, 5+ C, 4+ M 3NT = 14-15 HCP, (322)6	NEG X through 3H (3S optional) XX = 10+HCP CUE = 12+HCP
2♦	√	0		2D = (1) weak M (6-10 HCP, 6+ M) 2D = (2) strong m (8+ playing tricks) 2D = (3) 22-23 BAL (could be 5 card M) All 3 hand types are F1	2H! = (R) 13-HCP 2S! = G/T in H, 1-S 2NT! = 14+HCP or INV facing MAX M (hand 1)	2D-2H Pass/Correct to 2S = hand 1 2NT weak transfer with red suits 3c 9/10 with 6s 3s 9/10 with 6h	2D-2H/S-2NT RESP 3C! = Puppet STAY
2♥		5		5+ H & 4+ in another suit NF If m, 10-HCP If S, 11-15 HCP	2S = 9-HCP, 4+ S, 2- H to Play if openers 2 nd suit is s 2NT! = 14+HCP, 3C! = Pass/Correct 3D = 9-HCP, 6+ D 3/4H = PRE 3S = slamming interest in a minor	2H-2S 2NT = 9-10HCP 25(42) 3m = 4+ cards 8-HCP	
2♠		5		10-HCP, 5+ S & 4+ in lower suit NF	2NT! = STR F1 3C = Pass/Correct 2-SUPP 3D/H = 5+ suit, 1-SUPP, NF	2S-2NT 3C/D/H = 8-HCP, 4+cards 3NT! = 9-10HCP, 5(422) 4C/D/H = 9-10HCP, 5+cards	
2NT	√	5		10- HCP mm F1	3m = better minor NF 3M = 13-HCP 6+M short mm 3NT = to play 4m = S/T ASK CTRL		
3♣	√	7		10- HCP 7+ H F1	3/4H = to play 4NT = RKCB in H		
3♦	√	7		10- HCP 7+ S F1	3/4S = to play 4NT = RKCB in S		

3♥	√	7		Solid C no outside stops F1	3NT = to play 4/5C = to play 4NT = RKCB in C		
3♠	√	7		Solid D no outside stops F1	3NT = to play 4/5D = to play 4NT = RKCB in D		
3NT	√	6		Long m with outside stops NF	Pass or 4c to play in 4c or 4d		
4♣				All 4C and higher except 4NT NAT & PRE	4NT over 4-level = RKCB		
4♦							
4♥							
4♠							
4NT	√			Long mm F1			
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							