

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS</b>		
General Style:- Sound when Vulnerable		
Minor Suit O/Call - always good suit (lead directing)		
Responses:- Direct Raise primarily barrage/pre-emptive		
Unassuming Cue Bid – used as Invite.		
Change of Suit/NT - Constructive		
Jump Cue Bid:- Mixed Raise.		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses)</b>		
2 <sup>nd</sup> Pos 15-17 - Responses: Stayman & 4 Suit Transfers		
4 <sup>th</sup> Pos 10-14 - Responses: Stayman & Transfers (Majors only)		
If NT Overcall is Doubled:- <b>Systems ON – RDBL = Minor</b>		
<b>If openers partner raises his suit to 2 Level – Lebensohl applies</b>		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak – Pre-emptive, but can be up to minimum opening values		
in 3 <sup>rd</sup> Seat if partner has passed opening.		
Responses: Natural, Pre-emptive, 2NT range enquiry (if available).		
Unusual NT – Minors or other suits (if opps bid 2 suits).		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Direct:- Michaels – Over Minor shows majors, Over major		
shows Other major + unspecified minor - at least 5/5).		
Responses:- Raise – Barrage, 2NT – Enquiry, 3C – pass/correct.		
Jump Cue Bid:- Splinter.		
<b>VS. NT (Note alternates VS Weak &amp; Strong NT).</b>		
<b>Capelletti:-</b> Dbl = Penalty, 2C = Single suited hand, 2D = Majors,		
2H = H + Minor, 2S= S + Minor, 2NT = Minors.		
Responses:- 2NT generally range enquiry, Raises pre-emptive.		
All as above against Weak NT (12-14) ONLY.		
<b>Versus Strong NT:- Dbl = Single Suited Hand, and 2C=Minors.</b>		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
DBL = Take Out / Optional		
3NT = To Play		
New Suit = Suit + Values.		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
Vs Strong 1C - Truscott.		
1D = D+H, 1H = H+S, 1S= S+C, Dbl = C+H, 1NT = D+S		
All of the above with less than 13HCP.		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
RDBL = 10+ HCP – denies length in openers suit.		
Normal Bergen raises of Majors.		
Raise = Preemptive/Natural		
New Suit = Natural, NF if bid at 2 Level.		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Lead	Lead	In Partner's Suit
Suit	4 <sup>th</sup> , Top Sequence,	If supported in auction
NT	MUD, Second highest	Lead highest from 3 rags
Subseq	From 4 Small. (All same)	Lowest from 3 otherwise.
Other: Ace for Attitude, King for Count.		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	Attitude	Attitude
King	Count	Count
Queen	Attitude	Attitude
Jack	“	“
10	“	“
9	Doubleton or Singleton	Doubleton or Singleton
Hi-X	Discouraging	Discouraging
Lo-X	Encouraging	Encouraging
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Attitude	Count
Suit 2	Count	Suit Preference
3	Suit Preference	(Only when needed)
1	Attitude	
NT 2	Count	Same as for Suit
3	Suit Preference	
Signals (including Trumps): Suit Preference where appropriate.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Style : Sound / Natural		
Responses:- Natural, Cuebid opener suit to request doubler to		
Choose denomination.		
Balancing Position:- Treat as 3HCP weaker than in direct seat.		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Negative Doubles up to 4S		
Support Doubles (showing 3 card support for responders major) up to 2H.		

W B F CONVENTION CARD		
NCBO: C.B.A.I.		
PLAYERS: JOHN PHELAN		
LUCY PHELAN		
<b>Rev 017 – January 2026</b>		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
ACOL, 15-17 NT, 5 Card Majors, Benjamin 2's.		
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2 Over 1 Game Forcing (by unpassed hand in non-competitive Auctions only).		
Inverted Minors (Forcing to 3NT or 4m)		
X-Y Notrump		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
After Opps have bid 2 suits, cuebid of Lower/Higher of their Suits shows at least 4-6 (lower) / 6-4 (higher) in other suits.		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS: VERY RARE</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S	Response 2NT=0-5 & 5+ clubs 3C =6-9 & 5+ clubs	1NT : 6-11 HCP, 2H/2S = 0-5 HCP + 6 trumps,	1NT over 1C = 6-11 + and 4+ clubs.	
				2C = 4+ clubs, 12+, no maj	2C = 12+ HCP, 3D/3H/3S, 0-5HCP + 7 trumps.		
1♦		3	4S	2D = 4+ diam, 12+, no maj	2D = 12+ HCP, 2H/2S = 0-5 HCP + 6 trumps	1NT over 1D = 6-11 and no major	
				Response 3D = 6-9 & 5+ diams 2NT=0-5 & 5+ diams	3C/3H/3S = 0-5 HCP + 7 trumps.		
1♥		5	4S		Bergen Raises, 3H/3S = 3-6 HCP+4 trumps, 3D = 7-9, 3C=10-12, 2NT= 13+, 3NT= 13-15 and4-3-3-3 shape, all with 4 card trump support.	After Bergen 2NT, 3 of a new suit = singleton or void, 4H/S = Min, no shortage 3NT=non-minimum, no shortage,	
					2C= Dreary (Either 3 Card Invite or Nat 2/1)	3H/S= Non-Min no shortage, extra length	
INT				15-17 Balanced	2C = Non-Promising Stayman,	Systems ON if Opps DBL 1NT	Lebonsohl over interference
				Can include 5 card Major	2S = Range enquiry OR Transfer to Clubs	3C/3D = 5/5 in Minors Weak/Strong.	
					2D/2H – Transfer, 2NT = Diamond Transfer.	3H/3S = Singleton of Suit Bid & 5/4 Minors.	
2♣	✓	4S		Artificial - Benjamin	2D Relay	2NT= 21/22 , 3NT = 25/26	
					Puppet Stayman & Transfers over 2NT rebid.	Suit = 8/9 Playing Tricks.	
2♦	✓	4S		Artificial – GF - Benjamin	2H Relay	2NT = 23/24, 3NT = 27/28	
					Puppet Stayman & Transfers over 2NT rebid.		
2♥		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, 3D = 7/8, 3H = 8/9, 3S = 9/10	In Third Seat Can be a little
						3NT = Suit headed by AKQ	Stronger – 6-12 HCP.
2♠		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, 3D = 7/8, 3H = 8/9, 3S = 9/10	- Ditto -
						3NT = Suit headed by AKQ	
2NT				19-20 – bal or semi-bal (can have singleton).	3C = Puppet Stayman 3D / 3H = Heart/Spade Transfer	After 3S - 3NT denies good clubs,	
						After 3NT – 4C denies good diamonds.	
3♣	6 / 7			6-7 card suit – pre-emptive	3S = Club Transfer, 3NT= Diamond Transfer		
3♦	6 / 7			6-7 card suit - pre-emptive			
3♥	7			Pre-emptive			
3♠	7			Pre-emptive			
3NT	✓	7		Long Solid Minor with not	4C / 5C / 6C = Pass or Correct.		
				More than a Q outside.			
4♣	8			Pre-emptive			
4♦	8			Pre-emptive			
4♥	7 / 8			Pre-emptive/ or to make			
4♠	7 / 8			Pre-emptive/ or to make			
4NT							
5♣	9			Pre-emptive		HIGH LEVEL BIDDING	
5♦	9			Pre-emptive		RKCB:- 14-30	
						Constructive Raise to 4 of a Minor = Slam Invite	
						Keycard DOPI/ROPI, Dbl/Rdbl = 0 or 3, Pass = 1 or 4, etc.	