

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
wide range, from 7+ at 1-level; 2-level sound;
PRE support; New suit response: F1 (PH implies fit)
Unassuming CUE – 9+ points 3 card support
2NT: 9+ points, 4 card support;
Jump shift response: PRE
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup>; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17 HCP; Responses as for opening NT
4 <sup>th</sup> : 10-14 HCP; 2♣ asks, 2♦♥/♠ =10-12, 2NT=13,14 ,3♣ then Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
NV: weak; 6 card or good 5 card suit
VUL: intermediate; 6 card or good 5 card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 suited overcalls can be 5/5 weak (5-12 HCP) or strong
Jump and 2M-3M: asking for stop in suit bid
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Weak:</b> DBL = penalties; Multi Landy as below
2♣: MM
2♦: 6M+, multi-type enquiry (2NT asks), 2♥: P/C, 2♠: NF

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> ; SP	Length Hi=E	
NT	2 <sup>nd</sup> /4 <sup>th</sup> ; SP	Length Hi=E	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> ; SP	Length Hi=E	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace King	AKx KQx	Asks count	
Queen	QJ(x), Qx, AQJ(x)	As suit	
Jack	JT(x), Jx, A/KJ10(x)	Nothing higher	
10	T9(x), Tx, A/K/QT9(x)	Shows J + higher honour	
9	9x	Could have 10	
Hi-X	xXxx, xXx, Xx	As suit	
Lo-X	HxX, HxxX, HxxXx	As suit	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Length High=E	Length High=E	SP
Suit 2	Suit Preference	Suit Preference	Residual Length High=E
3			
1	Length Hi=E	Length Hi=E	SP
NT 2	Suit Preference	Suit Preference	Residual Length High=E
3			
Signals (including Trumps):			
Trumps: H/L: ruffing possibility			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Green</b>
<b>NCBO: NIBU</b>
<b>Heather Hill (1208) &amp; Alan Hill (1209)</b>
Feb 2026
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> Strong NT, 5cd Majors
2/1 Game Force
Short Club =2+
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: 8+ playing tricks or 23-24 HCP NT
2♦: 5-10,6♥/♠ or 22-24 BAL or FG
2♥: Lucas: 5+♥ and 4+♣/♦ 5-10 points
2♠: Lucas: 5+♠ and 4+♣/♦/♥ 5-10 points
2NT: Lucas: 5+♣ and 5+♦ 5-11 points
3NT: Solid 7+ minor no more than a K outside

2♥/♠: 5+♥/♠ + 4+m
2NT: 2 suited
<b>Strong:</b> x: = single suited; 2♣: ♣/♦; 2♦: ♥/♠; otherwise as weak
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2/3-level: DBL: T/O; New suit: NF; 2NT:16-19 BAL
2♦ multi: DBL: 13-15 BAL or STR; New suit: NF; 2NT:16-18 BAL After 2NT bid: as if opened strong 2NT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣ - DBL: MM; 1NT: mm; weak jumps; NAT aggressive
2♣ - DBL: MM; 2NT: mm; NAT aggressive
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL: 9+ no fit
Raises: PRE; 2NT: normal raise to 3-level

<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>
Can be light with perfect shape
Always have support for OM unless very strong Jump response: 5+ cards, 8+ HCP
CUE: Asks
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
DBL in competitive bidding stronger than simple raise
Negative doubles to 3 spade level

Jump shift at 2 level: NF 6 card suit 2-6 points
Michaels cue bids 5/5 VUL, 5/4+ Non Vul, weak or strong Unusual 2NT normally 2 lower suits
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have constructively bid or committed to game.
<b>IMPORTANT NOTES</b>
<b>PSYCHES: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE GD BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦		4	3♠	Natural 10-19, NF	1NT: 6-9 ; 2♦ :10 -11; 3♦: 6-9; 2♣ FG 2NT= 12-13+4♦ 3NT 14+4♦; WJS: 6+ 2-6; splinters,	Crowhurst; New suit at 3 level: FG CB over NT; 4SF: FG	2NT: good raise; System on After DBL: RBDL : 9+ no other bid;
1♥/1♠		5	3♠	Natural 10-19, NF	2/1 FG ; 1NT: 6-11 SF; 2NT: Jacoby; 3NT: 13-14+4♥/♠ 2♥/♠: 6-9; 3♥/♠:10-11+3♥/♠; 1♥-2♠: WJS: 6+ 2-6; splinters	Crowhurst; Long suit trial bids New suit at 3 level: FG CB over NT; 4SF: FG	As if no intervention; 2NT: good raise After DBL: RBDL : 9+ no other bid;

