

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide ranging, from 6+ at 1 level
Responses: Jump raise = pre-emptive, cue bid = good raise
New suit 1 over 1 is F1, 2 over 1 is NF, 2 over 2 is F1
Jump cue = mixed
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, responses as 1NT opening,
Over (1M) – 1NT, 2c= stayman, system on
4 th : 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1c 2c = natural unless 1c is 4+, 1c 2d=5/5+ Majors
1d 2d = 5+5+MM, 1d 3c = 5+S 5+C
1M 2M = 5+oM and 5+D
1M 3C = 5+OM and 5+C, 1x 2NT = 2 lowest unbid suits
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = 5+4+MM,
2♦ = 6+M
2♥/2♠ = 5(+) in that M and 4+ in a minor
X = penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Negative X's to 4♥'s opening. X of 4♠ = Strong NT without good Spades
May be light with classic shape
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=MM, 1/2NT=mm
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing, 1M (x) 2M-1 = good 3 card raise to 2M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th at trick one	3 rd 5 th , top of doubleton	
NT	2 nd /4 th , top of doubleton	3 rd 5 th , rev att if raised	
Subseq	Original 4 th	Original 4 th	
Other: 2 nd /4 th vs suits after trick one.			
Lead top of xxx in partners suit if supported			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, AK, Axxxx, Ax	AK, AKxxx, Ax	
King	KQ, KQ109, Kx	KQ, KQ109, Kx	
Queen	QJ, QJx, QJxx	QJ, QJx, QJxxx, AQJxx	
Jack	J10xx, Jx KJ10x	J10xx, Jx HJ10x	
10	109xx, 10x H109	109xx, 10x H109	
9	9x	9x, H98x(xx), 98x 98xx	
Hi-X	Sx, xxSx, xxxSx	Sx, xSxx(+)	
Lo-X	xxS, xxxS, xxxxxS,	HxS, HxxS, HxxSx+, xSx,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Std count	Reverse attitude
Suit 2	Standard Count	Std suit preference	Standard count
3	Std suit preference		Std suit preference
1	Reverse Attitude	Reverse Smith	Reverse Attitude
NT 2	Standard Count	Standard Count	Standard Count
3	Std suit preference	Std suit preference	Std suit preference
Signals (including Trumps):			
Std suit preference in trumps, or if 1 card in dummy on ptrns lead			
Std count given if can't beat a J in dummy			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X of splinter shows the suit below (asks for the lead) or suggests a sacrifice			
If favourable vulnerability			
X of 3NT asks for lead of the 1 st suit shown by dummy or ♠ if no suit is bid			
X of artificial bid over our NT shows TO of suit bid			
Over UNT or Michaels X = TO, pass then X = penalties			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Andrew McIntosh & Sara Moran
EVENT (Open/Women/Senior/Transnational) Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors
1NT opening: (14)15-17
1NT response: Not forcing
2 over 1 response: Game Forcing
Balanced hands (that don't open 1NT):
Better Minor
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
If a game forcing sequence has occurred e.g. 2c or Jacoby
If game has been bid to make and the opposition bid over then
Pass is forcing.
IMPORTANT NOTES
NT rebids: After 1lvl response, 1NT=11-14, 2NT=18-19
Over 1NT 2♣/♦=2 way CB,
After 1Lvl 2NT, 3♣=weak step, 3♦=CB, 3♥=ST in openers
Suit. 3♠=ST in responders suit.
PSYCHICS:
Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	10-21 HCP	Natural, 2♣ = inverted, GF, - may have only 4♣ and may have a 4 card Mjr 3♣ =pre emptive 5+, denies 4cM Weak Jump shift at 2 level, 2♦ = inv raise in ♣, 5+ denies 4 cM	4SF=GF, Reverse =F1 Over inverted step = weak NT, 2NT = 18/19 bal Responses to WJS as per weak 2 openings	
1♦		3	4♥	10-21 HCP	Natural, 2♦ = inverted, GF, 3♦ =pre emptive Weak Jump shift at 2 level, 3♣ = inv raise in ♦ Same structure as 1c opening	4SF=GF, Reverse =F1 Over inverted step = weak NT, 2NT = 18/19 bal Responses to WJS as per weak 2 openings	
1♥		5	4♦	10-21 HCP	Weak Jump shift at 2 level, 3♣ = any invitational 3 or 4 card raise, 2 over 1 GF, 2♦ promises 5, 2♣ = Random GF, may not have clubs if suit qty not good enough to bid 2♦ 2NT = Jacoby GF with 4♥, 3♠=Any singleton, 4x=void.	4SF=GF, Reverse =F1, Blackout Responses to Jacoby = swedish Responses Shortage responses are step with No/Low/Middle/High to WJS as per weak 2 openings	Over x, 2♦ good 3 card raise to 2♥, fit jumps as a passed hand, 2NT good 4 card raise 1 way drury as a ph Non compulsory support X's Over bid, cue = good 3 card raise, 2N= good 4 card raise
1♠		5	4♥	10-21 HCP	3♣ = any invitational 3 or 4 card raise, 2 over 1 GF, 2♦/♥ promises 5, 2♣ = Random GF, may not have clubs if suit qty not good enough to bid 2♦/♥ 2NT = Jacoby GF with 4♠, 3NT=Any singleton, 4x=void.	4SF=GF, Reverse =F1, Responses to Jacoby = swedish Responses Shortage responses are step with No/Low/Middle/High to WJS as per weak 2 openings	Over x, 2♥ good 3 card raise to 2♠, fit jumps as a passed hand 2NT good 4 card raise 1 way drury as a ph Non compulsory support X's Over bid, cue = good 3 card raise, 2N= good 4 card raise
1NT				15-17 balanced	2♦/♥/NT = tfr 2♠ = Range ask (may be a tfr to clubs, 2♣ = Stayman, 3m = shortage promising 44MM, 3M = shortage	Break tfr to D with a fit. Respond 2NT over 2♠ with a min and 3♣ with a max	Over X, XX shows 2 4+ card suits, Leb over 2 lvl bid, X of their suit =TO of suit bid.
2♣	X		4♥	GF or 22+ Balanced	Kokish – 2♦ relay NT bid direct or via 2♥-2♠ relay More bids the higher values. 3♥/♠=♦ +4♥/♠		Passes are forcing below game
2♦		(5)6		3-10 HCP	2NT=Enquiry, new suit =F1 at 3 lvl, NF but constructive at 2 lvl, 4♣ = ST in D's	3♦=any min, 3x=feature, 3NT=max bal	X is penalty over interference
2♥		(5)6		3-10 HCP	2NT=Enquiry, new suit =F1 at 3 lvl, NF but constructive at 2 lvl, 4♣ = ST in H's	3♥=any min, 3x=shortage, 3NT=max bal	X is penalty over interference
2♠		(5)6		3-10 HCP	2NT=Enquiry, new suit =F1, 4♣ = ST in S's	3♠=any min, 3x=shortage, 3NT=max bal	X is penalty over interference
2NT				20-21 HCP	3♣=Stayman, 3♦/♥=GF Tfr (complete with fit) 3♠ = mm, 4 level = linked ST's	Over minor suit ST 4NT=to play	
3♣		6		3-10 HCP	New suit=F1,		
3♦		6		3-10 HCP	New suit=F1,		
3♥		6		3-10 HCP	New suit=F1,	HIGH LEVEL BIDDING	
3♠		6		3-10 HCP	New suit=F1,	RKCB =14/30	
3NT	X	7		Gambling	4♣=pass or correct	Responding 5NT shows even no. with useful void, 6x=odd number with void in x	
4suit		7		Pre-Emptive		Bidding 6 in trump suit shows odd with a higher void both show Q of trumps	
4NT	X			Asks for specific Aces	5♣=none, bid ace you have, 5nt=2	Step=Q ask 5NT asks for specific kings – if 2 bid the one you don't have	
5suit		8		Pre-Emptive		Exclusion= 30/41	

