

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level. 1/1 constructive non forcing. Constructive at 2 level Cue = UCB
In response to a 1 level overcall, new suit=constructive, non-forcing at 1 level, ,new suit at 2 level forcing 1 round
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-bad 18 in 2 nd , 11-14 in protective 16-18 in sandwich System on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, can be a little stronger opposite a passed hand. (2D over short C = majors) Unusual 2NT – two lowest unbid suits Protective 15-17 six-card suit. 2NT is 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids, 1m 2m = 5/5+ M. 1M 2M = 5/5+ Mm, Wide-ranging. 1X 2NT = lowest 2 unbid, 5/5+ Jump cue - stop ask, usually with a running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties 2♣ = MM, 2♦ = 1M, 2M = M+m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout. Lebensohl after partner doubles a weak 2♥ or 2♠, 2NT forces 3C, slow shows 2NT = 15-17, resp as over 2NT opening. Cue = stop ask Leaping & non leaping Michaels: 2D/3D 4D & 3C 4C = 5/5+ Ms Jump to 4m after 2M = 5/5, m + M, 4m after 3M = 5/5+ m/M, 2D 4C = C + 1 M , 3C 4D = D + 1M, all 4m bids here are forcing.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣: X = majors, 1NT = minors (incl after 1D response) After simple overcall, 1NT = UCB.
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 9+ New suit = forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour, 2 nd with no honour		
NT	Top of doubleton, low from Hxx		
Subseq			
Other: lead low from XXX in partner's suit if not supported			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Usually has king		
King	Asks for attitude	Asks for unblock or count	
Queen	Shows J, no K,vs suits, could have K vs NT		
Jack	Shows 10, no Q		
10	Shows 9, no J		
9	9x		
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High =encourage	High = even	High = encourage
Suit 2	High = even	Suit preference	High = even
3			
1			
NT 2	As vs suit		
3	except on partner's K lead unblock or high = even		
Signals (including Trumps) Some suit pref			
Smith Peters against NT if obv at trick 2.			
McKenny when indicating SP.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO/Neg to 4H			
Gen approach – if in doubt TO			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles after 1M response (showing 3 card support) up to the 2 level of partner's suit. Support redoubles. Game try if no other bidding space After 1x -1y -2NT – 3♣ forces 3♦, 3♦ = checkback After reverse, lower of 4 th suit and 2NT is weak FSF GF			

W B F CONVENTION CARD
CATEGORY: Green NCBO: England PLAYERS: Tom Paske and Abbey Smith
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT, 5-card majors, 2/1 GF, short club 3 weak 2s Standard signals
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	A R T ?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥		1M can have longer m if below GF values Inverted minors 2♦/♥/♠ = weak (4-8) 3♦♥♠ = pre-emptive 1NT=5/10 semi force, opener may pass if min bal 2NT = 11-12 bal	NT rebids can have four-card major, 2-way Checkback, 2C forces 2D, 2D = GF enq 2NT over weak jump = Forcing enquiry FSF=GF	1C (1D) X = 4/4 M jumps still weak. 2NT nat
1♦		4	4♥		Inverted minors 2♥/♠ = weak (4-8) 3♥/♠ = pre-emptive 3♣ = 10-12HCP with 6 clubs (NF – INV) 1NT = 5/10 semi force, opener may pass if min bal 2NT = 11-12 bal.	NT rebids can have four-card major 2-way Checkback as above 2NT over weak jump = F. Enq Reverses after 1♦:2♣ don't show extras, 2N = 12/14 or 18/19 FSF - GF	jump still weak 3m by opener min, pass = F 2NT=nat
1♥ 1♠		5	4♥		1NT semi force as above, may have 3 cd support 2♠ over 1♥ = weak Scanian Splinters - 1♥ - 3♠ sing in unspec suit 3NT asks, 3NT, 4♣, 4♦ void splinters (NT = ♠ void) 1M - 3♣/3♦ = 4 card support 10-11/8-9 1M – 3M = 4 card support 5-7 HCP 1♠ -3NT sing splin (4♣ enq) 4♣♦♥ = void spl (over 4♣ enq - 4♦ =♦ sing 4♥ = ♥ sing 4♠ = club sing. 2NT = 4 trumps GF	Over 1NT, bid 2m on balanced 14. J2N: 3♣=any min 3♦= max, no shortage 3♥/♠/NT= shortage in ♣/♦/other M 2NT over weak jump = F enq Over 2/1 GF reverses at 3 level show extras	1♥ - (x) 2♠ = mixed raise 2♣ Drury by a passed hand, 3 card support, max pass Fit jumps in competition
1NT		-		15-17	Stayman (does promise a 4cM), transfers, 2♠ = clubs or bal invite, 2NT = diamonds, 3 level =	Smolen, 5/4 M, resp to stayman, GF. Over major transfer, 3M=min. Complete diamond transfer with fit After 2S transfer 2NT min 3C max.	X = takeout, lebensohl 2N forces 3C, Over Pen X, XX = Unspecified 5+ card suit, suit bid = that suit and a higher ranked suit.
2♣	yes	-		23-24 balanced or gf	2♦ = waiting, Kokish 3M = 4M 5+D		
2♦ 2♥ 2♠		6 (5)			2NT – Forcing enquiry, feature ask over 2D and shortage ask over 2M New suit forcing		
2NT		-		20-22	3C stayman, transfers to M at 3 level, 3♠=minors, 4NT=quant, 4♣=♥ 4♦=♠ 4♥=♣ 4♠=♦ slam try, break=interest, 4N=to play 4N after transfer=quant	Smolen	
3♣/♦/♥/♠		6		Pre-empt	New suit = forcing 3M – 4m = cue bid looking for shortage		
3NT	yes	-		running minor, less than Q outside	4/5♠ pass or correct, 4M to play, 4D=shortage ask		
4♣/♦/♥/♠		7		Pre-empt			
4NT		-		specific ace ask	5♠=no ace 5NT=A♣		
		8		Pre-empt		HIGH LEVEL BIDDING	

5♣
5♦

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RKCB 1430 (♣=3014), 5NT king ask (bid the king you have) Exclusion (30/41)
Ignore double over Exclusion.
If oppo bid or double? DOPI ROPI Cuebid 1st+2nd round controls equally