


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) Typically 7-15, fair 5+ suit, cue response show raises, raises weaker New suit response nat, constr Jumps show fit If next hand bids or doubles then new suit shows fit, doubles are raises if no cue possible long suit, no fit otherwise, redoubles/2NT show long suit, no fit Prot: K weaker, responses K stronger
1NT OVERCALL (2nd/4th; Responses; Reopening) Weak t/o, 2 or 3 unbid suits, usually 3-11 4 th : Mild t/o, 5/4+ Over major shows other major Resps: suit p/c, minor cue asks for better major, 2NT art g/try Prot: 11-15, need not have stop, responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT) Weak, 3-11, may be 5 card suit n/v at 2-level 2NT: Minor 2-suiter over major Other minor plus major, opening bid values over minor Prot: Intermediate, 11-16 2NT: 17-20
DIRECT & JUMP CUE BIDS (Style; Response; Reopening) Direct and prot: Michaels: majors over minor (5/4+), major/minor over major (5/5+), show opening bid Jump cue: asks for stop for 3NT (1♣) P (1♥) 2♣/3♣ = nat 2♥ = 4♠s + 6♦s 3♥ = 6♠s + 4♦s
V NT (v Strong/Weak; Reopening; PH) 2♣ = hearts and another 2♦ = spade and another Dbl/2♥/♠ nat After double later doubles are for t/o 2NT = minors or GF 2♣/♦: with both majors show shorter Responses to 2♣/♦: next suit relay: 2NT/3 suit art Dbl of strong NT [inc 17] or at MPs = 4/4+ ♣/♦ or ♦/M or ♥/♠
V PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl for t/o, others nat, opening values, jumps stronger Over 2s: 4♣/♦ = leaping Michaels, 2-suiter 2NT = 15-18 Cue = asks for stop Dixon dbl over Multi 2♦
V ARTIFICIAL STRONG OPENINGS - eg 1♣ or 2♣ Over 1NT > 2NT: Suction: suit = next suit or two suits after that Over 1♣: CRASH+: Dbl/1♥/1NT = 2 suits of same col/rank/shape 1♦ = ♥ or ♠ 1♠ = 3♠s exactly Suction
OVER OPPONENT'S TAKEOUT DOUBLE Pass = 0-5, or 6-8 usually short in partner's suit Rdbl = raise to 3+ over minor, shows a 1NT response over major 1M (X) 1NT+ = Transfers Others as without double

LEADS AND SIGNALS																												
OPENING LEADS STYLE Standard honours, strong tens [trick one, not partner's suit], 4 th and 2 nd K from AK v suit shows AK doubleton or singleton if switch Roman v NT asks for unblock [AKJT, KQT9, QJ98] or reverse count K lead asks for reverse attitude at trick one defending 4NT and below A lead asks for reverse attitude after trick one or defending 5♣ and above To a known 5+ suit lead high with even number, low with odd From a known 3+ suit lead high with even number, low with odd																												
LEADS																												
<table border="1"> <thead> <tr> <th>Lead</th> <th>V Suit</th> <th>V NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKx, Axx</td> <td>AKQx, AKJx, AKx</td> </tr> <tr> <td>King</td> <td>KQx, AK</td> <td>KQJx, KQTx, KQx, AKJT</td> </tr> <tr> <td>Queen</td> <td>QJx, KQJ</td> <td>QJTx, QJ9x, QJx, KQJ, KQT9</td> </tr> <tr> <td>Jack</td> <td>JTx</td> <td>JT9, JT8, QJ98</td> </tr> <tr> <td>10</td> <td>KT9, KJT, QT9</td> <td>AT9, AJT, KT9, KJT, QT9</td> </tr> <tr> <td>9</td> <td>K98, Q98, J98, T9x</td> <td>A98, K98, Q98, J98, T97</td> </tr> <tr> <td>Hi-X</td> <td>Xx, xXx, xXxx, xXxxx</td> <td>Xx, xXx, xXxx, xXxxx</td> </tr> <tr> <td>Lo-X</td> <td>HxX, HxxX, HxxxXx</td> <td>HxX, HxxX, HxxxXx</td> </tr> </tbody> </table>	Lead	V Suit	V NT	Ace	AKx, Axx	AKQx, AKJx, AKx	King	KQx, AK	KQJx, KQTx, KQx, AKJT	Queen	QJx, KQJ	QJTx, QJ9x, QJx, KQJ, KQT9	Jack	JTx	JT9, JT8, QJ98	10	KT9, KJT, QT9	AT9, AJT, KT9, KJT, QT9	9	K98, Q98, J98, T9x	A98, K98, Q98, J98, T97	Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	Lo-X	HxX, HxxX, HxxxXx	HxX, HxxX, HxxxXx	
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Signals (including Trumps): After T1 and against 5+ level: A for rev att, K for rev count Roman discards: odd encourages, even S/P Returns: high = even Signals when obvious and later signals S/P																												
DOUBLES																												
TAKEOUT DOUBLES (Style; Responses; Reopening) Support for all suits or 17+ or 15+ bal Prot: K weaker, responses K stronger 2NT response often Lebensohl if game possible, Scrambling otherwise																												
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS After pass over opening bid, double next round is EITHER strong penalty dbl, typically 4+ trumps, 17+ OR weak t/o dbl, typically 4432, 10-12 Most low level dbls are for t/o Responsive to 4♥ = 2 places to play Lead-directing Lightner Game try doubles After cue of our suit by opps, dbl = do not lead, pass = neutral [not 1 st rd] SOS redoubles																												

W B F CONVENTION CARD
CATEGORY: Natural - GREEN
NCBO: WALES
PLAYERS: David STEVENSON Liz COMMINS

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS, SHORT CLUB (1/2/4) 5 card majors 1 st /2 nd /4 th : otherwise 4 card majors 2+ 1♣ with transfers 1/2/4: otherwise 4 card minors (1♣ occ 3) Light 2 over 1s except GF 1/2 Fairly light openings Pre-emptive raises Aggressive pre-empts
Mar 2025 v 10.8 Cat 3
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1NT 9-12 1 st /2 nd NV (poss sing honour in minor) 2♣ Weak with diamonds or 21+ bal or GF 2♦ Weak with hearts or spades 2♥/♠ Weak two suiter, 5+ cards in ♥/♠ 2NT Weak minor two-suiter 3NT Solid minor, no outside A/K
1NT overcall Weak takeout, 2/3 unbid suits Weak artificial defences to strong openings
Special defences to artificial openings and responses
4♣ ask, Flint and Transfers after 3NT overcalls Muppet 3♣, Transfers, 3♣ = art s/try, 4♣ = Gerber, 4♦ = majors, 4♥/♠ = to play over nat 2NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES S/P = suit preference (Lavinthal) t/o = takeout p/c = pass or correct David always asks alerted 2/3 openings PSYCHICS: Very rare, no agreements

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1 2 4	√	2	4♥	13-20 bal or ♣ Could have 5♦s	1♦ = 4+♥s 1♥ = 4+♠s 1♠ = No major Bal/♦ 1NT = 8-10 Others as over 1♦	1♣ - 1♦/♥ - 1♥/♠ = 13-15, nat	1♣ (1♦/♥) Dbl/1♥/♠ = Transfer
1♣ 3		3	4♥	4+ (occasional 3)	Weak jumps at 2 level Inverted minors	1♣ - 2♣ - 2♦ = 2/3 cards in ♣	1m (1NT) 2♣/♦ = Asptro
1♦ 1 2 4		4	4♥	5+ or 4441	2♣ = ♣ or bal, GF 3NT = 4333	Rebids: Good-Bad 2NT Mini-splinters	1m (X) XX = raise to 3+
1♦ 3		4	4♥	4+	2NT = G15+ bal/weak raise Splinters	Short suit trial bids [Mod]	Fit Jumps UNT/UNT
1♥ ♠ 3		4	4♥		After 3 rd /4 th opening: 1NT = 5-9 2♣/♦/♥ = G8+	Later: O'Neal Crowhurst 2♣ XYZ	Opening bids may be light 3 rd
1♥ ♠ 4		5	4♥		1♥ - 2♠ = Weak Splinters 3NT = 4333	Wolff 4 th suit F Blackout Bourke	2NT as without intervention
1♥ ♠ 1 2		5	4♥		2NT = raise to 3+, new suit rebids art	Reopening doubles may be light	Transfers over 2♥/♠/NT o'call
					1NT = 5-P12, NF 2♣ = ♣ or bal, GF	1M - 1NT - 2♣ Gazilli 2♦ D/bal	
					2♦/♥ = nat, GF 3♣ = 3 card raise to 3♠	1M - 2♣ - 2♦ = no suitable alternative	
					3♦/♥ = nat, constr Others as 3 4	1M - 2♥/♥ - 2NT = no suitable alternative	1M (X) XX/1NT+ = Transfers
						1M - 2X - 2M = 6Ms 1M - 2♣ - 2NT = 4♠s	
						1M - 3♣ - 3♦ = asks for shortage	
1NT			3♠	9-12 [1 st /2 nd NV] 14-17 [3 rd] 12-14 [other] Possible singleton ♣/♦ honour	2♣ = 5 card Stayman 3♣/♦ = 3-suit GF 2♦/♥/♠/NT = Transfer 4♣ = Gerber 3♥/♠ = Game try, 6 cards Game = to play 4♦ = Both majors (5/5) 4NT = nat	Transfer breaks: Over 2♦/♥ with fit 2NT = max, 3♥/♠ = min Over 2♠/NT 2NT/3♣ = no fit, 3♣/♦ = fit	After dbl: rdbl = 5 card suit 2♣/♦/♥ = suit + higher suit 2♠/NT = 5/5 with/without ♠s After overcall: 2NT = Lebensohl
2♣	√	5 (0)		Weak 2♦ [5+ cards] or 21+ bal or GF	2♦ = p/c 2♥/♠/3♦ = to play opposite weak 2♦ 2NT = art G/try+ 3♣/♥/♠ = nat GF	2♣ - 2♦ - 2♥ = Kokish	
2♦	√	5 (0)		Weak 2♥/♠ [5+ cards]	2♥/♠/3♥/♠ = p/c 2NT = art G/try+ 3♣/♦ = art GF [M/m] 4♣/♦ = asks for major		Dbl of 2M = p/c Other dbl = pens
2♥		5/4		Weak 5+ cards plus 4+ ♣/♦s	2♠ = to play 2NT = art G/try+		Dbl = pens
2♠		5/4		Weak 5+ cards plus 4+ ♣/♦s	3♣/♦ = p/c 3♥/♠ = to play 3♣/♥ = nat GF		Dbl = pens
2NT	√	5/5 (0)		Weak ♣+♦	3♣/♦ = to play 3♠ = nat GF 3♥ = slam try in minor or GF, ♥		Dbl = pens
3♣		6		Weak	3♦ art F 3♥/♠/4♦ = nat F	2♦/♥ = nat, GF 3♣ = 3 card raise to 3♠	Dbl = pens
3♦		6		Weak	3♥/♠/4♦ = nat F	3♦/♥ = nat, constr Others as 3 4	New suit shows fit
3♥		6		Weak	4♣ = art slam try		Redouble shows suit, no fit
3♠		6		Weak			
3NT	√	7 (0)		Solid ♣ or ♦, no outside A/K	4♣ = p/c 4♦ = asks for singleton 4♥/♠/5♣/♦ = to play 4NT = asks for minor	3NT - 4♦ - 4♥/♠/5♣/♦ = ♥/♠/♦/♣ singleton 4NT = no singleton	Dbl = pens
4♣		7		Weak			Dbl = pens
4♦		7		Weak			
4♥		7		Weak			
4♠		7		Weak			
HIGH LEVEL BIDDING							
4NT	√			Asks for specific aces	5♣ = no ace 5♦/♥/♠ = that ace 5NT = two aces 6♣ = that ace	Roman Key-Card Blackwood Kickback Exclusion RKCB Resps: 30/41/2/2+Q/2+V Rebids ask for specific kings	
5♣		7		Weak		Gerber GSF Blue Club controls Last Train Non serious 3NT	
5♦		7		Weak		Over intervention: Dbl = 1 st step Pass = 2 nd step Next bid = 3 rd step etc	
5♥		7		Weak		Over 6-level intervention: Dbl = odd number Pass = even number	
5♠		7		Weak		First round only: Acol specific ace ask Blackwood 4NT response	

