

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
At 1 Level – shows 8 – 17 HCPts
Overcall 1NT with 15 – 17 pts and a stopper in the bid suit. Opps Open One of a Suit – Partner Overcalls – and I Cue bid the Opps suit to show 3+ cards support and 10+ pts.
A Jump Overcall is 6 cards and 5 – 10 pts
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 17 in direct seat and a stopper for 1NT Overcall
A 1NT Overcall in the “pass-out seat” shows (11-14+) and a Stopper
Jump Overcalls
Single Jump = weak, 6+ card suit (usually 7 cards at 3 Level) Double Jump = Pre-empt 2NT = 5-5 in lowest unbid Suits.
Direct and Jump Cue Bids Over 1m – 2m = 5 -5 in two highest unbid Suits Over 1M – 2M = 5-5 in two highest unbid Suits.
Vs NT 2c = both Majors usually 5-4 +
Over Opponents Takeout Double Redouble = 9+ seeking penalty

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner’s Suit
Suit	3rd and 5th and Top of Sequences in Trump contracts, e.g., Lead Q from Q,J,9	High from 3 cards, the lead of a small card does not promise an Honour but shows an Odd number of cards
NT	2nd and 4th	Top of nothing Vs NTs, Top of 4 spot cards
Subseq	Top of 2 or original 4 th , or weakest suit in Dummy.	
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Looking for Attitude	Top of Sequence
King	Looking for Count	2 nd Highest
Queen	Looking for Attitude	2 nd Highest
Jack	Looking for Attitude	2 nd Highest

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: EVENT: (National Trials)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Open 5 Card Majors and Strong NTs (15 – 17), Note that we will Upgrade a Good 14 HCPts – with 5 of a Major & Balanced and Open 1NT Our Opening of 1C may be as short as 2 cards , Not Forcing Our Opening of 1D will contain 4+ Diamonds We play Bergen Raises – as outlined We Open Benji Twos, i.e., 2NT = 20HCPts (or valued as 20 Pts) 2C = 21/22 or 25/26 2D= 23/24 or 27/28 Our Two Suited Overcalls are: a) Michaels = the Two highest unbid suits b) 2NT = the two lowest Unbid Suits General Carding is SCUDA (Standard Count, Upside down Attitude), Where Attitude is obvious – we give SP or Count Our Discards are: Odds – we like,; Evens = Suit Preference

	10	3 rd , Singleton or Top of Doubleton	Top of Nothing (3 or 4 spots) Not MUD	A 1NT Opening can include a 5 Card Major: Responses to 1NT Opening: 1NT - 2C = Stayman 2D = Transfer to Hearts 2H = transfer to Spades 2S = Shows one of 3 Hand types: A) A balanced invitation to 3NT B) A hand with a weak 6 card minor C) A GF hand with at least 9 cards between both minors Opener can simply bid 2NT is he is minimum and 3C if he is Maximum 2H = 5 Card Stayman, asking Partner to bid a 5 Card Major if he has one, If he hasn't got a 5 Card Major but has a 4 Card Major he will show this by bidding 3C 4C = Gerber for Aces (4D = 0, 4H = 1, 4S = etc) 4D = Texas Transfer to 4H with 6 Hearts 4H = Texas Transfer to 4S with 6 Spades 4NT = Invitational to 6NT
	9	3 rd , singleton or Top of Doubleton.	Top of 3 cards when you have supported Partner	1NT - 2C Stayman Responses when Opener is Max (17 pts) a) 3H/3S = Max with 4 Card Major b) 3NT Max with No 4 Card Major 3334 or 3343
	Hi-X	From Doubleton	From Doubleton	
	Lo-X			
	SIGNALS IN ORDER OF PRIORITY			
		Partner's Lead	Declarer's Lead	Discarding
	1	Upside-down Attitude)	Count (High =Even. Low =Odd)	Odds – we like
	Suit 2	Count	Suit Preference	Evens – Suit Preference
	3	Suit Preference		
	SPECIAL BIDS THAT MAY REQUIRE DEFENSE			Bergen Raises for Major Suits Only e.g., 1H – P -2H = 3 cards support and 6 – 9 pts, 1H - P - 2NT Jacoby = 4 Cards and 13 + hand 1H - P - 3C = 3 Cards support and 10 -12 pts 1H - P - 3D = 4 Cards and 10 – 12 1H - P - 3NT = 3 Cards 13 + pts Bergen Raises apply when Opps intervene with a T/O Double, Bergen Raises do not apply if Opps intervene with a Suit Overcall. We play “systems On” over Low level interference of our 1NT Opening bid; a) 1NT – Dbl – We ignore and bid accordingly b) 1NT – 2C - Dbl is 2C Invitational, 2D = Transfers etc, Other Interference over our 1NT Opening bid: a) 1NT – 2H – 2S = 5+ cards NF b) 1NT – 2H – Double is Take Out and 5+ pts c) 1NT – 2H – 2NT is Lebensohl and requests Partner to bid 3C, (responder will Pass or correct) d) 1NT – (2H) – 2NT – (P) :3C – P – 3H - (No Heart Stop) i.e. Slow arrival denies a Stopper, etc,

VS. NT (vs. Strong/Weak; Reopening; PH)
Overcall 2C to show 5 – 4 in the Majors , partner will bid 2D to ask the Overcaller to bid his 5 card suit.
Overcall 2D/2H/2S to show 6 cards and 8+ Pts (Natural)
Overcall 2NT to show 5 – 5 in the Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double is for T/O and shows a good Opening hand with shortage in the pre-empt suit. A cue bid shows 5 – 5 in the 2 Higher suits, A 4 Level Overcall is to play and promises a good hand

1	Attitude, when Attitude is obvious – we give Count	Count	Odds – we like, Evens is SP
NT 2	Count		
3	Suit Preference		
Signals (including Trumps):			
SCUDA – Standard Count, Upside Down Attitude			
Odds/Evens No Signals in Trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
A T/O double shows 11 cards in the 3 other suits and requests Partner to bid an unbid Major if he has 4 cards in a Major or else his longest unbid suit. Partner will jump one level with 8 – 10 HCPts, -- 2 levels with 11-13 HCPts			
Partner will make a “Reopening Double” (T/O) if I Pass and an Opponent has made and intervening One level bid, if he has shortage in the Opps Suit, e.g., 1H – P – P – 1S Dbl -			

Support Double - by Opener (Always the 5th bid - By Opener when Opponents intervene after partners response) and shows 3 Cards support for Responders Suit. (Distinguishes between a 3 or 4 card raise) e.g., 1D - (P) - 1S - (2H) Dbl Dbl = 3 Card support for Partner
Checkback Stayman – Responder has Game Invitational hand and has responded with a 5 Card Major: e.g., 1C - (P) -1H – (P) 1NT – (P) - 2C - (P): 2C is Checkback Stayman
Two-Over-One Responses = 2/1, We play 2/1 as Forcing to Game’ Therefore our 1NT response is usually 5/6– 11 (or 5/6– poor12), In our 2/1 System – Single jumps by Opener are Splinter Bids, e.g., 1S - 2C 3H/3D = Splinter Bids , etc., If an Opponent intervenes after our 2/1 response – then Double is for Penalty i.e., “If Pass is Forcing, then Double is for Penalty” (The 2/1 system only applies if Partner Opens 1H/1S in 1st or 2nd seat
Mixed Raises: We play Mixed raises if we have 4 card support for Partner’s Overcall. So, in response to Partner’s overcall of 1H/1S my response of 3H/3S shows 4H/4S and 0 -6 -pts, A jump to 3 of Opener’s suit shows 4 cards and 6 – 10 pts; 2NT shows 4 H/4S and 10+ pts
Transfer Lebensohl: when Opps overcall after our 1NT Openin, E.g., 1Nt – (2H) - ? a) Dbl is Take Out b) 2S is to play c) 2NT is Weak & asks Partner to bid 3C d) 3C is invitational or better and Part to bid Diamonds e) 3D is invitationsl & to bid Hearts f) 3H is invitaional & to bid Spades g) 3S is invitational & to bid Clubs

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
Treat the 1C artificial bid as genuine and bid accordingly,	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	If Opps are “Stealing” the contract with a game level bid then a pass is a “Forcing Pass” asking Partner to either bid up one level or else to Double for Penalty
Double of the 2C bid is Lead directional	Support Double - Partner opens one of a suit , Opp Passes and I respond 1H/1S and now the other Opp Overcalls – Now Partner Doubles to show 3 cards in my Major Double of an artificial bid requests Partner to lead the Doubled suit, Partner opens One of a Suit and Opps Double --- My Redbl shows 9+ pts and is for Penalty.	
OVER OPPONENTS’ TAKEOUT DOUBLE		IMPORTANT NOTES
All systems On and Ignore the T/O Double		
Gazilli (2C) - In order to counter our wide-ranging INT response (5 – a poor12) – we play Gazilli: e.g., 1M – P – 1NT – P 2C - P - 2D - P	2C shows a minimum hand with 5M and 4C OR Any hand with 16+ pts, I will tell Partner which type of hand in my next bid, If Partner has 8 – 12 pts he will rebid 2D (says nothing about Diamonds). Now if I have fewer than 16 pts - I will rebid 2M and if I rebid anything other than 2M – I confirm that I have 16+ pts and the bidding will proceed to Game.	
		PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	2		Could be short, Not Forcing	1NT denies a 4 card Major (7 – 10 HCPts)		
1♦		4		Denies 5 of a Major	Bid a 4 Card Major with 6+ Pts,	Describe the hand	
					1NT denies a 4 card Major		
1♥		5		Opening Pts (Rule of 20)	Support via Bergen Raises; Interference by Opps: Dealing with 2 Suited Overcalls from Opps: 1) When Opps cue bid ; 1H – 2H – 2NT shows 3 + support and 10 + pts, .i.e Constructive raise 2) 1H – 2H – 3H = Pre-emptive raise 3) 1H – 2NT – 3H = Constructive Raise 4) 1H – 2NT – 4H = Pre- Emptive		
					Other Interference by Opps: a) 1H – 2S – 2NT = a constructive raise in Hearts (response after a WJO) b) 1H – 1NT – 2NT = 3+ support and 10+pts		
1♠		5			Jacoby 2NT response shows 4 card support and 13+ pts		
INT				Balanced , Usually 15- 17 pts or a Good 14 pts	2C = Stayman 2D = Transfer to Hearts, 2H = Transfer to Spades 2S = can show one of 3 hand types 9 as abovr) 4C is Gerber looking for Aces - (Response: 4D = 0, 4H = 1, 4S = 2, etc) 4D = Texas transfer to Hearts with 6+ Hearts 4H = Transfer to Spades with 6+ Spades 4NT is Invitational to 6NT if Max	Breaking the Transfer: a) Break the Transfer with 4 card support and a weak hand – to Bid 3M, b) Break the Transfer with 4 Card support and maximum to bid 2NT	
1NT				Balanced 15-17pts or a Good 14 pts	4NT Quantitative and Invitational to 6NT Similarly: 1NT – 2H 1NT – 2C 1NT – 2C 2S - 4NT: 2D - 4NT; 2H - 4NT: All of these bids are effectively the same as 1NT – 4NT.	A rebid of 5NT is Maximum and asks Partner to bid his 4 Card Minors “Up the Line” as a Minor Suit Slam may be better than a 6NT Slam.	

1D				4+	2D	Jump to 4D (Minorwood), e.g., 1D - P - 2D -P 4D Minorwood - RKC 14,30 for Diamonds and the replies to Minorwood are Up the Line exactly as for normal RKC: e.g., 4H = 1 or 4 4S = 0 or 3 4NT = 2 without the Q 5C = 2 with the Q NB 4NT and 5 of the agreed Minor are always sign off (to play) in Minorwood. Interference by Opps : e.g., 1D - 1S - 2D - 3S 4D is Competitive but Not Minorwood, But when you jump to 4Minor over Opps interference – then Minorwood Applies	
2♣	Yes			21/22 or 25/26 pts	Relay 2D and Opener will further describe her hand		
				Or 8 Plying tricks and 16 + Pts			
2♦				23/24 or 27/28	Relay 2H and Opener will further describe her hand		
				Or 9 Playing tricks and 16+ pts			
2♥				Weak – 6 Hearts and 5-10 pts	Raise to the level of fit with Support and Weak, Ogust - Respond 2NT when strong and you have support	Minors = Minimum, 1,2 (from top 3 Hons) Majors = Maximum, 1,2,3 (from top 3 Hons) 3NT = A,K,& Q of suit	
2♠				Weak – 6 cards and 5 – 10 pts	Raise to the level of fit with Support and Weak, Ogust - Respond 2NT when strong and you have support	Minors = Minimum, 1,2 (from top 3 Hons) Majors = Maximum, 1,2,3 (from top 3 Hons) 3NT = A,K,&Q of suit	
2NT				Balanced Hand with 20HCpts (or valued as 20pts)	Systems On; Stayman, Transfers etc,		
3♣				Pre-Emptive, 6/7 Cards & 3-10 pts			
3♦				Pre-Emptive, 6/7 Cards & 3-10 pts			
3♥				Pre-Emptive, 7 Cards & 3-9 pts			
3♠				Pre-Emptive, 7 Cards & 3-9 pts			
3NT				Gambling – 7 tricks in a Minor suit	Pass with stoppers in the other suits, otherwise bid 4C and Opener will Pass or correct.		
4♣		8+		Pre-Empt	Generally Pass or Raise		
4♦		8+		Pre-Empt	Generally Pass or Raise		
4♥				Pre-Empt	Generally Pass		
4♠				Pre-Empt			
4NT							
5♣		9+				HIGH LEVEL BIDDING	
5♦		9+					
5♥		---					

5♠		---				