

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
1 Level can be 4 cards 7-17 Points. New suit at 1 level = F1 at 2 level = NF
At 2 Level 10+ good suit after overcall new suits are forcing for 1 round
Over an overcall a jump to ¾ level = FIT (Limit, 4 trumps + good 5 crd side suit)
Re-open on weak hands 7+ (Responder replies using missing K rule)
After 1♥/♠ overcall jumps in that suit are PRE
After overcall, cue in their suit = F! shows support
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 (Stayman and 4 Suit Xfers) Protect 2NT = 19-21 (5C Pup Stayman + Xfers)
Protective 1NT after minors = 11-14 after majors = 11-16 (SYSTEM ON)
Over 11-16 NT 2♣ asks for range: 2 level bids show 11-13, 2NT = 14, 3x = 15-16
Over the 2NT 3♣ is ask for more info, all responders bids after a 2♣ are
Sign off unless cue their suit, normal xfers still apply. Passed hand NT = Minors
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 2-10 usually 6+ cards responses are F1 at 3 level, NF at 2 level, 2NT asks:
3♣ - weakest. Unusual 2NT shows lowest 2 suits, Unusual 4NT usually
Over a pre-empt shows an unspecified 2 suiter. Jumps in protective seat are
Intermediate 12-16 with a 6 card suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1♣/♦ = 55 MAJ (W or S). Over !M 2M = Michaels
After pd's overcall jump cue bid of oppo suit = mixed raise 7-9 with 4 trumps
Jump cue shows solid suit and asks for a stopper (3NT shows stop)
Cue when re-opening shows a strong hand 16+ or great playing strength
VS. NT (vs. Strong/Weak; Reopening; PH)
Over NT (12-18) 2♣ = ♥+suit 2♦ = ♠+suit anchor to shorter Maj
(see supp notes for continuations) Jumps are pre-emptive 6 or 7 crds good suit
Over Weak NT: X of any bid shows a hand that would double 1NT unless P.H.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take Out Xs up to 4♥, 4NT = 2 suited over pre-empts
Jumps over weak 2s are strong + Leaping Michaels = 5-5 in a Major + a minor
Cue bid over a Weak 2 is asking for a stop
Weak 2: 2NT = 16-19, 3NT = 20-22 (5C Pup Stayman + Xfers over both)
After X of a 2 level pre-empt lebensohl applies: direct cue: denies M + Stop
3NT shows a stop denies major, Leb then cue = shoes M asks for Stop
Leb then 3NT shows M and Stop. Some cue bids are nat 1x p 1M 2M = NAT
VS. ARTIFICIAL STRONG OPENINGS
Over Strong ♣: X = Majors, 1NT = Minors and Panama bids at 2 level (Either
WJO 6 cards or 4441 short in the suit bid - SOS XX apply here).
The same applies after strong 1♣ (P) 1♦ X = M, 1NT = m + Panama bids
Over Strong 2♣ or Strong 2♦ X shows that suit and jumps are weak
OVER OPPONENTS' TAKEOUT DOUBLE
1♣/♦: raise = weak, jump raise = mixed, 2NT = PRE, 2♠ = limit raise
Over 1 of a Major special raises apply
New suits after X are forcing, XX shows 9+ points may have support (not 4 crd)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, 2nd (with no H)	Same	
NT	4th, 2nd (with no H), Strong Ks	Same	
Subseq	Low from H	Same	
Other: AQ for ATTITUDE, K for COUNT (UB Vs NT), May lead top xxx to clarify position.			
When defending peter in trumps to show interest in a ruff (HIGH LOW = +)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+); REV ATT	AK(+), Ax(+); STD ATT	
King	AK(+), KQ(+), KOJ(+), Kx; CT	AKJT(+), AK(+), KQ(+), Kx; CT/UB	
Queen	KQ(+), QJ(+), Qx; REV ATT	KQ(+), QJ(+), Qx; REV ATT	
Jack	AJ10, KJ10, J10(+), Jx	AJ10, KJ10, J10(+), Jx	
10	A109, K109, Q109, 10x	A109, K109, Q109, 10x	
9	9x	Q98X, J98X, 9X	
Hi-x	Sx, xSx(+)	Sx, xSx(+)	
Lo-x	HxS, HxxS(+), 10xS, 10xxS(+)	HxS, HxxS(+), 10xS, 10xxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCG (A/Q)	Count	Count
Suit 2	Hi=EVEN	S/P	S/P
3	S/P		
1	Hi = EVEN	SMITH	S/P
NT 2	Hi = DISCG (A/Q)	S/P	Count
3	S/P	Count	
REVERSE ATT on AQ, STD COUNT OTHERWISE			
S/P applicable when singleton in dummy and sometimes if solid suit is in dummy			
Count = ORIGINAL COUNT, SMITH = HIGH DISCG first suit by declarer			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Neg Xs 1 level = 1+Major, 1m(1♥)1♠ = 4+ CARDS, 1♦(2♣)X = 1+ Major			
T/O Xs and R/O Xs aggressive			
X of opps splinters lead direct in lowest unbid suit, unless fav - sack suggesting			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Strength showing Xs: 1♣ (P) 1♠ (2♥) X = Values or T/O			
Negative Xs up to 4♥, Responsive Xs up to 4♥ denying other major			
1♥ (2♦) 2♥ (3♦) X = GAME TRY, 1♥ (2♣) 2♥ (3♣) X = BAL game try			
(1♥) X (1♠) X = 4+♠ PENALTY, 1♠ (P) 2♣ (2♥) X = PENALTY from both sides			
(1♥) 1♠ (2♥/3♥) x = T/O			
After 1NT: X=t/o			
Lightner X at high levels asking for unusual lead			
X of an artificial bid is lead directing, XX SOS where obvious (when in deep)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: ENGLAND
PLAYERS: BEN GREEN - DUNCAN HAPPER
03/07/05
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol, 4 Card Majors NF 1NT (6-9) bid to an opening (Xfer resp to 1M-1NT)
Weak NT 11-14 (Frequently contains a 5 card major: 2254, 5332, 3532, 4432)
Openings may be light 10+ in 1st, 2nd, 3rd Responding may be light also 5+
Pre-empts are aggressive, sound at unfavourable vulnerability
Overcalls wide ranging, pd raises aggressively, competes aggressively
Weak competitive raises, frequent use of non penalty X in competition
2/1 = F1 9+, Flexible Neg X style
Jump shifts - strong single suiter/2 suiters with fit or 16-18 balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2♣: GF (23+ NT/GF hand)
Opening 2♦: Multi either a weak 2 in ♥/♠ or 20-22 NT
Opening 2♥: 5♥+ and 4+ ♣/♦ (3-9)
Opening 2♠: 5♠+ and 4+ ♣/♦ (3-9)
Opening 2NT: 5♣+ and 5♦+ (5-11)
Opening 3NT: gambling showing AKQxxx minor + Q <
Transfers over a 1NT response to 1M + over 1M X (1NT - ♣)
In comp 1x (1y) 2NT = pre-raise over minor, limit raise over major
1m 2m = Majors (If 1♣ promises 2+ crds) any strength
Fit Jumps in Comp - raise with good 5 crd suit (Min = xx Axxx KJTxx xx)
After 1M Overcall: 2NT = Limit with 4 crd support, cue shows 3 card support
Lebensohl over 1NT interference and over weak 2s from opposition + others
1NT(D)2X = bid suit + higher(44), 1NT(D)XX=PUP to 2♣ resp now bids 5C suit
If our NT Overcall is Xbid: same as above
SPECIAL FORCING PASS SEQUENCES
When bid constructively to game and opps have saved
When values for game have been guaranteed e.g. 1M P 3NT 4C P = Forcing
IMPORTANT NOTES
FSF is GF unless by a passed hand
2/1 bids F1 for one round only (NOT FORCING TO 2NT)
If we opened: new suits after a Dbl/Overcall = F1
PSYCHICS: Not normally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4♠	Natural 9-21	1L = 5+, 1NT= 6-9; 2♣ = 10+ (4♣ F3♣) 2NT= 0-6 or 15+ bal 3♣ = 7-9 (2/1 is 9+ F1) 3level is pre-emptive 3-9	1NT=15-17 may have sing in pd's suit (2♣ asks) 2NT = 18-19 (NF) (3♣ - wolff sign off) 3NT=solid minor +values, Raise MAJ: 3T + sing, 1♣ 1♥ 2♠ = 3♥ and 6♣ limit+	Fit Jumps
1♦		4	4♠	Natural 9-21	1L = 5+, 1NT=4♣ 6-9; 2♣ = 10+ (4♦ F3♦) 2NT= 0-6 or 15+ bal 3♦ = 7-9 (2/1 is 9+ F1) 3level is pre-emptive 3-9	Jump Rebids are splinters if same suit would be F1 level below, Reverse over 1L is F1 After 2L response: 2NT is GF, 3NT = 15-16 4 card supp, Long Suit (GT) Aft MAJ raises	Fit Jumps
1♥		4	4♠	Natural 9-21 Bid 1♥ with 4♥ + 4♠ not 12-14 BAL	2NT = 1 NV, GF or SPL 15+all 4♥, 3♥ = unbal raise to 2 (4♥) 3NT = 12-15 + 4♥ NF, 3♠/4♣/4♦ = splinters 10-14 GF Frequently raise with 3 trumps and singleton	After Major suit raise: Long suit game tries, 2NT = NF NAT AND INV Splinters apply over major suit raises, Opener reverses: Lebensohl rebid of resp suit = F1 Interference: 2NT = Limit 4♥, Cue = GF 3♥, 3nt = Nat	Fit Jumps See Supp Notes to defense to 2 suited overcalls
1♠		4	4♠	Natural 9-21	Same scheme as over 1♥	Over 1♠ 2♥	Same as over 1♥
1NT			X	Natural 12-14 Balanced (NO SING) May be: 5332, 3532, 2254 If O: 5 Crd Major may be a weak suit	4 card stayman, 4 suit xfers, 4♣/4♦ xfers, LEB APPLIES 3 level = slam try, 4NT = QUANTITATIVE	Xfer minor: bid middle suit shows Qxx or better in that minor, xfer then bid major = sing Xfer to ♥: 2NT max, 3 of Maj=min, 3 Suit=length. Over ♠ break to shortage with support If xfer accepted jump in new suit = splinter agreeing Xfer suit, Re Xfers apply	1NT 2♦ 2♥ 3♥ = INV 1NT 2♣ 2x 3m = GF with major 1NT 2♣ 2♦ 3♥ = GF 54
2♣	✓	0		GF or balanced 23+ Reverse Kokish continuations	2♦ = relay (may be a neg), 3♣ after 2♦ is 2nd Neg (0-3) 2NT = 8-11 (3♣ asks for 4 card majors over this) New suit = at least KJTxx and outside honour	Over 2NT rebid 3♣ puppet stayman and Xfers apply, 3♠ is puppet to 3NT now bids 4♣/♦ = nat slam try 4♥/♠ = minors, 4NT from opener is now a sign off Generally natural continuations: Principle of slow arrival showing strength applies	
2♦	✓	5		Weak 2 in ♥/♠, 3-10 (1st and 3rd NV may be 5 crds) or bal 20-22	2♥ = P/C 2♠ = P/C 2NT = enquiry, 3♥/4♥ = P/C 3♣/3♦ constructive and NF 4♣ xfer to M, 4♦ bid M	Over interference X of M = P/C, of m is penalty, 2NT = enquiry 3♥/4♥ = p/c 4♠ is NF and Nat	
2♥		5		2 Suited 5+♥ and 4+ ♣/♦ (3-9)	2NT = Enquiry, 3♣ = pass or correct 3♥ is pre emptive New suit = Nat and F1	Over 2NT: 3♣/3♦ show minimum (4-6), 3♥ = ♣ (7-9), 3♠ = ♦ (7-9) Over interference X = PEN, 3♣ = P/C, 3♦ = Nat and F1, 2NT=enq, 3N = to play	
2♠		5		2 Suited 5+♠ and 4+ ♣/♦ (3-9)	2NT = Enquiry, 3♣ = pass or correct 3♠ is pre emptive	Same as above Over X: XX = single suited, pass – to play bids unchanged	
2NT	✓			2 Suited 5+♣ and 5+♦ (6-12)	3♣ P/C, 4♣ P/C, 3♥=Enquiry, 3♠ Nat GF, 3NT = ART	Range ATV, NV 5-9 (xx x Q9xxx QT9xx), VUL = 8-11 (xx x AQJxx QJTxx)	
3 bids		6		ATV, 1st, 2nd = sound, 3rd = Random	Bids = F1, Over 3♣/♦ 4 of other minor is RKCB	NV 4-8 (Qxx xx KJxxxx x) VUL = (Kxx xx AJT9xxx)	
3NT	✓	7		Gambling: AKQxxx minor no More than a Q outside	4♦ = singleton ask: 4♥/4♠ = sing 4NT = 7222 5 of minor = singleton in other minor		
4♣		7		Nat			
4♦		7		Nat			
HIGH LEVEL BIDDING							
4♥/♠		7		Nat	Over 4♥:4♠ = xx in ♣, 5♣ = xx in ♦, 5♦ = xx in ♠, 5♥ = PRE Over 4♠:5♣ = xx in ♦, 5♦ = xx in ♥, 5♥ = xx in ♣, 5♠ = PRE	DOPI and ROPI if 4NT as RKCB is interfered with (BELOW LEVEL OF TRUMP SUIT) DEPO and REPO if 4NT as RKCB is interfered with (ABOVE LEVEL OF TRUMP SUIT)	
4NT				Specific Ace ask	5♣ = none, Suit = specific ace 5NT = 2aces 6♣ = A♣	In competitive sequences a new suit at the 5 level is lead directing if the opponents play the hand If a cue bid or splinter is Xbid pass shows interest bidding is generally weaker, XX shows 1st round control	
						4NT= RCKB 5♣ 0 or 3, 5♦ 1 or 4, 5♥ 2 no Q, 5♠ 2 + Q next suit up asks for Q unless is the trump suit 5NT after 4NT asks for specific Kings: Responder bids the lowest King, 6NT = 2 Kings in new is bid... After RKCB new suit asks for 2nd round control A Jump to 5NT is GSF: 6♣ = 1, 6♦ = 2 etc 6 of trump suit = 0	