

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Reasonable suit 8-15 hcp at 1 level,
Good suit (usually 6 card) 10-15 hcp at 2 level.
<b>Unassuming Cue Bid.</b>
Change of suit constructive but non-forcing = 5 card suit, 10-16 hcp
Jump change of suit = Forcing to game, 4 card suit, 17+ hcp
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1NT direct=15-17 hcp. Stayman, Transfers, 2♠=8hcp, 2NT=9hcp
3♣/♦=6 card suit, 2 top honours;
Extended <b>Helvic, Lebensohl (SANS)</b>
1NT protective=10-13 hcp. Systems on, as above.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6 cd suit, 6-10 hcp N/V, 11-15 hcp Vul;
<b>Unusual 2NT</b> with 5/5 in 2 lowest suits 8+hcp N/V, 10+hcp Vul.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue (Michaels) = 5/5+ in suits, 6+hcp N/V or 8+hcp Vul
(1♣) (possibly short, <b>not 16+</b> ) 2♣ is still Michaels.
(1♦) Precision/Blue Club, 2♦ is Michaels as 1♦ is often diamonds
(1♦) Artificial, 2♦ = 5-card diamonds, opening hand
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Pottage; Dbl = penalty, 2♣ = 6-card undisclosed suit; 2♦ = relay.
2♦ = majors; 2♥ = Hearts/minor, 2♠ = Spades/minor
2NT = Minors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural overcalls; 3NT to play; Dbl for take out, 16+hcp;
Strong Michaels Cue.
Dixon defence to Multi 2♦: In 2 <sup>nd</sup> hand: Dbl = Diamonds, 2NT
20-22hcp, Suit = very strong; In 4 <sup>th</sup> /6 <sup>th</sup> hand: Dbl = T/O, 2NT
= 16-19hcp, Suit = 12+hcp, 5 card suit
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over Precision/Blue Club 1♣ (or 1♦ response):
1♦ = good 5+ card suit; 1♥ = 5/5 hearts & another, 7-11 hcp
1♠ = 5/5 spades & minor, 7-11 hcp; 1NT = minors 5/5, 7-11hcp
2 level overcalls = 6+ card suit, 6-10hcp n/v, 8-12hcp vul.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2 of suit=0-5hcp, 3 of suit=6-9hcp, 2NT shows raise to 3 level
Rdbl = 8+ hcp not suitable for NT

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	Top of sequence or internal sequence, 4 <sup>th</sup> highest, MUD	Top of sequence or internal sequence, MUD Low from 3+ to honour	
NT	Top of sequence or internal sequence, 4 <sup>th</sup> highest, Top of nothing	Top of sequence or internal sequence, Top of nothing, Low from 3+ to honour	
Subseq	Original count or Suit Pref	Original count or Suit Pref	
Other:			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	AK(+), Ax(+); Attitude	AK(+), Ax(+); Attitude	
King	AK(+), KQ(+), Kx; Count	AK(+), KQ(+), Kx; Count	
Queen	QJ(+), AQJ(+); Count	QJ(+), AQJ(+); Count	
Jack	JT(+), A/KJT(+); Count	JT(+), A/KJT(+); Count	
10	T(+), HT9(+); Count	T(+), HT9(+); Count	
9	9(+); Count	9(+); Count	
Hi-X	Sx	Sx, Sxx.	
Lo-X	xSx, HxS (+), xxxS(+)	HxS (+), xxxS(+), Sxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
1	Count (excl Ace)	Count	Suit Pref 5/6 neutral
Suit 2	Attitude (Ace)	Suit Pref	Original Count
3	Suit Pref		
1	Count (excl Ace)	Count	Suit Pref 5/6 neutral
NT 2	Attitude (Ace)	Suit Pref	Original Count
3			
<b>Signals (including Trumps):</b>			
Honour discard (incl 10) commands that suit			
Otherwise, Hi-Lo = even suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Negative Doubles</b> up to and including 3♠.			
Cue bid response is F1 and asks for stop in opposition suit			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Doubles are penalty where they overcall our NT or when we convert any TO or systemic dbl to penalty by passing and they run.			
After their 1NT and their cipher suit requesting transfer:			
<b>Double</b> = good 5+ card suit in cipher suit, 10+hcp,			
Their cipher suit = take out into other 3 suits, 12+hcp.			
<b>DOPI and ROPI</b>			

W B F CONVENTION CARD
<b>PLAYERS: WILLIAM DUKELOW &amp; DEAN BRADLEY</b>
<b>NCBO: Northern Ireland (NIBU)</b>
<b>CATEGORY: Green Sticker</b>
<b>EVENT: Open</b>
<b>SYSTEM SUMMARY</b>
<b>ACOL, Weak NT (11)12-14hcp, 5 card majors, better minor</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>2 over 1</b> response follows rule of 14 (hcp + cards in suit)
<b>Stayman, Transfers. 2♠=11hcp, 2NT=12hcp.</b>
<b>2♣ = Acol;</b> 23+ hcp or 8+ playing tricks.
<b>2♦ = Three way multi.</b>
<b>2♥/2♠ = Lucas</b> 5/5, 7-11 hcp.
<b>2NT = 19-20 hcp, 5-card stayman</b>
<b>Long suit trial bids, Checkback, 4<sup>th</sup> suit forcing</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>Weak jump shifts (2- 5 hcps)</b> at 2 level only.
<b>Pottage</b> defence to their 1NT.
<b>1NT - 3♣/♦ = 3NT</b> try with 6+ suit + 2 of top 3 hons, 9-10 hcp
<b>Lebensohl (SANS: Slow Arrival = No Stop)</b>
<b>Splinters</b> 11-14 hcp, 4 card support, singleton or void.
<b>Crowhurst</b> showing 12-16 balanced. 2♣ enquiry.
<b>Unusual NT</b> at 2, 3, and 4 levels.
<b>Michael's cue bid</b>
<b>Multi 2♦ = 6 card major, 6-10hcp; or 21-22hcp balanced; or 5440/4441 17-22hcp.</b>
<b>Extended Helvic</b> = Pass (weak or strong), partner must rdbl; Rdbl (weak with long suit), partner must bid 2C; 2x (weak with two suits) is lower of 2 touching suits.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>Extended Helvic</b> (see above)
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	3♠	Natural, minimum 3 cards	Weak jump shifts at 2 level i.e. 6 cards & 2-5 hcp. 2NT = 10-12hcp. <b>Splinters.</b>	1NT rebid=12-16, 2♣ <b>Crowhurst</b> enquiry; 2NT=17-18; 3NT=19+.		
1♦		3	3♠	Natural, minimum 3 cards	Weak jump shifts at 2 level i.e. 6 cards & 2-5 hcp. 2NT = 10-12hcp. 2-over-1 = F1. <b>Splinters.</b>	(as above) After 2-over-1 2NT=12-14, 3NT =15-19.		
1♥		5	3♠	Natural	Weak jump shifts at 2 level i.e. 6 cards & 2-5 hcp. 2NT = 10-12hcp. 2-over-1 = F1. <b>Splinters.</b>	(as above) After 2-over-1 2NT=12-14, 3NT =15-19.		
1♠		5	3♥	Natural	2-over-1 = F1. 2NT = 10-12hcp. <b>Splinters</b>	(as above) After 2-over-1 2NT=12-14, 3NT =15-19.		
INT				Weak (11) 12 - 14hcp.	<b>Stayman; Roman Gerber; Transfers; 2♠=11 hcp; 2NT=12hcp; 3♣/♦=3NT try; 4♦=to play in 5♣/♦</b>	Extended <b>Stayman</b> , use <b>Stayman</b> to play in weak minor. <b>Lebensohl (SANS)</b>		
2♣	√	0	3♠	Acol. 23+hcp or 8+ playing tricks in a suit.	2♦ relay; any other bid shows 5+ card suit with 3 top honours.	5 card <b>Stayman &amp; Transfers</b> over 2NT rebid 3♠ = 5/4 ♠/♥ 2♥/♠ or 3♣/♦ rebid <u>may be passed.</u>		
2♦	√	0	3♠	Multi, either: 6 card major, 6-10 hcp or: 21-22 hcp balanced or: 5440/4441 17-22 hcp.	2♥ relay. 2♠=prepared to play in 2♠ or 3♥. 2NT=forcing, 16hcp. 3♥/4♥ =pre-emptive	Over 2♥: 3♣/♦/♥/♠ = 5/4/4/0 or 4/4/4/1, 17-22 hcp, bid suit is below singleton/void. Bid of singleton/void suit asks for controls (Ace=2; King=1), next suit up = 4 controls. 2NT = 21/22. 5 card <b>Stayman &amp; Transfers</b> Over 2NT: 3♣/♥ = hearts, 3♦/♠ = spades. 4♣/♦/♥/♠ = 5/4/4/0 or 4/4/4/1 <i>as above</i>		
2♥		5		5♥ and 5 of another suit, 7-11 hcp. Occasionally 5/4	2♠=doesn't like hearts, weak. 2NT=forcing, asks for other suit. 3♥/4♥ =pre-emptive.			
2♠		5		5♠ and 5 of a minor, 7-11 hcp. Occasionally 5/4	3♣=doesn't like spades, weak. 2NT=forcing, asks for other suit. 3♠/4♠ =pre-emptive.			
2NT				19-20 hcp	5 card <b>Stayman and Transfers; 3♠ = 5/4 ♠/♥</b>			
3♣		6		6-10 hcp Usually 7 card suit.	New suit = non-forcing			
3♦		6		6-10 hcp Usually 7 card suit.	New suit = non-forcing			
3♥		6		6-10 hcp Usually 7 card suit.	New suit = non-forcing			
3♠		6		6-10 hcp Usually 7 card suit.	New suit = non-forcing			
3NT	√			Solid 7 card minor, no more than K outside.	Pass shows link & other suits stopped, otherwise 4♣ for pass or correct.			
4♣		7		Typically 8 cards, pre-emptive, Non-solid.		<b>HIGH LEVEL BIDDING</b>		
4♦		7						
4♥		7						
4♠		7						
4NT	√			Specific Ace ask.	5♣ = 0, 5♦/♥/♠ = that ace, 6♣ = ♣ace, 5NT= 2 aces	<b>RKCB</b> used in auctions where <b>Stayman</b> or <b>Transfers</b> are used over an opening NT, including where there is no explicit suit agreement.		
5♣		8				After <b>RKCB</b> , 5NT asks for second round control (lowest king or singleton)		
5♦		8				4♣ = <b>Roman Gerber</b> for NT contracts. 0/3; 1/4; 2 same colour/rank; 2 different		
5♥		8				After <b>Roman Gerber</b> , 5♣ asks for Kings. Same responses as for 4♣		
5♠		8				<b>DOPI</b> and <b>ROPI</b>		

