

DEFENSIVE AND COMPETITIVE BIDDING
Natural usually 5+card suit, non forcing - change of suit by partner is forcing (F1) unless they are a passed hand
System On after X. Jump raises are pre-emptive; single raises are obstructive; invitational raises are via UCB, cue = at least invitational 3 card raise (4 if partner opens 1♣/♦) 1♣/♦-any-1NT/2NT= natural 6-10/11-12pts & 1♥/♠ - 2♣/♦ - 2NT =invitational 4 card raise. X of transfer shows that suit / bid of transfer suit = take out
1NT OVERCALL (2nd /4th Live; Responses; Reopening)
15 - 17 HCP (bid as over 1NT opener)
11-14 HCP in protective (bid as over 1NT opener)
18-20 HCP in sandwich position (bid as over 1NT opener)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls = 6+ card suit and opening bid values
2NT - direct = 2 suited (lowest 2 unbid suits)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels Cue Major = other Major + minor: responses: 3♣ requires POC
Cue minor = at least 5-5 / 5-4 / 4-5 ♥+♠
2-suited overcalls have at least opening bid values
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi Landy - 2♣=♥+♠s; 2♦ = 1-suited major; 2♥/♠ = usually 5+ in major & 4+ unspecified minor (3♣ requires POC); 2♦ response to 2♣ = equal length ♥+♠s, Vs Strong NT as above but X = 6 card minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out X + Lebensohl (2NT = 0-7 bids @ 3 level = 8+pts X of 4♥ = t/o oriented; X of 4♠ = Penalty (4N = t/o)
Defence to Multi-2♦: X t/o (+ Lebensohl), suits natural 2N=15-18
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♥+♠s 1NT = ♣/♦s; suits = natural; jump overcalls = weak & natural
OVER OPPONENTS' TAKEOUT DOUBLE
System OFF: XX = 9+, other bids NF; 2NT = good raise + weak jump shifts in 3 suits available

LEADS AND SIGNALS			
	Lead	In Partner's Suit	
Suit	2 nd from bad suits / 4 th MUD Top of doubleton Tens usually count as H	Same but smallest from 3 small / Hxx x from Txxx	
NT	Same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax, AKx	Requires unblock	
King	Short or KQx or AK	KQTx(x)	
Queen	Short or (A)QJ	(A) QJ	
Jack	Short or (A / K) J10	(A / K) JT	
10	Short or 109	T9	
9	Short or 98	98	
Hi-X	Even No	Even No	
Lo-X	Odd No	Odd No	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Reverse Count*	High discourages that suit
Suit 2	Reverse Count	As Above	Reverse Count
3			SP - McKenney
NB		SP on Trumps	
NT1	Reverse Count	As Above	As Above
2			
Lead of A requires reverse attitude / lead of K requires reverse count.. * if helpful to partner. Falsecards Discards: small card encouraging or shows reverse count			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take Out X to 4♥ shape suitable or too strong for an overcall X of 4♠ = primarily penalty not expected to be pulled (4N = take-out of 4♠)			
X then simple change of suit following min partner bid = F1			
Reopen: X = 8+ (NV)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X to 3♠ = 8+pts- 10+pts @ 3 level & above			
Responsive / Support X + XX (♥/♠) to 3♠			
X of 2 suited overcall = penalty X of at least one implied suit			
XX = 9+pts (XX of own suit = SOS)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: IRELAND 10 February 2021
PLAYERS: Harold Curran Howard Kent-Webster 5001
SYSTEM SUMMARY GENERAL APPROACH AND STYLE
Five Card Majors / Strong NT / 2 over 1 GF*
* unless a passed hand or opponent intervenes
1♣ can be 1 - 1♦ response will not have 4♥/♠ if weak & 1♥/♠ may have longer ♦s if weak; 1NT = 6-9pts
Opener 1NT rebid = any 11-14 NT inc 4♥/♠ but will raise responder's ♥/♠ with 4♥/♠ or 3 & weak doubleton; Suit rebids = 5+♣ + 4 in new suit
over 1♥/♠ opening, INT response = forcing (F1) 5-12pts
1NT Opening: 15 - 17: May contain singleton Ace
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 NT opening may have singleton A
2NT over 1♣/♦ = 11/12pts + no 4 cd Major
2N response to t/o x of weak 2= Lebensohl
4♣/♦ - good 4♥/♠ openings (about 8 playing tricks)
DEFENSE TO 1NT X / OVERCALL
SYSTEM OFF: if X = penalty: XX requires 2♣ for POC If X =non-penalty: XX shows values X of natural overcalls = take-out 8+pts X of conventional overcalls show that suit
Lebensohl; slow arrival = no stop (see notes)
SPECIAL FORCING PASS SEQUENCES
When our side has bid constructively to game or shown game going values
IMPORTANT NOTES
Unassuming Cue Bids
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	1	3♠	Will be 2+ except with 4441 And ♦s <QTxx	1♥/♠ may conceal longer ♦ if weak; 1m-2m (10+=pts) = forcing to 2NT 3m weak (5-9 pts) denies 4♥/♠ 1N = 6-10 denies 4♥/♠ 2♦/♥/♠ = weak (3-7pts), 6 card suit; 2NT = 11/12pts no 4 card Major Splinters	suit rebids show 5+♣/4; raise of responder's suit = 3+ NT rebid = all balncd 11-14/18-19pts then 2/3♣ = Checkback; 4 th suit = GF (not 1♣-1♦-1♥-1♠). After 1m-2m: 2♥/♠ = 5+♣/4♥/♠; 2NT / 3NT = any 11-14 /18-19 'balanced'	Inverted Minor Raises DO NOT APPLY; 1♣ - 2♣ = 6-9pts + 5+♣
1♦		4	3♠		As above	As above substitute ♦ for ♣	As above substitute ♦ for ♣
1♥		5	3♠	Natural	1NT = 5-12pts forcing; may contain 3 card ♥ raise either 4-6pts (rebid 2♥) or good 3 card ♥ raise 10-12pts (rebid 3♥) 2♥ = 7-9pts + 3♥ / balanced 5-7+ 4♥; 2♠=WJS (3-7pts) 2NT = GF 4+♥ 3NT= 5♥ raise to 4♥ + 1 defensive trick 3♣ = 7-9pts 4+ card ♥ raise 3♦ = 10-12pts 4+ card ♥ raise 3♥ = 4-6pts + 4♥ can be weaker if 5+ Splinters	2♣/♦ over 1NT may be 3 card suit; 2♥ = 6♥ (+) After 2N - new suits @ 3 level natural with 2 of 3 top honours, 3♥ = stronger than 4♥; 3NT = 18-19 'balanced'; 4♥ = weak New suit at 4 level = single / void + slam interest	2/1 does not apply 1N = 5-9pts Drury (off after intervention) 2♣= 10/11 + 3 card support 2♦ = 10/11 + 4 card support
1♠		5	3♠	Natural	As above substitute ♠ for ♥	As above substitute ♠ for ♥	As above substitute ♠ for ♥
INT				15-17 Any Balanced but exceptionally may contain singleton A	2♣ 5 card puppet Stayman forcing to 2NT; 2♦/2♥/2♠/2NT = transfers* 3♣ = 6-4 ♣+ Major (GF) 3♦ = 6-4 ♦+ Major (GF)	1NT-2♣-2♦ = 15/16 not 5♥/♠ but 4♥/♠; 2♥/♠ = 5♥/♠; 2NT = 15/16 no 4/5 ♥/♠ 3N = good 16/17 + no 4 or 5♥/♠. Trfer breaks**: majors with 4 to 2N = max 3M = min; ♣/♦ complete with Qxx+	Puppet Stayman sequence * new suit after completed tf is GF ** after tf break: re-transfer / new suit is natural GF
2♣	Yes			Strong in unspecified suit or 23+ balanced	2♦ = relay / new suits = 5+ with 3 of top 5 honours; 2NT = 8-10pts balanced	Kokish 2♥ requires 2♠ then 2N* = 25/26 3N = 27+ balanced otherwise 2N* = 23/24 balanced	* responses and continuance as 2N opening
2♦		6		6+ suit (can be 5 in 3rd seat NV v V); 5-9 HCP; In 4th = 8 Playing Tricks F1 (2NT response = relay)	2NT enquiry show 'fragment' / feature New suit F1	3 new suit = Qxx + 8/9pts; 3♦ = min; 4♦ = 8/9pts + no outside feature.	
2♥		6			As above	As above substitute ♥ for ♦	
2♠		6			As above	As above substitute ♠ for ♥	
2NT		2		20-22 Balanced	3♣=5 card puppet stayman 3♦/3♥= tfer 3♠ = 5♠ +4♥ SA Texas 4♣/♦ = ♥/♠slam try	3NT is always to play; break RST tfer with 4+. SA Texas 4♥/♠= no slam int	
3♣		6		Normal pre-empt	New suits below game F1		HIGH LEVEL BIDDING
3♦		6		Normal pre-empt			4NT RKCB (30/41/2/2+QT)
3♥		6		Normal pre-empt			DOPI ROPI (D=0, P=1)
3♠		6		Normal pre-empt			5NT K enquiry
3NT	Yes			7+ solid minor <K outside		4/5♣ = POC; 4♦=? shortage; 4♥/♠= natural	4NT = no singleton or void
4♣	Yes	0		Good 4♥ opening	4♦ slam try		6N= 2 Kings
4♦	Yes	0		Good 4♠ opening	4♥ slam try		Minorwood