

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Mainly natural and non-forcing
Change of suit by partner forcing if there is no intervention
Weak jump overcalls at 2 and 3 level
Reopening does not promise 5 card suit
Otherwise virtually all overcalls are 5+cards
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat 15-17, responses as opener
4 <sup>th</sup> seat 10-14, responses as opener (unless 1 <sup>st</sup> seat bids again)
4 <sup>th</sup> seat after 2 opposing bids = 18-20 balanced
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 2s and 3s (see above)
Ghestem (as above)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem
Jump asks for stop for 3NT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Cappeletti Weak: double penalties, 2♣ single suiter, 2♦ majors, 2M major and minor, 2NT minors. Strong: double single suiter, 2♣ majors, 2♦ minors, 2M as for weak NT.
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double takeout-common sense and "Law" applying at higher levels
NT normally natural
Cue bids undiscussed
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 2♦ undiscussed
Over strong 1♣ weak jumps
Weak jumps otherwise
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble =9+ and suggests no fit, suits forcing
Double raise in major 6-9 pts and 4 cards
2NT/3NT sound raise to 3/4

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> 5 <sup>th</sup> 4 <sup>th</sup> from 6	3 <sup>rd</sup> if available	
NT	As above	As above	
Subse	Usually remaining count	Usually remaining count	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	May hold K but also attitude	Same	
King	May hold A but also count	Same	
Queen	Promises J,10 or K	Same	
Jack	Promises 10,9 or Q	Same	
10	As above	Same	
9	As above	Same	
Hi-X	Doubleton/4/6	Same	
Lo-X	3/5	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	SP
Suit 2	Standard Count		
3			
1	As above	As above	As above
NT 2			
3			
Signals (including Trumps):			
Reverse attitude and standard count Smith Peters			
Suit Preference in trump suit, Smith Peters			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light/distributional			
Jumps NF			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
As a rule, are values not penalties			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO:</b>
<b>PLAYERS: John Ferguson/Tony Kelly</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Standard American with 5542
Strong No Trump; Five Card Majors
1♦ natural, 1♣ may be 2
Weak Twos and Threes
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Bergen and Inverted Minors off in competition
System off over a double
<b>PSYCHICS: rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONS♥ES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	4♥	May be 2	Inverted raises 4 Jump shift weak,		
1♦		4	4♥	Four	As above		
1♥		5	4♥	May be balanced	1NT 6-9 2nt inv + heart raise	Opener bids their hand	
1♠		5	4♥	May be balanced	Double jump are splinters		
INT				15-17 balanced	2♣ 5 Card Stayman, 2♦/2♥ transfer to H/S 2♠/2NT transfer to ♣/♦	Break transfer Complete with 3+ to honour Usually cues	
2♣	✓	0		FTG unless 2 NT rebid (25-26)	2♦ 7 or waiting 2NT 8-10 points balanced hand Suits 5+ cards 8+ HCP (at least A and K)	2NT 23/24 balanced system on 3NT 25/26 balanced Suit bid good 5+ card suit See notes for responses to 20-22 NT or 8 playing trick hand	
2♦		0		Either weak 2in H or S or 23/24 bal	2H/S to play 2NT enquiry 2NT forcing -suggests suit support	Support new suit or rebid feature	
2♥		5		6-10 5 hearts and another 5 card suit	2nt Forcing enquiring 2x pass or correct	As 2D	
2♠		5		6-10 + another 5 card suit	As 2H	As 2D	
2NT				20-22 balanced	3 C Puppet Stayman, Transfers 3D/3H,3S minors 4 minor slams try	Over Puppet Stayman 3D 4 M 3NT denies 5 Over 4 minor 4NT is weakest bid	
3♣		7		5-9 weak			
3♦		7		5-9 weak			
3♥		7		5-9 weak			
3♠		7		5-9 weak			
3NT				Solid 7+ minor, little else	4♣ /5♣ = pass or convert		
4♣		8		Pre-empt			
4♦		8		Pre-empt			
4♥		7+		Better pre-empt			
4♠		7+		As above			
4NT				Specific Ace ask	5♣ = none, 5NT = 2		
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				RKCB (0314)	
5♥		8				DOPI and ROPI	
5♠		8				GSF	

