

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Reasonable suit 8-15 hcp at 1 level,
Good suit (usually 6 card) 10-15 hcp at 2 level.
Unassuming Cue Bid.
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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
INT direct=15-17 hcp. Stayman, Transfers, 2♠=8hcp, 2NT=9hcp
3♣/♦=6 card suit, 2 top honours;
Extended Helvic, Lebensohl (SANS)
INT protective=10-13 hcp. Systems on, as above.
JUMP OVERCALLS (Style; Responses; Unusual NT)
6 cd suit, 6-10 hcp N/V, 11-15 hcp Vul;
Unusual 2NT with 5/5 in 2 lowest suits 8+hcp N/V, 10+hcp Vul.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue (Michaels) = 5/5+ in suits, 6+hcp N/V or 8+hcp Vul
(1♣) (possibly short, not 16+) 2♣ is still Michaels.
(1♦) Precision/Blue Club, 2♦ is Michaels as 1♦ is often diamonds
(1♦) Artificial, 2♦ = 5-card diamonds, opening hand
VS. NT (vs. Strong/Weak; Reopening; PH)
Pottage; Dbl = penalty, 2♣ = 6-card undisclosed suit; 2♦ = relay.
2♦ = majors; 2♥ = Hearts/minor, 2♠ = Spades/minor
2NT = Minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural overcalls; 3NT to play; Dbl for take out, 16+hcp;
Strong Michaels Cue.
Dixon defence to Multi 2♦: In 2 nd hand: Dbl = Diamonds, 2NT
20-22hcp, Suit = very strong; In 4 th /6 th hand: Dbl = T/O, 2NT
= 16-19hcp, Suit = 12+hcp, 5 card suit
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
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.
OVER OPPONENTS' TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Top of sequence or internal sequence, 4 th highest, MUD	Top of sequence or internal sequence, MUD Low from 3+ to honour	
NT	Top of sequence or internal sequence, 4 th 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:			
LEADS			
Lead	Vs. Suit	Vs. NT	
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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
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			
Signals (including Trumps):			
Honour discard (incl 10) commands that suit			
Otherwise, Hi-Lo = even suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Negative Doubles up to and including 3♠.			
Cue bid response is F1 and asks for stop in opposition suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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:			
Double = good 5+ card suit in cipher suit, 10+hcp,			
Their cipher suit = take out into other 3 suits, 12+hcp.			
DOPI and ROPI			

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

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. Splinters.	1NT rebid=12-16, 2♣ Crowhurst 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. Splinters.	(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. Splinters.	(as above) After 2-over-1 2NT=12-14, 3NT =15-19.		
1♠		5	3♥	Natural	2-over-1 = F1. 2NT = 10-12hcp. Splinters	(as above) After 2-over-1 2NT=12-14, 3NT =15-19.		
INT				Weak (11) 12 - 14hcp.	Stayman; Roman Gerber; Transfers; 2♠=11 hcp; 2NT=12hcp; 3♣/♦=3NT try; 4♦=to play in 5♣/♦	Extended Stayman , use Stayman to play in weak minor. Lebensohl (SANS)		
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 Stayman & Transfers over 2NT rebid 3♠ = 5/4 ♠/♥ 2♥/♠ or 3♣/♦ rebid may be passed.		
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 Stayman & Transfers Over 2NT: 3♣/♥ = hearts, 3♦/♠ = spades. 4♣/♦/♥/♠ = 5/4/4/0 or 4/4/4/1 as above		
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 Stayman and Transfers; 3♠ = 5/4 ♠/♥			
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.		HIGH LEVEL BIDDING		
4♦		7						
4♥		7						
4♠		7						
4NT	√			Specific Ace ask.	5♣ = 0, 5♦/♥/♠ = that ace, 6♣ = ♣ace, 5NT= 2 aces	4NT= RKCB. 0/3; 1/4; 2/5 without trump Q; 2/5 with trump Q		
5♣		8				RKCB used in auctions where Stayman or Transfers are used over an opening NT, including where there is no explicit suit agreement.		
5♦		8				After RKCB , 5NT asks for second round control (lowest king or singleton)		
5♥		8				4♣= Roman Gerber for NT contracts. 0/3; 1/4; 2 same colour/rank; 2 different		
5♠		8				After Roman Gerber , 5♣ asks for Kings. Same responses as for 4♣		
						DOPI and ROPI		

