

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Aggressive style. May be 4 cards at 1-level with HHxx.
Raises are PRE, cue usually has 3-card support.
2NT over 1M (with or without intervention) shows 4-card support.
Jump responses are FIT, jump cue is mixed raise.
New suit F at 1, 3 level & 2 over 2, constructive 2 over 1.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd ; 17-19 4 th live.
Responses as to 1NT opening.
11-15 reopening.
Responses as to 1NT opening but 2♣ asks range and Ms.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT = two lowest unbid suits (then cue FG, jumps INV) [14]
3♣ = ♠ + M over M, ♠ + m over m [14]
Reopen: Intermediate (about 11-15, 6+ cards). 2NT 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = MM over 1m, ♣ + M over 1M [14]
Responses: cue FG agreeing major, 2NT = game try/FG with minor
Jump cue asks stopper
1♥-4♥ = good 4♠, 1♠-4♠ = good 5m, 1m-4m = good 4M
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ both majors, 2♦ one major, 2M suit plus minor, 2NT minors or any strong two-suiter. [17]
After 2♣, 2♦ asks for longer M. After 2♦, M=P/C.
Double PEN v 14-16 or weaker. Dble by passed hand & v strong NT = 5m and 4M
After 1NT - P - 3NT, 4C/D = Ms (linking longer)
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O. Over double of weak 2, 2NT = LEB, 3x = INV.
NT=NAT, system on (over 2NT), 4♣ Stayman, 4♦=sign off in M, ♥/♠ NAT INV (over 3NT).
Leaping Michaels, cue asks stopper v weak 2M, majors over 2D
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
v 1♣, X=♥, 1♦=♠, 1♥/♠/NT CRASH. Weak jumps. 2NT any two-suiter, usually 6-5 or better. v 1♣-1♦, X=Ms 1NT=ms.
v 2♣-2♦, X shows diamonds, 2♣-X = clubs
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, PEN-seeking. Over 1♦/♥/♠, 2NT = sound raise to 3+.
Over 1♣, transfers, 1♠ = 4+-4+ ms, 2NT = 5-5 ms.
Raises are PRE, jumps are FIT with 4+-card support.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partners suit*	
Suit	4 th (2 nd from bad suits)	3 rd & 5 th /attitude	
NT	4 th (2 nd from bad suits)	3 rd & 5 th /attitude	
Subseq	Same	Same	
Other: King for count, ace for attitude. 6 th best if we have shown 5+.			
* 3 rd & 5 th if we have not supported or at 5 level & higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) or AK(+) asks ATT	Usually AK, asks ATT	
King	KQ(+) or AK(+) asks CT	Asks CT/UNB	
Queen	QJ(+)	KQ(+), QJ(+), asks ATT	
Jack	(K)J10(+)	(A or K)J10(+)	
10	(H)109(+)	H109(+), 109(+)	
9	Shortage (9/9x) or H98(+)	9x, H98(+)	
Hi-X	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxX, HxxX(+)	HxX, HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = E	Hi = E	Hi = E
Suit 2	Hi = ENC	SP	SP
3	SP		
1	Hi = E	Hi = E but see below	Hi = E but see below
NT 2	Hi = ENC	SP	SP
3	SP		
Signals (including Trumps):			
Mostly SP in trumps. Smith Peter on declarer's first lead v NT (if we show out, low encourages the suit led).			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasis majors, minors unclear. May be weak if shape-suitable.			
After a short 1♣/1♦ opening, double could be weak NT type			
Reopening double may be a king weaker.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low-level doubles are T/O or we have redoubled to show strength. [2]			
If we have bid and raised a suit, MAX doubles apply.			
After a T/O double, responsive doubles apply to 4♦ and usually deny an unbid M (if both are unbid, doubles show none or both).			
Support doubles after 1♣-(P)-1♦/♥-non-jump. [2]			
1NT - P - 3NT - Dble asks for a spade			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Nicola Smith, Sally Brock
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1NT = 15-17
Five-card majors; 1♣ NAT or BAL or 4-4-4-1 11-15; 1♦ 4+ ♦s
Transfer responses to 1♣ opening [1]
2♣ opening = weak 2♦ or Acol
2♦ opening = weak only Multi
2♥/♠ = NAT, 7-12, according to position and vulnerability
Initial actions fairly sound
2/1 natural (except 1M-2♣), does not promise rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ NAT or BAL outside NT range, or 4-4-4-1 11-15.
Transfer responses at 1 level [1]
2♣ opening = weak 2♦ or Acol
2♦ opening = Multi (weaker 2♥/♠ - can be passed)
2♥/2♠ opening = 'good' weak two (7-12)
3NT strong 4M opening (solid/semi-solid suit), to play 3 rd & 4 th
1M-3♦ limit raise of major, 1M-3M PRE
Transfers after major-suit intervention over 1♣ or 1NT [3]
SPECIAL FORCING PASS SEQUENCES
After (1NT up to 16) X (2m) pass is F (X is PEN)
If we bid to game constructively, pass is F
IMPORTANT NOTES
In high-level auctions, a new suit is assumed to show a fit for partner and may be only lead-directing.
PSYCHICS: Almost never, no specific types

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	1	4♦	All weak NTs open 1♣ unless 5M May be 4-4-4-1 11-14.	1♦=♥, 1♥=♠, 1♠=BAL or minor(s), 1NT=NAT, 8-10, 2♣ FG with 4+♣, 2♦=FG, 5+♦+other suit, 3♣=5-9 6♣ [1] [2] [3] [4]	1♣-1♦/1♥-1♥/1♠ = weak NT approx. 1♣-1♦/1♥-1NT = F (usually 18-19 BAL) 1♣-1♦/1♥-3♦ = BAL raise	2♣ constructive NF Fit jumps
1♦		4	4♣	Natural, 5 cards unless 4-4-4-1 (15+)	Natural, 2NT FG with ♦, 3♣ = limit raise SPL (10-12) [5]	1♦ - 1M - 1NT = ART 15+, then 2♣/♦ relay 1♦ - 1M - 2NT = good raise +	Fit jumps (not 3♣)
1♥		5	4♦	Natural	2♣ NAT or 3-card limit raise, 2NT FG with ♥, [6] 3♦ = limit raise, 3♠ = any SPL (10-12), 3NT/4♣/♦ = void	Transfers after 1NT response [7] 1♥ - 1♠ - 1NT = 12-16 1♥ - 2♥ - 2♠/1♠ - 2♠ - 2NT = any game try	Fit jumps 2NT = 4-card limit raise + cue = 3-card raise + Double jump = splinter
1♠		5	4♦	Natural	As 1♥, (3NT = any SPL), 4♣/♦/♥ = void	2-way Checkback	
1NT			4♦	15-17 May have 6m, rarely 5M May have singleton	2♣ STAY, 2♦=♥ or balanced slam try 2♥ = ♠, 2♠ = ♣, 2NT = ♦ 3♣=5-4 minors, 3♦=5♠5♥FG, 3M=natural slam try, 4♣ Gerber, 4♦ = ♥, 4♥ = ♠ [8] [9]	2♣-2♦-2♥/2♠=5-4 INV, 3♥/♠ Ms FG 2♦-2♥-2♠ balanced slam try 2♠/NT-3♣/♦ = fit New suit FG after TRF, jump auto-SPL	3x INV, good suit
2♣	Yes	0		Weak 2♦ or 23+ balanced or any FG	2♦ to play facing diamonds, 2♥/♠ = INV, NF, 2NT = relay, 3♦ = preempt, 3♥/♠ = F [10]	2♦ - 2NT = 3♣ = singleton somewhere (then 3♦ asks), 3♦ = min, 3♥/♠ = (semi-)stopper, 3NT = 2 top honours. 2♣-2♦-2♥ = Kokish	
2♦	Yes		2♠	Weak 2♥/♠, 0-8 HCP, may be 5-card suit NV 1 st & 3 rd NAT in 4th	Bids of majors = pass or correct, 2NT relay, 3♣ = strong with clubs or hearts, 3♦ = strong with diamonds or spades [11]	2♦-2NT = relay	
2♥		6		Good weak 2, 7-12 HCP Sounder vul & 2 nd seat	2♠ = INV, 2NT = relay, 3♣/♦ = INV, 3♠=NAT F [12]	2♥-2NT = relay	
2♠		6		Good weak 2, 7-12 HCP Sounder vul & 2 nd seat	2NT = relay, 3♣/♦ = INV, 3♥=NAT F [13]	2♠-2NT = relay	
2NT			4♦	20-22 balanced	3♣ PUP STAY, 3♦ = ♥, 3♥ = ♠ 3♠ minors, 4♣/♦ = ♥/♠ (slammy), 4♥/♠ = mildly INV	2NT-3♣-3♦=4M (then 3♥=4♠, 3♠=4♥, 4♣=♥+♠ slammy, 4♦=♥+♠ weak), 2NT- 3♣-3♥=no M, 2NT-3♣-3♠/3NT=5♠/5♥	
3♣		(6) 7		PRE, new suit F vul (NF NV) unless game	New suit 3 level NV = INV, NF, VUL = F		
3♦		(6) 7			New suit 3 level NV = INV, NF, VUL = F		
3♥		(6) 7			New suit 3 level NV = INV, NF, VUL = F		
3♠		(6) 7					
3NT	Yes			Solid/semi-solid M, trick stronger than opening 4♥/♠ To play 3 rd & 4th	4♣ asks partner to transfer their suit (then bid suit want controlled), 4♦ to bid their suit		
4♣		7		Natural, PRE	4♦ = general try, 4M = to play		
4♦		7			5♣ = general try, 4M = to play		
4♥		7			All bids agree M, bid suit want controlled		
4♠		7			All bids agree M, bid suit want controlled		
4NT	Yes			Both minors		HIGH LEVEL BIDDING	
5♣ / 5♦				Natural PRE		RKCB (3041). Gerber over 1NT. DOPL.	
5♥ / ♠				Asks for A or K		4NT is not RKCB when: no suit agreed (but a force then 4NT agrees responder's suit); a raise of NT; a response to 4SF; in minor-suit auctions where we have bid 3NT and not co-operated. Voidwood.	

SUPPLEMENTARY NOTES: NICOLA SMITH & SALLY BROCK

[Note 1] Transfer responses to 1♣. 1♦=4+♥, 1♥=4+♠, 1♠=BAL, or minor(s), 1NT=NAT, 2♣=FG, 4+♣, 2♦=FG, 5+♦ +other suit, 2♥/♠=NAT, FG, 2NT=NAT, 3♣=6+♣, 5-9, higher =PRE.

e.g. after 1♣-1♦:

1♥=weak NT (approx) fewer than 4♥ (usually) (then 1♠=transfer to 1NT, 1NT=NF, 4♠).

1♠=NAT. 1NT=F, usually 18-19 BAL but can be other. 2♣=NAT. 2♦=15+ UNBAL 3♥. 2♥=weak NT (approx)

4♥. 2♠=NAT FG. 2NT=16+ ♥ fit. 3♣=NAT 14-16. 3♦=NAT BAL 4♥. 3♥=limit raise with clubs. 3♠=any singleton <16HCP. 3NT <16HCP void ♠. 4♣=6-4 F. 4♦=<16HCP void ♦

[Note 2] After 1♣-P-1♦/♥-simple overcall, X shows three-card support. After 1♣-Pass-1Z-Double, XX/1NT are both strong. Otherwise after change of suit response X is T/O. If we respond 1NT then X of intervention is still T/O.

[Note 3] If opponents come in over 1♣ with 1♥, 1♠=4+. 1NT=NAT, 2♣=♦, 2♦=stopper ask (F2NT), 2♥=♣, 2♠=NAT weak, 2NT=NAT, After 1♠, 1NT=NAT, 2♣=♦, 2♦=♥, 2♥=stopper ask (F2NT), 2♠=♣. After 1♣-2♥, 2♠=NAT, NF, 2NT=♣, 3♣=♦, 3♦=short ♥, 3♥=♠, 3♠=stopper ask. After 1♣-2♠, 2NT=♣, 3♣=♦, 3♦=♥, 3♥=short spade, 3♠=stopper ask. 1♣-1♥-3♥ and 1♣-1♠-3♠ = command to bid 3NT. If opponents come in with 1NT overcall, defence as 1NT opening (see Note 9).

[Note 4] After 1NT rebid following 1♣ opening and 1♦/♥ response, 2♣ forces 2♦ (which may be passed) and subsequent bids are INV. 2♦ is ART FG and subsequent bids are NAT. After 1♥-1♠-1NT (12-16), 2♣=INV relay (then 2♦=15-16, others weak), 2♦=FG relay (2♥=15-16, others = weak). 1x-1y-1NT-2NT=puppet to 3♣.

[Note 5] After 1♦-1M, 1NT rebid = ART, F, 15+HCP. Then 2♣/2♦=INV/FG relays. 1♦-1M-2NT=16+, fit.

[Note 6] 1M-2NT=FG, 4+ support. Then new suit=NAT (next step asks for shortage). Jump in new suit =void. 4 suit opened = weak, 3 suit opened=6-card suit, 3NT=5332 controlly. After interference: Pass/4M show no control, double=queen, others promise control.

[Note 7] After 1M-1NT openers rebid is XFER. (1♥-1NT-2♣=♦, 2♦=6♥+4♠ INV or 6+♥) After 1♥-1NT-2♦-2♥, opener may rebid 2NT with 6♥322 17+ or 3any with 6♥331 short in bid suit. 1♥-1NT-2♥=4♣ NF (then 2♠=3♣ 1♠ MAX, 2NT=MAX ♣ fit, 3♣=MIN ♣ fit). 2♠=FG reverse. 2NT=NAT. 3any NAT FG. 3♥=strong NF good suit. After 1♠-1NT-2♦=♥, 1♠-1NT-2♠=♣, otherwise as over 1♥ (but 1♠-1NT-2♥ always shows 6+).

[Note 8] After 1NT opening: 2♣=Stayman, 2♦=♥ or FG BAL, 2♥=♠, 2♠=♣, 2NT=♦, 3♣=5+4+ minors (usually 3-1, then bid fragment), 3♦=5♠5♥ FG, 3♥/♠=NAT slam tries (then 1st step = doubleton), 4♣=Gerber, 4♦/♥=transfers (usually no slam interest).

[Note 9] If Oppo come in over 1NT with NAT overcall then X=TO. 2NT&up = transfers. [Note 3] If they intervene with an ART overcall then X=values for 2NT+ and cues of suits shown = T/O. If Oppo intervene with 2♣ showing an unspecified suit then X=Stayman, other bids as if no intervention.

[Note 10] 2♣-2NT-3♣=unspecified singleton (3♦ asks, 3♥/♠/3NT=♣/♥/♠). 3♦=min. 3♥/♠=stopper. 3NT=2 top honours.

2♣-2♦-2♥=Kokish, 23-24 BAL or NAT. 2♣-2♦-2NT=25+. 2♣-2♦-3M=4M+5♦

[Note 11] 2♦-2NT-3♣=5-card M only (NV) or poor suit (V), then 3♦ asks (3♥=♠, 3♠=♥), or 3♥/♠ = P/C. 2♦-2NT-3♦/♥=♥/♠, then 3♥/♠=NF. 2♦-2NT-3NT=2 top honours. 2♦-2NT-3♠=♠ MAX+SPL (4♣ asks, 4♦/♥/♠=♣/♦/♥). 2♦-2NT-4♣/♦/♥=♥ MAX + SPL♣/♦/♠

[Note 12] 2♥-2NT-3♣=4-card side suit, then 3♦ asks (3♥/♠/NT=♣/♦/♠). 2♥-2NT-3♦=side singleton, then 3♥ asks (3♠/3NT/4♣=♣/♦/♠). 2♥-2NT-3♥=MIN. 2♥-2NT-3♠=OK. 2♥-2NT-3NT=2 top honours. 2♥-2NT-4♣/♦/♥=MAX, good suit, SPL♣/♦/♠.

[Note 13] 2♠-2NT-3♣=4-card side suit, then 3♦ asks (3♥/♠/NT=♣/♦/♥). 2♠-2NT-3♦=side singleton, then 3♥ asks (3♠/3NT/4♣=♣/♦/♥). 2♠-2NT-3♥=OK. 2♠-2NT-3♠=MIN. 2♠-2NT-3NT=AKQxxx. 2♠-2NT-4♣/♦/♥=MAX, good suit, SPL♣/♦/♥.

[Note 14] 2 suited overcalls: Cue=majors over 1m, clubs + M over 1M; 2NT=2 lowest; 3♣=♠ + m over 1m, ♦ + M over 1M. Strength varies according to vulnerability. Suits will be good. In response a cue is FG (agreeing the major is there is a major/minor), jumps are INV. A bid of the 4th suit=NAT and NF. 2NT, where available, is either a game try or F with the minor.

[Note 15] DEF to NAMYATS & similar X=light T/O of suit held, cue=strong T/O, 4NT=2 suits, pass then X STR BAL

[Note 16] DEF to 2 suited overcalls: If both suits are known higher cue is good raise in partner's suit (if there is only one cue below 3 of suit opened, then the cue shows support), lower cue = 3-card support if a major has been opened, or lower cue=NEG X style hand if opening is in a minor. Raise of opener's suit = NAT and Competitive. After 1♣-2♣, 2♥=ms competitive, 2♠=ms FG

[Note 17] DEF to 1NT opening and 1NT overcall after a 1♣ opener: 2♣=♥+♠, 2♦=1 major, 2♥/♠=NAT + minor. Double by passed hand =5m4M (not after 1♣ opener). Same over 2NT opening.

[Note 18] In response to a direct T/O X a cue of a minor may be 6-9 with both majors and not promise a rebid, a cue of a major may be 8-10 with both minors and not promise a rebid.