

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound 2 over 1
Fit jumps
UCB
2NT good raise
Leaping and non-leaping Michaels, see notes
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18), responses as after opening 1NT
Reopening: 11-14 over 1m, responses as over opening 1NT
Reopening; 11-16 over 1M, 2♠ is range ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suited: weak, usually 6-cards
2-suited: 2NT lowest two unbid suits but 19-21 BAL in 4th
Reopen: Intermediate – six card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1x-2x two highest unbid suits
1x-3x asks for stop for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
2♠ is 4♥ and longer other or 5+ ♥
2♦ is 4♣ and longer other or 5+ ♣
2♥ is 5♥ and 4+ m
2♠ is 5♠ and 4+ m
2NT is game forcing two suited or weak with minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs WK 2 DBL is T/O+Lebensohl, leaping Michaels, see notes
Vs WK 3 DBL is T/O, non-leaping Michaels, 3NT to play then 4♣ is Baron and 4♦ is transfer to M, 4M constructive
Vs 4 level openings x is valus
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1♣ vs Polish 1♣ or similar, P then DBL is 15-17
DBL is ♥, 1♦ is ♠ DBL is weak NT or 18+, 1♦ is one M
1♥, 1♠, 1NT is two suited (CRO); 2 any is one or six of bid suit
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL is 9+; new suit is F1; jump in new suit is fit;
Jump raise is pre-emptive; 2NT is good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	A,2,4	Low from xxx	
NT	Strong K,10,9	Low from xxx	
Subseq	A,2,4	Low from xxx	
Other: K asks for CT, A or Q asks for ATT			
Vs NT Q may be from weak KQ holding			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AK(x...)	AK(x...)	
King	AK(x...) or KQ(J)(...)	KQJxx, KQ10xx, AKQxx , AKJxx	
Queen	QJ(x...), Qx	QJ(10), KQx(...), KQJx	
Jack	J10(x...), Jx	J10(9...)	
10	109(x...), 10x	A(or K)J10(x...) or 109(x...)	
9	98(x...), 9x	A,K or Q109(x...) or 98(x...). 9x	
Hi-X	(x)x, x(x)x, x(x)xx	(x)x, x(x)x, x(x)xx	
Lo-X	Hx(x), Hxx(x)	Hx(x), Hxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HELO (HELD)	HELO (s/p)	HELD
Suit 2	HELO (HELD)	HELO (s/p)	HELO
3	HELO (HELD)	HELO	HELO
1	HELO (HELD)	Smith peter	HELD
NT 2	HELO (HELD)	HELO (s/p)	HELO
3	HELO (HELD)	HELO (s/p)	HELO
Signals (including Trumps): HELD, Smith peter (see notes)			
Trumps Hi-lo shows interest in ruff or McKenney			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout to 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try DBLs			
Co-operative DBLs			
Rosenkrantz RDBLs, see notes			
RDBL of 3NT shows doubt			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Wales
PLAYERS: Tim Rees, Gary Jones
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol with weak twos in ♦, ♥ and ♠ but Acol twos in 4th
4 card majors
Generally open lower of two 4 card suits
2 over 1 responses 9+
1NT opening 12-14 but 15-17 3rd
Frequent use of non-PEN DBL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
(1NT)-DBL-(2♣ or 2♦)-PASS is F
IMPORTANT NOTES
After 1NT rebid then 2♠ is checkback
After 1x-2y-2NT-3♣ is checkback, 3♦ shows max.
After 1NT-2♠(NT)-3♣(3♦) shows fit; 3x shows suit
After 1NT-2♠(NT)-2NT(♣) denies fit; then 3x shows suit
Halmic after 1NT-DBL
Good-Bad 2NT in some competitive situations
1x-p-2y-p-3NT = 6x, 17/19 hcp
1x-1y-p-2NT = 4 card raise
1x-2y-p-2NT = natural
1m-p-1M-p-2M-p-2NT is forcing
1x-2x-higher cue = ucb
1x-2x-lower cue = 5 other + tolerance for x
3x-3NT-p-4♣ is Baron, 4♦ is Flint, 4♥,4♠,5♠,5♦ are slam tries
PSYCHICS: Rare

