

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level
Resp. to 1M: Cue = 10+, 3 supp; 2NT = 10+, 4+ supp;
Jump raise = Pre-emptive; Jump cue = 7-9, 4+ supp; 1NT = Nat;
New suit = F1; Jump shift = 10+, Fit; Double jump shift = Splinter
Resp. to 2m: As above except: Cue = 10+, 3+ supp; 2NT = Nat;
Jump cue = Splinter
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: (15) 16-18; Protective: 11-14; Sandwich: 16-19
1NT system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suit = 3-9 [Raise = Pre-emptive; 2NT = Feature ask] (direct);
12-16 (4th)
2NT = 10+, Lowest two unbid suits (direct);
19-21 (4th) [2NT system on]
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = 10+, 5/5 majors
(1M) 2M = 10+, 5OM/5m [2NT = Enquiry; 3♣ = P/C]
(1x) 3x = Stopper ask
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = Majors [2♦ = Asks for better major]
2♦ = 6(5)+ major [2♥ = P/C]
2M = 5M/4m [2NT = Enquiry; 3♣ = P/C]
2NT = Minors
Jump = Weak
X = Penalty by unpassed hand vs Weak NT;
X = 4M/5m vs Strong NT or by passed hand
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Weak Two: X = T/O with Lebensohl; 2NT = 16-18 (13-16 thin 4); Cue = Stopper ask;
Weak Three: X = T/O; 3NT = Natural [4♣ = Range enquiry
4♦ = Sign off in a suit; 4M = Slam try]; (3M) 4NT = Minors;
Leaping and Non-leaping Michaels: Majors or Major and Minor
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS Strong 1♣: 1♦ = ♦+♥; 1♥ = ♥+♠; 1♠ = ♠+♣; 1NT = ♣+♦;
2♣ = ♣+♥; X = ♦+♠
VS 2♣: X = ♥+♠; 2NT = ♣+♦;
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+, penalty seeking; 2NT = 10+, 4+ supp; Jump = Fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /low	
NT	2 nd /4th	2 nd /4th	
Subseq	Attitude possible	Attitude possible	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); A(+)	AK(+); A(+)	
King	KQ(+); Kx	Asks for count or unblock	
Queen	AKQ(+); QJ(+); Qx	KQ(+); QJ(10/9)(+); Qx	
Jack	(K)J10(+); Jx	(A)(K)J10(+); Jx	
10	H(H)109(+); 109(+); 10x	H(H)109(+); 109(+); 10x	
9	H98(+), KJ98(+); 9x	H(H)98(+); 9x	
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 = Discouraging	Hi = Even	Hi = Discouraging
Suit 2	Hi = Even	S/P	Hi = Even
3	S/P		S/P
1	Hi = Discouraging	Smith	Hi = Discouraging
NT 2	Hi = Even	Hi = Even	Hi = Even
3	S/P	S/P	S/P
Signals (including Trumps):			
Smith: Hi = Encourages continuation on both sides			
S/P possible where required including in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally takeout, passed more often at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try; Lightner; Lead directing			
Support doubles			
1♣ (1♦) X = 4+♥; 1♠ (1♥) X = 4+♠			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Toby Nonnenmacher and Kyle Lam
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing except direct rebid
15-17 1NT opening; 5 card majors
Transfer responses to 1♣
Wide-ranging (5-11 HCP) 1NT response to 1♠/♠/♠
3 Weak Twos
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Lebensohl
2NT - 3♣ - 3NT: Stopper
3NT direct: No Stopper
Weak jump shifts at 2 level
1M ;3♣ = 9+, 3+M; 1M 3♦ = 7-9, 4+M
Transfer responses to 1♣
SPECIAL FORCING PASS SEQUENCES
(1NT) X (2m) P = Forcing
IMPORTANT NOTES
PSYCHICS: Infrequent

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	10+, nat or bal without 5-card M	1♦ = 4+♥; 1♥ = 4+♠; 1♠ = No 4-card M; 1NT = FG♣; 2♣ = FG♦	Completing transfer shows 12-14 bal	
1♦		4	4♥	10+, unbalanced or 12-14 bal with 5♦	Inverted Minors: 2D stronger than 3D 1NT = F1; 2/1 = FG; 2M = 4-8, 6+M; Splinters	1♦-1M-1NT = 12-14 bal	Fit Jumps
1♥		5	4♦	10+	2♥ = 5-9; 2NT = FG, 4+ supp; 1NT = 5-11; 3♣ = 9-11, 3+♥; 3♦ = 7-9, 4+♥; Splinters		Fit Jumps, 2♣/2♦ by passed hand = max 3♥/4+♥
1♠		5	4♥	10+	2♠ = 5-9; 2NT = FG, 4+ supp; 1NT = 5-11; 3♣ = 9-11, 3+♠; 3♦ = 7-9, 4+♠; Splinters		Fit Jumps, 2♣/2♦ by passed hand = max 3♠/4+♠
INT				15-17, (5422)/6m(322) possible	2♣ = Stayman; Transfers; 3♣ = FG, minors; 3♦ = 5 card stayman; 3M = Splinter		
2♣	X			Game forcing or 22-24 bal	2♦ = Relay; 2♥/2♠/3♣/3♦ = Nat, FG; 2NT = 8-11	Kokish	
2♦		5		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask; 2M = F1		
2♥		5		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask; 2♠ = F1		
2♠		5		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask;		
2NT				20-21, (5422)/6m(322) possible	3♣ = Stayman; 3♦/♥ = Transfer; 3♠ = Minors; 4♣/♦/♥/♠ = Nat slam try	2NT-3♣-3♦-3M = 5OM/4M, FG	
3♣		6		Pre-emptive (11-14 in 4 th)			
3♦		6		Pre-emptive (11-14 in 4 th)			
3♥		6		Pre-emptive (11-14 in 4 th)			
3♠		6		Pre-emptive (11-14 in 4 th)			
3NT	X			Good 4M opening	4♣ = Slam interest; 4♦ = Asks for major		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X			Specific ace ask	5♣ = 0 aces; 5♦/5♥/5♠/6♣ = That ace; 5NT = 2 aces		
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		RKCB 1430– then 5NT asks for specific kings	
5♥		7		Pre-emptive		EKCB 0314– then 1st step asks for queen of trumps; 2nd step asks for specific kings	
5♠		7		Pre-emptive		EKCB applies after a jump higher than game; jumps below game are splinters After intervention: X = 0/3; P = 1/4; 1st step = 2; 2nd step = 2 + queen of trumps. After intervention higher ranking than trump suit: X = even; P = odd	