

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level, Reopening)
Sound at 2-level (generally 10+), could be good 4-card suit at the 1-level (generally 6-17), either a good hand or good suit
Responses: 1/1 = F1, 2/1 = NF, 2/2 = F1; jump raise = pre-emptive; cue = raise; 2NT = 4+card raise for major, natural for minor; jump = fit (or strong if no forcing bid available); double jump = splinter; bids at game-level = to play. Transfers after they double our 1M overcall.
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
Direct = (15)16-18, protective = 11-14
Responses as after 1NT opener
JUMP OVERCALLS (Style, Responses, Unusual NT)
Direct: weak (generally 3-9 NV, 5-10 V, wide-ranging opposite a passed hand), 2NT = lowest two unbid suits (any range)
Protective: intermediate (13-16, 6-card suit), 2NT = 19-21 balanced
DIRECT & JUMP CUE BIDS (Style, Response, Reopen)
Michaels (5/5+ 9+): (1m)-2m = majors (2NT is raise of ♥, cue raise of ♠), (1M)-2M = other major + minor (then 3m p/c, 3M raise of oM)
(1x)-3x = stopper ask
(1x)-4x = hand too good to overcall 4♥/♠, responses are p/c
VS. NT (vs. Strong/Weak, Reopening, PH)
X = penalty when weak or 3 rd FAV. If they run, one take/out double, then penalties. X = 5m4M when 15+, then 2♣ = p/c, 2♦ = bid M
2♣ Majors (5+/4+), then 2♦ = equal preference, 2NT = asking bid
2♦ = 6+♥/♠, then all major suit bids are p/c, 2NT = asking bid
2M = 5M and 4+m, then 2NT = enquiry, 3♣ = p/c, 3♦ = good raise
2NT = 5+♦5+♠ or big two-suiter (assume minors first)
1♣-(1NT) 2♣ = ♥+♠, 2♦ = ♥ or ♠, 2M = M+m, 1♦-(1NT)-2♣ = ♥+♠
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids)
X = take/out, then Lebensohl (FASS)
(2M)-3M = stopper ask; (2m)-3m = majors
Leaping Michaels (F1): (2M)-4m = minor and other major and (3♣)-4♦ = ♦s and a major, (3m)-4m = majors
(3x)-3NT: 4♣ = range enquiry, 4♦ = signoff in any suit, others are natural slam tries
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, 1/2NT = Minors. Use 1NT as a UCB
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ sets up forcing pass up to 2 of opener's suit, new suit = natural F1 (except 1♣-(X)-1♦♥=4+♥/♠ and 1M-(X)-1NT/2x=Xfers), 2NT = good raise (4+M) if M opened, system on if m opened, jump to 2M = weak, jump to three-level = fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	3 rd /5 th	
NT	2 nd /4 th	3 rd /5 th	
Subsequent	Low=like	Low=like	
We may lead Q from a KQ sequence against NT (King asks for unblock)			
Vs suits: Top of honours, but King (AK/KQ) for count at 5-level or higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(...), A	AK, AKQ, AKJ	
King	AK, KQ, AK(...) with stiff	AKJ10, KQJ, KQ10	
Queen	QJ	QJ10, QJ9, KQ, AQJ, AKQ	
Jack	J10, KJ10	J109, J108, A/KJ10	
10	109, H109	109, H109	
9	9x	9x, H98	
Hi-X	xXx(x...)	xXx(x...)	
Lo-X	HxX, HxxX, HxxXx...	HxX, HxxX, HxxXx...	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=encouraging	Low=odd	Low=encouraging
Suit 2	Low=odd	Suit preference	Low=odd
3	Suit preference		Suit preference
1	Low=encouraging	Low=odd	Low=encouraging
NT 2	Low=odd	Suit preference	Low=odd
3	Suit preference		Suit preference
Signals (including Trumps):			
High-low in trumps asks for ruff. If not possible, sometimes suit preference			
Smith Peters (low encourages led suit) vs NT from both sides			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Takeout doubles in direct seat generally show light opening values+			
Responsive doubles to 4♣			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game Try Doubles, Lightner Doubles, Competitive doubles, Lead-directing doubles, no support doubles or redoubles, 1♣-1R-(X): 1M = 3M 12-14			
1♣-(1♦)-X/1♥ = 4+♥/♠, 1♠ = no major, 2♣ = majors			
1♣-(1♥)-X = 4+♠, 1♠ = <4♠, 2♣ = nat NF; 1♣-(1♠)-2♣ = nat NF			
1♦-(1♥)-X = 4♠, 1♦-(1♥)-1♠ = 5+♠			
1NT-(X)-XX = five-card suit, P = to play, 2x = natural with higher suit			
1NT-(2y-nat)-X = T/O, 1NT-(2y-art)-X = values to raise to 2NT+			
SOS redoubles after they have tried to penalise partner's overcall			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Eshan Singhal and Ben Norton
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5cM, 1♠ = 2+, 1♦ = 4+ (unbal or 12-14/18-19 bal with 5)
2/1GF
1NT = 15-17
3 weak twos
Transfers over 1♣ opening
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1X-2Y = Weak (4-8)
1Y-3X = Intermediate (9-11)
1♦/♥/♠-1NT = Semi-Forcing 5-11
Transfers over 1♣ opening
Transfers after they double our 1M opening/overcall
SPECIAL FORCING PASS SEQUENCES
Making a forcing pass then pulling a double shows a strong hand
IMPORTANT NOTES
FASS Lebensohl after interference over 1NT, after a takeout double of a weak/multi two and after (1M)-P-(2M)-X
Stayman sequences over 1NT often don't promise a 4-card major
All fourth-suit-forcing is GF (by passed hand forcing to 2NT)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♠		2	4♥	10-21 unbalanced or 12-14 balanced (no 5♦/5M) or 18-19 balanced (no 5♦/5M)	1♦/♥ = 4+♥/♠, 1♠ = 5+bal or weak/invite with minor(s), 1NT = 5+♠ GF, 2♣ = 5+♦ GF, 2♦/♥/♠ = weak 5-8, 2NT = 0-5 raise, 3x = pre-empt	1♣-1♦/♥-1♥/♠ = 12-14bal, 1♣-1♦/♥-1NT = 18-19bal, 1♣-1♠: 1NT = 12-14/2NT = 18-19 1♣-1NT/2♣-2♠/♦ = 12-14 balanced	Same as non-passed hand, 2M = weak
1♦		4	4♥	10-21 unbalanced or 12-14/18-19 balanced with 5♦	1NT = 5-11, 2♣ = natural GF, 2♦ = ♦ 10+, 2♥/♠ = weak 5-8, 2NT = 0-5 raise, 3♣ = intermediate 9-11, 3♦ = pre-emptive, 3M = pre-empt	1♦-1M: 1NT = 12-14 5♦ / 2NT = 18-19 5♦	Same as non-passed hand, 2M = weak
1♥		5	4♦	10-21	1NT = 5-11 semi-forcing, 2m = natural GF, 2♥ = 3+hearts 5-9, 2♠ = weak 5-8, 2NT = 4+hearts GF, 3♠/♦ = intermediate 9-11, 3♥ = 4+hearts 10-11, splinters	3-Way Checkback over 1♥-1♠-1NT, 1♥-2NT-3♣ = minimum, 3♦ = 15+ no shortage, 3♥/♠/NT = 15+ shortage up line, 4♠/♦ = 5-5, 1♥-1NT-2♠/♦ = can be 53 if 14-15	2♣ = good 3-card raise 2♦ = good 4+card raise 3♥ = pre-emptive fit jumps, splinters past 3♥
1♠		5	4♥	10-21	1NT = 5-11 semi-forcing, 2x = natural GF, 2♠ = 3+spades 5-9, 2NT = 4+spades GF, 3♠/♦/♥ = intermediate 9-11, 3♠ = 4+spades 10-11, splinters	Same as 1♥	2♣ = good 3-card raise 2♦ = good 4+card raise 3♠ = pre-emptive fit jumps, splinters past 3♠
1NT				15-17, can include 5M/6m	2♣ = non-promissory Stayman, 2♦/♥/♠/NT = transfers, 3♣ = 5-card Stayman, 3♦ = 5/5minors GF, 3♥/♠ = splinter: 13(54), 4♣/♦ = transfer to ♥/♠, 4♥/♠ = to play	Smolen Stayman, 1NT-2♦/♥-3♥/♠ = 4M min, suit = 4M nat max, 1NT-2♠/2NT-3♠/♦=fit, 1NT-3♣-3♦ = no 5M (then 3M = oM)	Same as non-passed hand
2♣	X			22-24bal/GF	2♦ = Relay/waiting bid, 2♥/♠/3♠/♦ = natural positive 2NT = 8-10 scattered	2♣-2♦-2♥ = 22-24 balanced or hearts GF (then 2♣ asks/2NT = minors/3m = to play), 2♣-2♦-2NT = 25-27 balanced	Same as non-passed hand
2♦		5		Weak (4-9ish)	2M = natural constructive, NF, 2NT = high-card feature ask, 3♣ = natural F1, 3M = natural GF	2♦-2NT: 3♣/♥/♠ = Ace or King of that suit, 3♦ = no feature, 3NT = AQJxxx+	Same as non-passed hand
2♥		5		Weak (4-9ish)	2♠ = nat NF, 2NT = feature ask, 3m = nat F1, 3♠ = GF	2♥-2NT: as above, 3♥ = no feature	
2♠		5		Weak (4-9ish)	2NT = feature ask, 3x = nat F1, 4m = splinter	2♠-2NT: as above, 3♠ = no feature	
2NT				20-21, can include 5M/6m	3♣ = 4-card Stayman, 3♦/♥ = transfers, 3♠ = minor suit Stayman, 4♣/♦/♥/♠ = ♥/♠/♣/♦ 6+ cards (Two-under transfers)	2NT-3♣-3♦-3M = 4M5oM, completing transfer shows 3, break = 4+, 3NT = 2; 2NT-3♠-4♠/♦ = 4+; 2NT-4♥/♠-4♠/5♠ = RKCB	Same as non-passed hand
3♣		6		Pre-emptive (3-10)	New suit = natural GF, 4♦ = slam try in ♣		Same as non-passed hand
3♦		6		Pre-emptive (3-10)	New suit = natural GF, 4♣ = slam try in ♦		Same as non-passed hand
3♥		6		Pre-emptive (3-10)	New suit = natural GF, 4♠ = slam try in ♥		Same as non-passed hand
3♠		6		Pre-emptive (3-10)	New suit = natural GF, 4♣ = slam try in ♠		Same as non-passed hand
3NT	X			Gambling solid m, little else	4♣ = p/c, 4♦ = shortage ask, 4♥/♠ = to play	3NT-4♦: 5m = short in other minor	Same as non-passed hand
4♣		6		Pre-emptive	4M = to play, others are cue-bids		Same as non-passed hand
4♦		6		Pre-emptive	4M = to play, others are cue-bids		Same as non-passed hand
4♥		6		Pre-emptive	4♠ = to play, others are cue-bids		Same as non-passed hand
4♠		6		Pre-emptive	New suits are cue-bids		Same as non-passed hand
4NT	X			Specific ace ask	5♣ = none, 5♦/♥/♠/6♣ = ace of that suit, 5NT = 2		Same as non-passed hand
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		1430 RKCB. 3041 when Keycard ask is Exclusion (5X+1 RKCB when past 4NT)	
5♥		7		Pre-emptive		Italian Cues + Non-serious 3NT; 4NT encouraging in minor-suit slam auctions	
5♠		7		Pre-emptive		Specific King Ask	