

DEFENSIVE AND COMPETITIVE BIDDING
6+pts at 1 level; 10+ pts at 2 level, usually 6 cards. Cue = 10+points; does not guarantee support In response to 1 level overcall new suit = constructive non forcing, to 2 level forcing 1 round 2NT = 4 card raise over M overcall
15-bad 18 in 2 <sup>nd</sup> , 11-14 in protective, 16-18 in sandwich System on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, can be a little stronger opposite a passed hand. (over which 2NT feature ask) Unusual 2NT – two lowest unbid suits, constructive-plus Reopen: 13-16, six-card suit. 2NT is 19-20.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids. Wide-ranging when showing both majors, constructive-plus otherwise. Now 2NT = INV+ enquiry. Jump cue - stop ask, usually with running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties (by passed hand 4M & 5+m) 2♣ = 4+♥ 4+♠ 2D=6+ either M, 2H/S = 5M & 4+m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout. Lebensohl after partner doubles a weak 2♥ or 2♠ 2NT = 16-19. Leaping Michaels: Jump to 4m opposite 2M is 5/5, m + other M.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣: X = majors, 1NT = minors (incl after 1D response) After simple overcall, 1NT = UCB.
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 10+ New suit = forcing

LEADS AND SIGNALS			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> from honour, 2 <sup>nd</sup> with no honour Top of doubleton, low from Hxx		
NT			
Subseq			
Other: T not an H, lead low from XXX in partner's suit if not supported			
Lead	Vs. Suit	Vs. NT	
Ace	Usually has king		
King	Shows queen, denies ace unless AK doubleton	Asks for unblock or count	
Queen	Shows J, no Kvs suits, could have K vs NT		
Jack	Shows 10, no Q		
10	Shows 9, no J		
9	9x		
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = encouraging	High = even	High = encourage
Suit 2	High = even	Suit preference	High = even
3			
1	As vs suit, except on partner's K lead unblock or high = even		
NT 2			
3			
Signals (including Trumps) Some suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO/Neg to 4H			
Gen approach – if in doubt TO			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles after 1M response			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b> <b>NCBO: England</b> <b>PLAYERS: U16 All players</b>
GENERAL APPROACH AND STYLE
Strong NT, 5-card majors, 2/1 GF, better minor 3 weak 2s
SPECIAL BIDS THAT MAY REQUIRE DEFENCe
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
<b>PSYCHICS:</b> Rare

OPENING	A R T ?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	With 3/3 C/D open 1C With 4/4 open 1D	1M can have longer ♦ if below GF values Inverted Minors (1♣-2♣-2♦ = 12-14 balanced) 2♥/♥/♠ = weak (4-8) 2NT = 0-5, 6+ C, pre-emptive, 3C = 6-9, 5+ C Mini Splinters, 5+ Cs 1NT = 6/11 semi force, opener may pass if min bal	NT rebids can have four-card major. 2-way Checkback 2♣ forces 2♦ pass or invit, 2♦=GF 2NT over weak jump = feature ask 1m-1M-4m = 4 card support, good 6 card m FSF = GF 3C=checkback over 2NT jump rebid	Intervention over inv minor – 1m – 2m – (2S) then 3m by opener = min, pass = stronger, forcing 1C (1D) X = 4/4 M Fit jumps in competition/2NT nat
1♦		3	4♥		2♣ = GF, 3♣ = INV good 6 card suit Inverted minors 1♦-2♦-2♥ = 12-14 balanced) 2♥/2♠ = weak Mini Splinters, 5+ Ds 2NT = 0-5, 6+ D, pre-emptive, 3D = 6-9, 5+ D 1NT = 6/11 semi force, opener may pass if min bal	Reverses after 1♦:2♣ show some extras, 2N = 12/14 or 18/19 -stronger makes another try 2NT over weak jump = feature ask 1m-1M-4m = 4 card support, good 6 card m FSF = GF 3C=checkback over 2NT jump rebid	Fit jumps in competition
1♥ 1♠		5	4♥		1NT semi force as above, may have 3 card support 2♠ over 1♥ = weak  2M = 7-9pts 3 card raise or 4-9 pts 4 card raise 2NT = 4 trumps GF 3X = natural invitational, 9-11, 6 cards 3M = invitational with 4+card support Mini Splinters	Over 1NT, bid 2m on balanced 14. Over J2N: 3X=nat 4 card suit, 4 level=splinter, 4M min (<2 key cards), 3N 12-14 bal, 3M extras (6cM/18/19 bal) 2NT over weak jump = feature ask Over 2/1 GF reverses show extras, 2N = 12/14 or 18/19 -stronger makes another try FSF = GF 3C=checkback over 2NT jump rebid	In competition, 2NT = good 4-card raise, cue = good 3-card raise.  2♣/Δ Drury by a passed hand (off in competition). Fit jumps in competition
1NT		-		15-17	Stayman (does not promises a 4cM), transfers, 2♠ = clubs , 2NT = diamonds; 3 other = natural slam- try	Smolen Transfer to a minor then new suit = shortage. Complete minor transfer with fitting A/K/Q	X = takeout, lebensohl (fast arr=stop) XX over pen X = 5 card suit, 2X = 4/4
2♣	yes	-		23+ balanced or gf	2♦ = waiting, others = slam try.	2NT over 2♦ = 23-24	Responders X/XX = 0-5 Pass = forcing 6+
2♦ 2♥2♠		6 (5)			2NT ask for a feature New suit non-jump = forcing	3 new suit = feature and non-min 3 original suit = min 3NT = Solid suit	
2NT		-		20-22	Stayman, transfers to M at 3 level, 3♠ minors, 4NT quant, 4C=H 4D=S slam try, op breaks with interest 4H=C, 4S=D slam try, break =interest, 4N to play 4N after transfer = quantitative	Smolen	X = takeout
3♣3♦3♥3♠		6		Preempt	New suit = forcing		
3NT	yes	-		running minor, no more than a queen outside	4/5♣ pass or correct, 4M to play. 4D = shortage ask		
4♣4♦4♥4♠		7		Preempt			
4NT		-		Specific Ace Ask	5♣ no ace; 5N = A♣		
5♣5♦		8				HIGH LEVEL BIDDING	
						RKCB 1430 (♣=3014), 5NT king ask (bid the king you have with one) DOPI/ROPI Cuebid 1st+2nd round controls equally Serious 3NT after major agreed	