

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level
Could be light at 2 level
Opposite overcalls new suit = NF, 2♣=good raise/cue=♣
2N = 14-15 if RHO passes otherwise 4 card limit +
Jumps in new suit in response = splinter
1♣ 2♣ = 54M either way constructive
1♣ 2♦ = 5-5 majors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = 15+-18HCP
Protective = 12-14 over 1m/ 12-16 over 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1m) 2N - 2 lowest unbid suits,
(1x) 2Y = intermediate (12-16)
(1x) 3X = stop ask
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ = 5/4M, (1♦)-2♦ = 5+♥ 5+♠
(1M)-2M = 5+OM 5+m
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = 4/4+Ms2♣ = values, 2♦ =ask wo interest + 2M nat,
2♣ = good 2M, 2♦ = values
2♦ = 4M/5+m
2M = Natural but weaker than 2♣
2N = 5/5+majors, strong
3X = nat, (3M=preemptive)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels, x = t/o
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x = ♥+ ♠, 1N = M + m,
1♣ (1L/2L/3L) = that suit or one above
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1M (x) transfers
1C (x) transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th	3 rd and 5 th	
NT	4 th		
Subseq			
Other: When Switching attitude through declarer, count through dummy			
When switching through dummy that has no honour 9 or higher promises one higher card.(May lead high at trick one to ask for switch)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AK(x)	
King	AK/KQ(x)	AK/KQ(x)	
Queen	Qx/QJx	Qx/KQJx/KQT9	
Jack	Jx/JTx	Jx/JTx/QJ98	
10	Tx/T9x/HT9x(x)	Tx/T9x/HT9x(x)	
9	9x /Q98(x)/ J98(x)	9x/ Q98(x) /J98(x)	
Hi-X	xx /xXx/xxXx	Xx/xXx	
Lo-X	HxXx, HxxxX	HxxX/xxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Count	Reverse Attitude
Suit 2	Count	SP	Count
3	SP		
1	Reverse Attitude	Smith	Reverse Attitude
NT 2	Count	SP	Count
3	SP		
Signals (including Trumps):			
Smith Peters vs NT (Hi = Enc)			
SP in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X of conventional bid shows that suit			
X of UCB = a good hand			
Game try, lightner, responsive, Anti lead doubles			
Non pen x of slams when we have big fit :dbl = 0 tricks, pass =1-2			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X of splinter or RKCB = desire to sac at green or lead of lower unbid suit			

W B F CONVENTION CARD
CATEGORY:
NCBO: England
PLAYERS: David Gold – Tony Forrester
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors, 1♦ = 5+ unbal or 5332 17-18 1♣ = 1+(4441,10-15)
2/1 GF but 1M 2♣= bal/♣/supp, 1M 2R = 5+ cards FG
2M – First Fav 7-10 otherwise: 8-11 NV 9-12 Vul (11-13 in 4th)
Light opening bids NV
1♣ can contain 5♦ if 11-13 balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = weak 2M; or 4441 16-20 or 22-24 bal
3NT = 8-8.5 playing tricks in♥ or ♠
4N = Good 5m opener
Transfers in Competition
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	4♥	a) 11-13 balanced 2+♣ b) 17-19 balanced 2+♣ c) (10)11+ unbalanced 4+♣ d).4441 10-15	1♦ = relay, 1M = 5+, 1N 5+♣ FG, 2♣ = 5+♦ FG 2♦ = multi 6M 4-8, 2♥ = 5♥ 4♠ 4-10, 2♠ = 5♠ 4♥ 6-10, 2N = 16-18 bal 4M poss, 3 Level = Natural pre-emptive	1♣ 1♦ 1♥ = 11-13 bal or minors or ♣ 15-18 1♣ 1♦ 1N = 17-18 1♣ 1♦ 1♠ = 4♠ 4+♣ <15 1♣ 2N: 3♣ = 6♣ 3♦/♥/♠ = transfers 1♣ 1M 2N = good raise 4+M	1♣ 2♦ = 6M 3-6, 1♣ (x) 1♦/♥ = transfers, 1♣ (x) 1♠ = 5+ ♦ 1♣ (1X) 3X = puppet to 3N Transfers after 1♣ (2x) transfers from 2N
1♦		5	4♥	a) 5+♦ unbalanced b) Balanced 5332 17-18 c) 4-4-4-1/1-4-4-4	1♥ = relay 1♠ = 5+♥ 1N = 5+♠ 2♣ = FG with ♣ or 7-9 3♦, 2♦ = 4+♠ /5♥ 4-10, 2♥ = 5♠ 4♥ 4-10 2♠ = Invite 6♣ or invite 4♦ 2N = forcing to game 4+♦, 3♣ mixed raise, 3♦ = pre-emptive, 3M/4♣ = splinter	Transfers after: 1♦ 1♥ except 1♦ 1♥ 1♠ 1♦ 1♠/1N- 2N = good raise	Same
1♥		5	4♦	5+ ♥	1♠ = 0-4♠, 1N = 5+♠, 2♣ = Nat /Bal/supp, 2♦ 5+ FG, 2♥ 7-10, 2♠ = jacoby 2N = ♠ singleton 5-11 3m = singleton 5-11 3♠ = void 3N = void♦ 4♣ = void 4♦ = good 4♠ bid	1♥ 1♠ 1N = ♣ or balanced 1♥ 1♠ 2♣ = ♦, 1♥ 1♠ 2♦ = 6+♥ 13+/17-18bal 1♥ 1♠ 2♥ = 5+♥ 4+♠ 11-16 NF 1♥ 1♠ 2♠ = Nat 17+ 1♥ 1N 2N = good raise in ♠ 3+ ♠ 1♥ 2♣ 2♦ = art 14+nv 15+ vul, 1♥ 2♣ 2♦ 2M = After 1♥ 2♣: 2♥ = wk nt or ♦, 2N = 6+♠ single suited 3♣ = nat, 3♦ = 5/5, 3♥ = solid, 3♠ = 0544 3nt = 6♥ 4♣	2♣ = Drury, 2♠/3m = spl 5-9 3♥ = inv 5♥ Transfers after 1♥ (x) 1♥ (2♠) 2N+ = transfers
1♠		5	4♦	5+♠	1N = F1, 2♣ = Nat/Bal/supp, 2♦/♥ Nat 5+, 2♠ 7-10 2N = 4+♠ FG 3m/♥ = spl 5-11 1♠ 3♠ = invite 3N = void ♥ 4m = void 4♥ = natural	1♠ 1N 2♣ = 11-13 bal or 4+♦, 1♠ 1N 2♦ = 4+♥, 1♠ 1N 2♥ = 6+ ♠ 1♠ 1N 2♥ 2♠ 3x = 6331/17-18 bal 1♠ 2♣ 2♦ = art 14+nv 15+ vul then: 1♠ 2♣ 2♦ 2M = relay After 1♠ 2♣: 2♠ = wk nt or ♦, 2N = 6+♠ single suited ,3♣ = nat, 3♦ = 5/5, 3♥ = 5044, 3♠ = solid, 3nt = 6♠ 4♣	2♣ = 5+♥ 3-10, 2♦ = Drury 2♥ = inv 6+ m, 3m/♥ = Spl 7-9 3♠ = invite Transfers after 1♠ (x)
INT			4♠	14-16 1 st + 2 nd , 15-17 3 rd +4 th 5M, 6m possible	2♣ = puppet to 2♦, 2♦/♥ = ♥/♠, 2♠ = raise to 2N or inv 1m or both minors FG, 2N = weak ♣ or FG 4M/6m, 3x = spl in suit above 4♣/♦ = ♥/♠, 4M to play, 4N = inv	1N 2♣ 2♦ 2M = inv with 4M	1N (2x) x = t/o of suit bid 3♣ = art FG
2♣	Y			22-24 bal or FG	2♦ = relay, 2♥ = double negative, 2N = positive with ♥		2♣ (bid) x = 0-4, pass = values
2♦	Y			Weak 2M or 22+-24 bal or 4441 17-20	2♥/3M/4♥ = p/c, 2♠ = Nat, 2N = ask, 4♣ = transfer to your major, 4♦ = bid your major, 4♠ = Nat	2♦ 2♥ 2N = 22-24 2♦ 2♥ 3x = suit below singleton	2♦ (2M/3M) x = p/c 2♦ (3M/4m) x = pen
2♥/♠				6M 8-11 NV 9-12 Vul (11-13 in 4 th)	2♥ 2♠ = F1, 2N – asks 3m = F1, 3M = mild inv		2M (x) xx = competitive
2NT				19+-21 5M, 6m possible	3♣ = puppet, 3♦/♥ = ♥/♠, 3♠ = minors, 3N Nat 4N = inv, 4♣ = ♥, 4♦ = ♠, 4♥ = ♣, 4♠ = ♦	2N 3♣ 3♥ = no major 2N 3♣ 3N = 5♥	
3♣			6	Sound except 1 st + 3 rd Non vul	3♦ = relay 3M forcing except opposite 1 st non vul	3♣ 3♦ 3M=3, 3♣ 3♦ 3N=7222, 3♣ 3♦ 4♦ = 3♦	
3♦			6		3M forcing except opposite 1 st non vul 4♣ = relay	3♦ 4♣ 4M = 3	
3♥			6		3♠ F1 vul, nf when NV		
3♠			6				HIGH LEVEL BIDDING
3N	Y			Good 4M opening	4♣ = transfer to your major, 4♦ = 5M bid 4M = short	4N = RKCB 30/14 Last Train Exclusion Mixed Cue's	
4X				Nat			
4N	Y			Good 5m opening			

