

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Style: Normally 5+ BUT in 2nd pos can be 4+ at 1-level.
<b>Resp:</b> raises NF/preempt; 2NT good raise; new suit constructive; jump shift = fit; UCB 3+ fit/F no fit, jump cue NT .enq
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>Immediate:</b> 15-18 with responses as 1NT opening
<b>Protective:</b> 11-14 with responses as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suit:</b> Weak; constructive in pass-out seat.
<b>2-suit:</b> 1 any-2NT lower, 1m-2m majors, 1M-2M OM+m
<b>Reopen:</b> 2NT in 4th 18-20 or lower 2 on passed hand
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>Direct cue:</b> Michaels
<b>Jump cue:</b> asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalties 15+
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Weak 2 - X = TO; 2NT 16-18; Leaping Michaels
Weak 3 - X = takeout
4 bids - X TO of ♣, ♦, ♥; X of ♠ shows values, 4NT TO
Multi 2♦ - X 13-15 or 18+, suits nat. 5+. 2NT 16-18 (17-20 in 4 <sup>th</sup> ).
Protective X = take-out, bids nat & weak.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against Strong ♣
X = ♣, 1♦ = one major, 1♥/♠ M/m, 1NT minors, 2♣ = ♦, 2♦ both majors, 2♥/♠ nat.
<b>OTHER COMPETITIVE BIDS</b>
Fit jumps. XX shows 9+, defensive values, pass can be weak or any 4-3-3-3 hand with values. Jumps preemptive.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 & 4	2 & 4	
NT	2 & 4	2 & 4	
Subseq	Mainly distributional	Mainly distributional	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK, AKx(x), KQ(x)(x)	AK, AKx(x), KQ(x)(x)	
Queen	QJ(x)(x)	QJ(x)(x), KQ(x)(x)	
Jack	J10(x)(x)	J10(x)(x), QJ10(x)(x)	
10	10x, H10x(x), H109(x)	10x, H10x(x), H109(x)	
9	9x, 109x(x)(x)	9x, 109x(x)(x)	
Hi-X	xx, xSxx, xS x	xx, xSxx, xSx	
Lo-X	HxxS(x), HxS	HxxS(x), HxS, xxxSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att	Hi-even	Low enc
Suit 2	Hi even	Suit pref	Hi even
3	Suit pref.		
1	Low enc	Hi even	Low enc
NT 2	Hi even	Suit pref	
3	Suit pref		
Signals generally reverse distribution or (including trumps) suit preference when relevant e.g. with singleton or other adverse holding in dummy			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Take-out doubles			
Balancing doubles may not show shortage.			
X of weak 2 openings take-out.			
1x P P X - 1y X penalties against x			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most doubles take-out or extra values			
Lightner doubles			

W B F CONVENTION CARD
NCBO: Portugal
EVENT: ALL EVENTS
PLAYERS: JPC & Laura Woodruff
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♥/♠ 5+ cards 1♦ 4+ cards. 1♣ 2+ cards.
Openings may be light with good shape or opposite a passed partner.
Most doubles are for take-out
2 over 1 Response: F1 (not 1♦-2♣)
1M-1NT response F1
Standard attitude and count
1 NT Openings: 15-17; Stayman
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Defence to specific 2-suited overcalls:</b> X penalty-oriented; cheaper cue cue good raise in partner's suit; more expensive cue value bid in 4th suit; expensive
<b>Defence to Michaels etc.:</b> as above except cue constructive
<b>Lebensohl:</b> After interference over our 1NT and when we X enemy Weak 2. Slow shows.
<b>SPECIAL FORCING PASS SEQUENCES</b>
Doubles after overcall by LHO and pass by partner show extra values or shortage in enemy suit; BUT pass not 100% F
<b>IMPORTANT NOTES</b>
4 <sup>th</sup> suit FG/F 4 minor; EXCEPT
Blackout negative after low reverse.
<b>PSYCHICS:</b> rare

Opening	Artificial	Min. cards	Neg.double	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	7♥	2+, Nat (5+ cards), if <4 cards, 12-14 or 18+ bal.	Inverted raises. 2NT natural, splinters Weak jump responses.	1♣-2♣-2NT 12-14 or 18+, F1 1♣-1M-1NT-2♣ inv checkback or weak with ♦; 1♣-1M-1NT-2♦ GF checkback 1♣ - 2M weak, to play.	Fit jumps
1♦	No	3	7♥	Natural	As 1♣	As 1♣	1NT 6-11
1♥	No	5	7♥	Natural	2NT Jacoby game raise, Bergen: 3♣ 7-9, 4-card support 3♦ 10-12, 4-card support 3♥ 0-6 4-card support 3♠ splinter	1♥ - 2♠ weak.	2NT good raise, bids generally preemptive raises. Jump shifts show fit. 1NT 6-11
1♠						1♥-1NT-2♣ may be 4-5-2-2. Long suit trial bids. Over 2NT 4T=min., other 3 bids shortage, 4 bids 2nd suit	
INT	No	-	-	15-17	2♣ Stayman, 4-suit transfers	Smolen	-
2♣	Yes	0		Game Force or 8½ + tricks in strong hand	2♦ semi-relay; suits natural	2NT 23+; suit bids natural and FG	
2♦	Yes	0	-	Weak-only Multi	2NT F enquiry	2♥ pass or correct; after 2♠, 3♥=nat, constr. 2♣ bid game with good Weak 2 in ♥ 2NT F enquiry: 3♣ bad with ♥ 3♦ bad with ♠ 3♥ good with ♠ 3♠ good with ♥ 3♠ nat, constructive 4♣ please transfer to your major 4♦ please bid your major	In 4th 9-12, 6-card ♦. 2NT asks for feature.
2♥	Yes	5		5♥ +4+m, 5-9 HCP	2NT F enquiry		In 4th, 9-12, 6-card suit 2NT response asks for feature
2♠	Yes	5		5♠ + 4+m, 5-9 HCP			
2NT	No	-	1	20-22 balanced	5-card puppet Stayman; red suit transfers; 3♠ forces 3NT; 3NT forces 4♣	Continuations over 3♠-3NT are 2-suited minor slam tries. 2NT-3NT-4♣ pass or correct to 4♦ weak, to play, 4♥/♠ slam try in ♣/♦ (4NT neg)	
3any	No	5		Pre-emptive	Change of suit forcing for 1 round.		
3NT	Yes	-		4-level minor suit pre-empt	4/5♣ P or correct, 4♦ P or bid 5♣		
4♣	Yes	0	-	Texas transfer = 7+ ♥	4♦ enquiry 4NT bid a singleton		
4♦	Yes			Texas transfer = 7+ ♠	4♥ enquiry 4NT bid a singleton	4♠ = solid; 5♣/5♦/♥ show ace 5♣ = no singleton	
4♥	No	7		Preemptive		<b>HIGH LEVEL BIDDING</b>	
4♠	No	7		Preemptive		Cue may be 1st- or 2nd- round control.	
4NT	Yes			Asks for specific aces	5♣ no ace, 5♦/♥/♠/6♣ = that ace, 5NT = 2 aces	Redoubles of high-level cue bids show 1st round control, bids in live auction show second-round control.	
5♣/♦				To play		Roman Keycard Blackwood: 5♣=3/0; 5♦=4/1; 5♥=2 no queen; 5♠=2 with Q.	
5♥/♠				No meaning		Intervention in slam sequences: D/R 1st step; P 2nd step. Pass is generally forcing once we have reached game in constructive auction and opponents intervene	