

4DEFENSIVE AND COMPETITIVE BIDDING
<p>OVERCALLS (Style: Responses: 1/2 Level; Reopening) Aggressive at 1 level, 2m fairly sound Change of suit forcing except 2/1 1N=8-12, 2N=12-14 after 1 Level overcall Where change suit NF then Cue may contain any FG Protective 2m reopening similar values to overcall</p> <p>1NT OVERCALL (2nd/4th Live; Responses; Reopening) 15-18 direct, 11-14 (minor) / 11-16 (major) Protective Similar if (1X)-P-(1Y)-1N, 2N=19-21 protective Responses as 1N except if bid shows their suit</p> <p>JUMP OVERCALLS (Style; Responses; Unusual NT) Weak, tactical opposite passed partner 2N=Game-try artificial, Cue bid=FG if 2N available</p> <p>DIRECT & JUMP CUE BIDS (Style Response; Reopening) 1m-2m=Michaels (2N=Game Try+ Relay, Cue=FG in a Major) 1♣-2♣=natural if 2+♣ (2♦=both Majors) 1M-2M=OM and minor (2N=Game Try+ Relay, 3♣=P/C) 1m-3m=asks for stop unless 1m=<3 cards then natural weak Jump Cue asks for stop (or FG 2 suiter v weak 2) Double Jump Cue=Strong 4M overcall</p> <p>VS. NT (vs. Strong/Weak; Reopening; PH) Double=Penalty, 4M 5+ minor by passed hand 2♣=Majors (2♦=Relay) 2♦=1 Major or 20-22 balanced (2N=Relay) 2M=5+M with 4+minor (2N=Relay, 3♣=P/C) 2N=minors or FG 2 suiter</p> <p>VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids) Take-out Doubles, 4♣/4♦ over 2M/3M=2 suited with OM 4♣ over 2/3♦=♣&M (3m)-4m=Majors</p> <p>VS. ARTIFICIAL STRONG OPENINGS- 1♣ / 2♣ Versus strong 1♣ Double=Majors (1♦=Relay), 1N=minors Versus strong 2♣ Double=Majors, 2N=minors</p> <p>VS. PRECISION STYLE 1♦ 2♦=natural 2♥=both Majors NF, 3♦=both Majors strong</p> <p>OVER OPPONENTS' TAKEOUT DOUBLE Transfers from 1N after we open or overcall 1M</p>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th	3 rd and Low	
NT	2 nd and 4 th	3 rd and Low	
Subsequent	Low from Honour*	Low from Honour*	
Other: Ten optional when deciding to lead 2 nd or 4 th			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax (+)	
King	KQx(+) AK Kx	KQx(+) AKJ10 Kx	
Queen	QJx(+) Qx AKQ	QJx(+) KQ109 Qx AKQ	
Jack	J10(+)KJ10 AJ10 Jx	J10(+) KJ10/AJ10	
10	109(+)H109 10x	109(+) H109 10x	
9	9x H98(+)	9x H98(+)	
Hi-X	3 rd and 5 th leads	Usually shortage	
Lo-X	3 rd and 5 th leads	Usually promises honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Standard attitude	Standard Smith v	First discard will
Suit 2	but maybe	NT. Will be count	usually be standard
3	standard count or	otherwise but	attitude but maybe
1	SP, depends on	usually random	count if
NT 2	dummy		appropriate
3			
Signals (including Trumps)			
Suit Preference in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May not have the other minor if we double 1m			
Equal level conversion applies.			
SPECIAL ARTIFICIAL & COMPETITIVE Doubles/Redoubles			
Support Double/Redouble at 1 Level			
Take-out if not support, often minimum with 3 card support at 2L			
Game try if no space at 3 level after we have raised our suit			
After 2M/3L opening and opponents Double, Redouble is competitive			
Pass and then Double=penalties			
If opponents Double our overcall Redouble=good hand with doubleton			

W B F CONVENTION CARD	30-August-2020
<p>CATEGORY: GREEN</p> <p>NCBO: ENGLAND/WALES</p> <p>PLAYERS: SIMON COPE -RICHARD PLACKETT</p>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣=2+♣, either balanced or natural	
1♦=5+♦ OR 4441	
5 Card Majors, possibly 4 cards in third	
1N=good 14 to 17 may contain 5M/6m	
3 Weak 2s, can be wide ranging in third seat	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1 Level Responses	
1m-2♥=Balance invite	
1♣-2♦=inverted ♣ raise by unpassed hand	
3 Level Openings	
3N=Strong 4M	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: sometimes	

Opening	Artificial	Min no:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	5+♣ or 4414 short ♦ or balanced hand 11-14 maybe 5♦ 18-19 denies 5♦	2♣=FG ♣ 2♦=inverted ♣ raise 2♥=balanced invite, 2♠=strong jump shift 2N=15+ balanced, 3L=weak		Jump is fit
1♦		4	7♥	10-22 5+♦ or 4441	2♣=natural FG ♣, 2♦=inverted 2♥=balanced invite, 2♠=strong jump shift 2N=15+ balanced, 3♣=invite, 3♦=mixed 3M=splinter	1♦-1M-1N=15+<4 card support 1♦-1M-2m=10-14 1♦-1♠-2♥=18+ Reverse 1♦-1M-2N=16+ with 4+ support	Jump is fit
1♥		5 (4)	7♦	10-22 Possibly 4 cards 3 rd	1N=5-12 NF, 2♣=FG ♣ or balanced 2♦=FG 5+ suit, 2N=Jacoby 2♠=3 card limit ♥, 3♣=4 card limit ♥ 3♦=invitational, 3♥=mixed 3♠=any singleton, 3N=void ♠, 4m=void	1♥-1♠-1N=15+<4♠ 1♥-1♠-2L=10-14 1♥-1♠-2N=16+ 4+♠	2♣=DRURY 2♠=4+♥ and shortage 2N=♠ fit bid 3m=fit
1♠		5 (4)	7♥	10-22 Possibly 4 cards 3 rd	1N=5-12 NF, 2♣=FG ♣ or balanced 2♦/2♥=FG 5+ suit, 2N=Jacoby 3♣=3 card limit ♠, 3♦=4 card limit ♠ 3♥=invitational, 3♠=mixed 3N=any singleton, 4 level=void		2♣=DRURY 2N=4+♠ and shortage 3L=fit
INT			4♠	Good 14 to 17 Possibly 5M/6m	2♣=Stayman, 2♦/2♥=Transfer, 2♠/2N=transfer to minor, 3♣=Puppet 3♦=FG 5+♦4+♣, 3M=shortage 4441 4m=Texas, 4M=natural		
2♣	Yes	0		(1) FG (2) 23-24 balanced	2♦=negative or waiting, 2M=natural 2N/3♣=transfer, 3♦=both minors	2♣-2♦-2N=23-24 balanced 2♣-2♦-3N=25-27 balanced	
2♦		5		Weak wide ranging in third	2M= Natural NF, 2N=Relay 3L=natural FG, 4m=shortage		
2♥		5		Weak wide ranging in third	2♠=Natural NF, 2N=Relay 3L=natural FG, 4m=shortage		
2♠		5		Weak wide ranging in third	2N=Relay, 3L=natural FG, 4m=shortage		
2NT				20-22 balanced	3♣=Stayman, 3♦/3♥=transfers, 3♠=minors 4L=2 under slam-try		
3X		6		Pre-emptive	3♣-4♦=slam try in ♣ 3♦/3M-4♣=slam try in opener's suit		New suit has fit for opener
3NT	yes			Strong 4M opening	4♣=slam try relay, (transfer or show void) 4♦=asks suit, 4M=P/C 4N=4 Ace Blackwood, 5m asks for control		
4X		7		Natural		HIGH LEVEL BIDDING RKC 0 or 3, 1 or 4, 2 no Q, 2&Q, Even & void, odd & void. DOP1/ROP1	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces		
5m		7		Usually sound 1 st /2 nd			