




Defensive and Competitive Bidding
Overcalls (Style, Responses, Reopening)
General Style: Light NV , Sound Vul Responses: 2cue/2NT = Support Reopening: Can be light, Jumps are 9-13HCP
NT Overcall (2 nd /4 th Live, responses, reopening)
2nd seat: 15-bad 19 (As over 1NT opening) 4th seat: 11-14 (As over 1NT opening) Other: Sandwich 1NT = 16-18, Balancing 2NT = 19-21
Jump Overcall (Style, responses, unusual NT)
General Style: Aggressive if NV , Sound if Vul Two suited hands: (1M)-2NT = 5oM-5♦; 9+HCP
Direct & Jump cue bids (Style, responses, reopen)
Two suited hands: (1♣)-2♣ = 5+♥, 5+♠; 9+HCP, (1♠=2+)-2♦ = ART 5♥-5♠; 9+HCP, (1M)-2M = 5♣-5oM; 9+HCP, (1m)-4m and (1♥)-4♥ = Good 4M bid (like 3NT opening)
Vs NT (vs. Strong/Weak, reopening, PH)
DBL = Penalties 2♣ = Both majors 2♦ = ART 6+♥/♠ or STR 5M-5m, 2M at pairs = 4M+5m 2M at teams = 5M+4♣/♦
Vs Pre-empts (DBLs, cue-bids, jumps; NT bids)
(2any): DBL = T/O (TRF LEB), 4♣/4♦ = ♣/♦+oM (3any): DBL = T/O, 4♣/4♦ = ♣/♦+oM
Vs Artificial strong openings. i.e 1♣ or 2♣
DBL = Majors, 1NT or 2NT = Minors
Over opponents T/O double
General Rule: System remains on where possible RDBL = ART 8+BAL, 1any-(DBL): 1NT to 2any = TRF , 2NT = SUPP; INV+

Leads and Signals			
Opening lead style			
	Lead	In Partner's Suit	
Suit	2 nd /4 th (or ATT)	2 nd /4 th (or ATT)	
NT	2 nd /4 th (or ATT)	2 nd /4 th (or ATT)	
Subseq	ATT		
Other:	If our length is known then: Suit Preference		
Leads			
	Vs. Suit	Vs. NT	
Ace	AK(+), A(+)	AK(+), A(+)	
King	AK, KQ(+), K(+)	AK(+), KQ(+), K(+)	
Queen	QJ(+), Q(+)	KQ(+), Q(+), QJ(+)	
Jack	JT(+), J(+), HJT(+)		
10	T9(+), T(+), HT9(+)		
X	Xx, xXx(+), xXxx, HxxX (Vs NT can be 4 th from 5 small)		
Signals in order of priority (Vs Suits or NT)			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encourage	Low=Even	Low = Encourage
2	Low = Even	High = Enc (Smith)	Low = Even
3	Low = Lower suit*		
	*Suit Preference	Applies in lots of situations (e.g cash-out)	
Doubles			
Takeout doubles (Style, Responses, Reopening)			
Style: Can often be off-shape e.g 4333 or 4225 Responses: 2NT response = ART (Often TRF LEB) After (1A)-DBL-(P) or (2A)-DBL-(P): 1NT/2NT+ = TRF LEB Reopening: v light in balancing seat especially if shortage			
Special, artificial & competitive DBLs/RDBLs			
Doubles: SUPP DBL if below 2♠ in most situs, 1♣-(1♦)-DBL = 4♥-4♠; 4+HCP, ; 1m-(1♥)-DBL = <4♠; 4+HCP, 1M (X) XX = Balanced; 1N up = xfer; 1S (X) XX = balanced, 1N up = xfer. DBL of 1NT often penalties if 1NT defence on, DBL of ART bids = Values Redouble: SUPP RDBL, Otherwise RDBL = Values or S.o.S or Doubt/Certainty			

	WBF Convention Card	
	Team: HOT FUZZ	
Open and Mixed events 2020		
Category		Green
Players:	Norman Selway	Kay Preddy
BBO alias	(Jespersens)	(k preddy)
NCBO:	England	England
System Summary		
General Approach and Style		
Natural: 5cM, 1♣ = 1+ with TRF responses, Aggressive: Light opening, pre-empting & responding style 1NT opening: 15-17NT (good 14/bad 18/can be off-shape) 2 over 1: 2♣ = 3 way RELAY, Others = GF		
Special bids that may require defence		
ART Opening bids of note: 2♦ Non VULN = Weak 2♦ VULN = 5♥-4♠; 11-16 3NT = Good pre-empt in ♥ or ♠ ART Responses of note: TRF s over 1♣ (1♣-1♠ = (4)5+♦) 1M-2♣ = BAL or ♣ or 3M INV+ 1M-3m = SPL 1M-1NT = 5-12HCP or weak with support ART Contested auctions of note: Often TRF for 1level from 1NT or 2NT Multi Landy defence vs any natural 1NT bid by opponents (1M)-3♣ = Both minors		
Special forcing pass sequences		
(1NT)-DBL-(2m), Pass is stronger than Pull		
Important notes		
Light/Variable in 3 rd , Psychics: Unlikely but possible		

	Min.	Description	Responses	Subsequent actions	Competitive & PH bidding
1♣	1	(8)11+HCP 4+♣s or 2+♣ BAL (can be 2♣-5♦)	1♦/1♥ = 4+♥/♠; 0+HCP, 1♠ = (4)5+♦; 0+HCP, 2♣ = 4+♣; INV+, 2♦ = 5+♣; 6-9, 2NT = BAL; INV, Other = Pre-emptive	Over TRFs or 1♦-1M: Complete (over 1♣) = 11-14BAL <4M, 1NT Rebid = ART; Any 16+ with <4M (Then: 2♣ = <GF, 2♦ = 5+M; GF, 2NT = BAL; GF 2NT Rebid = Strong with support, Jump New Suits = SPL with 12-16 (Over 2NT = Jacoby)	(DBL): System on, ReDBL = Strong, 2NT = Supp (1♦): TRF from DBL (1M): 2♣ = 4+m; 10+, 2♦ = ♥, 2M-1 = ♦, 2M = 4+m; 6-9 (1NT): DBL = Penalties, 2♣ = ♥+♠, 2♦ = 5+M or STR 5M-5m, 2M = 5M+4+♣/♦, (2any): DBL = T/O (then TRF LEB), TRF from 2NT to 3♠ (3any): DBL = T/O
1♦	5	(8)11+HCP 5+♦	1♥/1♠ = 4+♥/♠; 0+HCP, 1NT = (0)4-12HCP; SF, 2♣ = 0+♣, Relay; INV+, 2♦ = ♦; INV+, 2NT = BAL; INV, Other = Pre-emptive	Reverses = Natural at least 5-4 shape; 14-16, Jump Shifts = 14-17 with 5-5 Over 1♣-2♣ or 1♦-2♦: 1 st step = major singleton, 2 nd step = minor singleton, 3 rd /4 th step = BAL, Other = Void	(DBL): TRF from 1NT to 2A, ReDBL = 8+BAL, 2NT = SUPP; INV+, 1♥-(1♠): TRF from DBL (1NT): DBL = Penalties, 2♣ = ♥+♠, 2♦ = 6+oM or 3M or STR 5M-5m, 2oM = 5M+4♣/♦, (2any): DBL = T/O (then TRF LEB) (3any): DBL = T/O
1♥ 1♠	5	(8)11+HCP 5+♥ or 5+♠ Can be 4♥/4♠ in 3 rd /4 th position	1NT = (0)4-12HCP; SF 2♣ = 0+♣, Relay; INV+ 2/1 = GF 1♥-2♠ = GF with 4+♥ 1♠-2NT = 4+♠; GF 3m = SPL with 7-9 3M = INV with 4M 1♥ - 3♠ = Any SPL; 9-12 1♥ - 3N/4m = Void ♠/m 1♠ - 3N = Any SPL; 9-12 1♠ - 4m/4♥ = Void m/♥	Over 1M-1NT: Transfers 2♣ = ♦ or most 18-19BAL or strong shapely 2♦ = ♥, 2M-1 = 6M, 2M = ♣, 2NT = ♣ (or 3♥ over 1♠), Jump 3m = 5m GF Over 1M-2♣: 2♦=Ask, 2M = Double negative, Other = Natural (Over 2♦: 2M = 3M, 2NT = BAL, 3M = 3M; INV, Other = Nat with ♣ Over 1♥-2♠ or 1♠-2NT: 1 st step = Ask, 3M/3NT/4M = BAL, Others = SPL; Min	BPH 1♥: 2♣ = 3+M or ♣ BPH 1♠: 2♣ = 3+M or ♣
1N	15-17	Any 5(332) Any 6m(322) Any 5(422) singleton rare	2♣/2♦/2♥ = STAY/TRF, 2♠ = 6+♣ or any small xx, 2NT = 6+♦ or 5♣-5♦, 3L = SPL in suit above	Over 1NT-2♣-2♦/2♠: 2♦-2M; weak, 3♣ = Ask 3♦/3♥ = 5+♦/♣, 2M-3M = Forcing, 2♦-3♠ = 5♠-4♥ Over 1NT-2♠-2♥: 2♠ = Ask, 3m = 5+♣/♦, 3M = GF Over Minor transfers Break = Dislike	(2any): DBL = T/O or Values, TRF from 2NT to 3♠, 4m = m+oM (3any): DBL = T/O
2♣		Game-Forcing or 23-24+bal	2♦ = Waiting, 2♥ = ♣, 2♠ = ♦, 2NT/3L = TRF	Over 2♣-2♦: 2♥ = 23-24BAL or ♥	DBL = 0-5, Pass = 6+

Pre-emptive bidding

High level bidding

Bid Meaning	Responses	Bid Meaning	Responses
2♦ = NV 5+♦; weak	2NT = Ask, 2M = NF	4NT = RKCB 1430	5NT then is a grand ask, first new suit asks for Queen if unknown. Can be 6RKCB occasionally
2♦ = Vuln: 5♥-4♠; 11-16	2NT = Ask, 3m = Natural and F	4NT = LEB (5L = Slam Try)	Applies in (ST) auctions when we have not set a suit and we/partner has shown a suit
2M = Weak (aggressive NV)	2any = NF, 2NT = ask;	4NT = Two places	Applies over (3/4any)-4NT or analogous/reopening auctions. Or we made a Stop ask/X
2NT = 20-22bal	3♣ = Puppet Stayman, 3♦/3♥ = Xfer, 2 under TRF	5NT = Pick a slam	In most confused auctions jump to 5NT is Pick a slam. Can be RKCB if bypassed 4NT
3any = Weak (aggressive NV)	3♦ = Relay	4NT = Natural	If uncontested and no fit or if contested and we have shown/been asked for stop.
3NT = Good pre-empt in ♥/♠	4m = Stop ask, 4M = Pass or Correct	SPL and Cue-bids	Italian cue-bidding style, Show shortage in most auctions esp when ♥/♠ set as trumps
4any = Weak (aggressive NV)			
4NT = Specific Ace ask	5♣ = None, 5any/6♣ = That Ace, 5NT = 2 Aces		
5any = Weak (aggressive NV)			