DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound, sometimes 4 cards at 1 level. New suit F 1/1, Constr 2/1
Jump shows fit, Cue shows good raise
2NT mixed raise after 1 level overcall

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 direct, 10-14 (over m) 11-16 (over M) reopening
Responses as to 1N opener (2♣ asks range where 11-16)
Sandwich NT is 16-19

JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (destructive but don't deny values)

Reopen: Intermediate

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 2 Highest. 2N = 2 Lowest. (1♣)-3♣=♦/♠, (1X)-3♣=♣ and high
Jump cue asks for stopper
(2M)-3M is FG Leap M or asking stop

VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Weak: X = Pen. 2♣ = ♥ and other. 2♦ = ♠ and other. 2M Nat
2NT Minors. 3X PRE
Vs Strong (15 or more): X = Pens. 2♣=MM. 2♦ = ♥ OR ♠. 2M = 5M
And 4+m. 2N = Strong 2 suiter. 3X PRE

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O v 2M, cue asks stopper, 4m suit and oM NF
V Multi: X = 13-15 or very strong, others NAT

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong ♣: x=♥, 1♦=♠, 1♥/♠/NT = CRO
Vs 1♣-1♦ or strong 1♦: X/1N/2♣ = CRO. Others NAT

OVER OPPONENTS' TAKEOUT DOUBLE
XX = Penalty seeking, Transfers from 1N after 1M-(X)
Jump shift is FIT
2NT = Good raise to 3+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/Low	3rd/Low
NT	4th, high from 3 low	3rd/Low
Subseq	ATT	ATT

Other:A/Q asks ATT, K asks CT/UNBL vs NT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A or K	A, AK, AKJ
King	AK or KQ	AKJ, KQJ, KQT
Queen	KQ or QJ	KQ or QJ
Jack	JT(+), JX, KJT	AJT, KJT, JT(+), JX
10	109(+), 10x, H109	T98(+), 10, H109
9	9x	H98(+), 98X
Hi-X	Low	Poor suit, not 9XX
Lo-X	HxS, HxS(+)	HxS, HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low = ENC	Low = Even	Low = ENC
	2	Low = EVEN	S/P	Low = EVEN
	3	S/P		S/P
NT	1	Low = ENC	Low = EVEN	Low = ENC
	2	Low = EVEN	Smith Echo	Low = EVEN
	3	S/P	S/P	S/P

Signals (including Trumps):
Smith Echo : Hi ENC both sides. S/P in trumps

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Most doubles are T/O
Cue is FG or suit agreement at the three level

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Support X at 1 and 2 level, Support 1NT over X
Game try doubles, led directing doubles, responsive doubles to 4♦
1m-(1♥)-X = T/O fewer than 4♠
If 1N is doubled for PEN, XX forces 2♣ and shows 1 suiter, (poss 3 suiter
If later XX), 2X = Lower of 4+ card suits

W B F CONVENTION CARD

CATEGORY: Green
NCBO: England
PLAYERS: Jason Hackett & Justin Hackett

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5 Card Majors, Two over One Game Forcing
Forcing 1NT response to 1M opener
Weak 2 Openings in ♥/♠
Mexican 2♦ Opener, 18-19 Balanced may have 5♥, not 5♠
Weak jump shifts to the majors at 2 level
Invitational jumps at the 3 level
3♣/♦ response to 1M are Bergen Raises
15-17 1NT Opener.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ Opening = 18-19 Balanced
2M opener could be 5 cards in certain colour/positions, do not
Deny a side 4M. 1st/2nd 2-10. 3rd 3-13. 4th 9-14

Jump shifts are FIT in competition
2NT often ART in competition
Short suit tries after we bid 1M-2M (on if X, off if O/C)

SPECIAL FORCING PASS SEQUENCES
After XX or similar
After our side doubles 1NT

IMPORTANT NOTES
Leb after 1N openings and after X of Weak 2

PSYCHICS: 1M sometimes with three cards

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor	2♣ Forcing raise. 2N Pre Raise. 3♣ = Mixed	After 1N rebid, 2♣ forces 2♦, 2♦ ART FG	1 way checkback
				1♣ if 3-3	2♦/♥/♠ = Weak Jump. Higher = SPL	3♣ to play, others inv.	
1♦		3		Only 3 if 4-4-3-2 Exact	2♦ F raise. 2N PRE raise. 3♦ Mixed. 2M Weak	As per 1♣ Opener	1 way checkback
1♥		5		Natural	3♣ = Mixed raise. 3♦ = 4 Card Limit raise.	1M-1N-2N = FG ART. Asks 3♣ unless M fit	Reverse drury
					1N = F1. 2♠ = Weak. Jacoby 2N.	1M-2N-3♣ = Any min, 3♦ = Extras, 3♥/♠/N	
1♠		5		Natural	Splinters void/singles (voids direct)	Are ♣/♦/oM shortages always	Reverse drury
INT		2		15-17 Balanced	2♣ asks 5M, 2♦=♥ or Bal Inv/STR. 2♥=♠, 2♠=♣ OR 6♦1♣	1N-2♦-2♥-2♠ = Bal INV or STR. Break of M 1N-Minor Xfer-4om is KEYCARD	
					2N=♦, 3♣/♦ = 5♠4♥/4♠5♥, 3M = SPL, 4♣=MM	TFR = Dbleton. 1N-3♦-3♥ = Relay	
2♣		0		20-22 Bal or 24+Bal or FG	20-22 Bal or 25+ Bal or GF		
2♦	X	2		18-19 Bal, 5♥ poss, not 5♠	2♥=5+♠, 2♠=Pupp 2N, 2N=♣, 3♣=STAY		
					3♦=5♠4♥, 3M = 4144 sing M, 3N=5M5M		
2♥		5		Weak 2 (could be 5)	2♠ Constr NF, 2N asks feature, Raise shows top	3N resp to 2N is 4♠	
					Honour, TRF below opening		
2♠		5		Weak 2 (could be 5)	2N asks feature. Raise shows top honour. TRF	3N resp to 2N is 4♥	
					Below opening		
2NT		1			3♣ asks 5M, 3♦/♥=TRF, 3♠ puppet to 3N	After 2N-3♦/♥, 3N shows doubleton ♥/♠	
					3N=♣/♠FG, 4♣=♦/♠, 4♦=MM5-5, 4M nat S/T	After 2N-3♦/♥-3♥/♠, New suit SHORTAGE	
3♣		6		NAT PRE			
3♦		6		NAT PRE			
3♥		6		NAT PRE			
3♠		6		NAT PRE			
3NT		0		Solid M 1st/2nd, To play ¾			
4♣	X	0		Good 4♥ Opener	4♦ asks 4♥. 4♥ is invite with extra trick		
4♦	X	0		Good 4♠ Opener	4♥ asks 4♠. 4♠ is invite with extra trick		
4♥		6		Weaker than 4♣			
4♠		6		Weaker than 4♦			
4NT	X			Specific A Ask			
5♣						**HIGH LEVEL BIDDING**	
5♦						RKCB 1430 after which 5N asks specific Ks, Italian style cue bidding with rolling	
5♥						4N. 4N after minor suit agreement is good raise to 5m (unless one hand has shown	
5♠						A shortage and we agreed m with 4m, after which step 1 is 1430 RKCB)	
						DOPI ROPI	
						Josephine 5N when ♠ agreed. 5♠ Otherwise. 5N generally pick a slam.	
						Lightner DBL, Forcing pass followed by pull = INV to slam	
						In minor auctions, when cues exchanged 4N ENC, 5m discouraging	