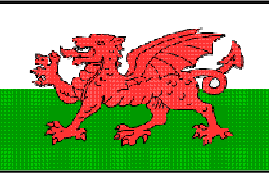


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening) Typically 7-15, fair 5+ suit, cue response show raises, raises weaker New suit response nat, constr Jumps show fit If next hand bids or doubles then new suit shows fit, doubles are raises if no cue possible long suit, no fit otherwise, redoubles/2NT show long suit, no fit Prot: K weaker, responses K stronger Over art minors: Canapé overcalls, nat 1NT
INT OVERCALL (2nd/4th; Responses; Re-opening) Weak t/o, 2 or 3 unbid suits, usually 3-11 4 th : Mild t/o, 5/4+ Over major shows other major Resps: suit p/c, minor cue asks for better major, 2NT art g/try Prot: 11-15, need not have stop, responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT) Weak, 3-11, may be 5 card suit n/v at 2-level 2NT: Minor 2-suiter over major Other minor plus major, opening bid values over minor Prot: Intermediate, 11-16 2NT: 18-20
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Direct and prot: Michaels: majors over minor, major/minor over major, show 5/5 and opening bid Jump cue: asks for stop for 3NT (1♣) P (1♥) 2♣/3♣ = nat 2♥ = 4♠ + 6♦
V NT (v Strong/Weak; Reopening; PH) 2♣ = hearts and another 2♦ = spade and another Dbl/2♥/♠ nat After double later doubles are for t/o 2NT = minors or GF 2♣/♦: with both majors show shorter Responses to 2♣/♦: next suit relay: 2NT/3 suit art Dbl of strong NT [inc 17] or at MPs = 4/4+♣/♦ or ♦/M or ♥/♠ Protective after pass: Dbl = ♠ + other, 2♣ = ♣ + ♦/♥, 2♦ = ♦ + ♥
V PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl for t/o, others nat, opening values, jumps stronger Over 2s: 4♣/♦ = leaping Michaels, 2-suiter 2NT = 15-18 Cue = asks for stop Dixon dbl over Multi 2♦
V ARTIFICIAL STRONG OPENINGS - eg 1♣ or 2♣ Over 1NT > 2NT: Suction: suit = next suit or two suits after that Over 1♣: CRASH+: Dbl/1♥/1NT = 2 suits of same col/rank/shape 1♦ = ♥ or ♠ 1♠ = 3♠ exactly Suction
OVER OPPONENTS' TAKEOUT DOUBLE Pass = 0-5, or 6-8 usually short in partner's suit Rdbl = 9+ looking for penalties, usually short in partner's suit 1M (X) 1NT+ = Transfers Others as without double

LEADS AND SIGNALS																												
OPENING LEADS STYLE Standard honours, strong tens [trick one, not partner's suit], 4th and 2nd K from AK v suit shows AK doubleton or singleton if switch Roman v NT asks for unblock [AKJT, KQT9, QJ98] or count K lead asks for attitude at trick one defending 4NT and below A lead asks for attitude after trick one or defending 5♣ and above To or from known 5+ suit lead high with even number, low with odd Similarly to or from known 4 card suit if raised																												
LEADS																												
<table border="1"> <thead> <tr> <th>Lead</th> <th>V Suit</th> <th>V NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKx, Axx</td> <td>AKQx, AKJx, AKx</td> </tr> <tr> <td>King</td> <td>KQx</td> <td>KQJx, KQTx, KQx, AKJT</td> </tr> <tr> <td>Queen</td> <td>QJx, KQJ</td> <td>QJTx, QJ9x, QJx, KQJ, KQT9</td> </tr> <tr> <td>Jack</td> <td>JTx</td> <td>JT9, JT8, QJ98</td> </tr> <tr> <td>10</td> <td>KT9, KJT, QT9</td> <td>AT9, AJT, KT9, KJT, QT9</td> </tr> <tr> <td>9</td> <td>K98, Q98, J98, T9x</td> <td>A98, K98, Q98, J98, T97</td> </tr> <tr> <td>Hi-X</td> <td>Xx, xXx, xXxx, xXxxx</td> <td>Xx, xXx, xXxx, xXxxx</td> </tr> <tr> <td>Lo-X</td> <td>HxX, HxxX, HxxxXx</td> <td>HxX, HxxX, HxxxXx</td> </tr> </tbody> </table>	Lead	V Suit	V NT	Ace	AKx, Axx	AKQx, AKJx, AKx	King	KQx	KQJx, KQTx, KQx, AKJT	Queen	QJx, KQJ	QJTx, QJ9x, QJx, KQJ, KQT9	Jack	JTx	JT9, JT8, QJ98	10	KT9, KJT, QT9	AT9, AJT, KT9, KJT, QT9	9	K98, Q98, J98, T9x	A98, K98, Q98, J98, T97	Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	Lo-X	HxX, HxxX, HxxxXx	HxX, HxxX, HxxxXx	
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Signals (including Trumps): After T1 and against 5+ level: A for att, K for count Roman discards: odd encourages, even S/P Returns: high = even Signals when obvious and later signals S/P																												
DOUBLES																												
TAKEOUT DOUBLES (Style; Responses; Reopening) Support for all suits or 17+ or 15+ bal Prot: K weaker, responses K stronger 2NT response often Lebensohl if game possible, Scrambling otherwise																												
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS After pass over opening bid, double next round is EITHER strong penalty dbl, typically 4+ trumps, 17+ OR weak t/o dbl, typically 4432, 10-12 Most low level dbls are for t/o Responsive to 4♥ = 2 places to play Lead-directing Lightner Game try doubles After cue of our suit by opps, dbl = do not lead, pass = neutral [not 1 st rd] SOS redoubles																												

W B F CONVENTION CARD	
CATEGORY: Natural - GREEN	
NCBO: WALES	
PLAYERS: David STEVENSON Liz COMMINS	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
ACOL	
4 card majors	
4 card minors except 3 cards 1 st /2 nd Not Vul	
Light 2 over 1s	
Fairly light openings	
Pre-emptive raises	
Artificial and aggressive pre-empts	
July 2014 v8.4 Cat2	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1NT 9-12 1 st /2 nd NV	
2♣ Weak with diamonds or 21+ bal or GF	
2♦ Weak with hearts or spades	
2♥/♠ Weak two suiter, 5+ cards in H/S	
2NT/3♣/3NT Weak pre-empt in either minor/major/minor	
3♣/♥ Weak minor/major two-suiter	
3♠ Solid minor, no outside A/K	
4♣/♦ Solid ♥/♠, no outside A	
1NT overcall Weak takeout, 2/3 unbid suits	
Weak artificial defences to strong openings	
Canapé overcalls over short minors and either/or clubs	
Special defences to artificial openings and responses	
Flint and Transfers over 3NT overcalls	
Muppet 3♣, Transfers, 3♠ = minor s/try, 4♣ = Gerber, 4♦ = majors, 4♥/♠ = to play over nat 2NT	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
S/P = suit preference (Lavinthal) t/o = takeout p/c = pass or correct	
PSYCHICS: Rare, no agreements	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
				1♣		3	4♥	4+ cards except 1 st /2 nd NV
1♦		3	4♥	4+ cards except 1 st /2 nd NV				
1♥		4	4♥	5+ cards or 15+ except 3 rd	2NT = raise to 3+ 3♣ = G15+, 5♣/♦ 3♦ = G15+ bal Splinters 3NT = 4333			
1♠		4	4♥	5+ cards or 15+ except 3 rd				
1NT			3♠	9-12 [1 st /2 nd NV] 15-17 [3 rd] 12-14 [other] Possible singleton ♣/♦ honour	2♣ = 5 card Stayman 3♣/♦ = 4441 GF 2♥/♥/♠/NT = Transfer 4♣ = Gerber 3♥/♠ = Game try, 6 cards Game = to play 4♦ = Both majors (5/5) 4NT = nat	Transfer breaks	After dbl: rdbl = 5 card suit 2♣/♦/♥ = suit + higher suit 2♣/NT = 5/5 with/without ♠s After overcall: 2NT = Lebensohl	
2♣	√	5		Weak 2♦ [5+ cards] or 21+ bal or GF	2♦ = p/c 2♥/♠/3♦ = to play opposite weak 2♦ 2NT = art G/try+ 3♣/♥/♠ = nat GF	2♣ - 2♦ - 2♥ = Kokish		
2♦	√	5		Weak 2♥/♠ [5+ cards]	2♥/♠/3♥/♠ = p/c 2NT = art G/try+ 3♣/♦ = art GF [M/m] 4♣/♦ = asks for major		Dbl of 2M/3M = p/c Other dbl = pens	
2♥		5/4		Weak 5+ cards plus 4+ ♣/♦s	2♣ = to play 2NT = art G/try+			
2♠		5/4		Weak 5+ cards plus 4+ ♣/♦s	3♣/♦ = p/c 3♥/♠ = to play 3♠/♥ = nat GF		Dbl = pens	
2NT	√	6		Weak ♣ or ♦	3♣/♦/4♣ = p/c 4♦ = asks for minor 3♥/♠ = nat, GF 3NT/4♥/♠/5♣/♦ = to play		Dbl = pens Redouble shows suit, no fit	
3♣		5/5		Weak ♣+♦	Pass/3♦ = to play 3♠ = nat GF 3♥ = slam try in minor or GF, ♥			
3♦		6		Weak ♥ or ♠	3♥/♠ = p/c 4♣/♦ = asks for major			
3♥		5/5		Weak ♥+♠	Pass/3♠ = to play 4♣/♦ = slam try in ♥/♠			
3♠		7		Solid ♣ or ♦, no outside A/K	4♣ = p/c 4♦ = asks for singleton 3NT/4♥/♠/5♣/♦ = to play 4NT = asks for minor	3♣ - 4♦ - 4♥/♠/5♣/♦ = ♥/♠/♦/♠ singleton 4NT = no singleton	Dbl = pens Redouble shows suit, no fit	
3NT	√	7		Weak ♣ or ♦	4♣ = p/c 4♦/NT = asks for minor 3NT/4♥/♠/5♣/♦ = to play			
4♣		7		Solid ♥, no outside A	4♦ = asks 4♥ = to play			
4♦		7		Solid ♠, no outside A	4♥ = asks 4♠ = to play			
4♥		7		Weak				
4♠		7		Weak				
4NT	√			Asks for specific aces	5♣ = no ace 5♦/♥/♠ = that ace 5NT = two aces 6♣ = that ace	Roman Key-Card Blackwood Kickback Exclusion RKCB Resps: 3041 Rebids ask for specific kings Gerber GSF Blue Club controls Last Train		
5♣		7		Weak				
5♦		7		Weak				
5♥		7		Weak				
5♠		7		Weak				
							HIGH LEVEL BIDDING	
							Over intervention: Dbl/Rdl = 1 st step Pass = 2 nd step Next bid = 3 rd step etc	
							First round only: Acol specific ace ask Blackwood 4NT response	