	NSIVE AND COMPETITIVE BIDDING
	(Style: Responses: 1 / 2 Level; Reopening)
	s are wide range (7-17 hcp approx)
	one level may be 4 cards
Direct raises are	
Unassuming Cu	
2N, 2 Cue, and 5/5 distribution	3 Clubs are Ghestem, showing at least
3/3 distribution	
1NT OVERCA	LL (2 nd /4 th Live; Responses; Reopening)
15-17 in 2nd	(system on)
11-14 in 4th	(system on)
	CALLS (Style; Responses; Unusual NT)
	ising a good suit when vulnerable
Generally 6 card	ds, although 5 is possible non vulnerable
DIRECT & JU	MP CUE BIDS (Style; Response; Reopen)
	e shows extremes
	ntes long running minor and asks for stop
Leaping Michae	els following opponents' Weak 2 opening. Also, a
	lti 2D: 4C = hearts+a minor; 4D = spades+a minor
	ong/Weak; Reopening; PH)
	against strong NT opening).
	are for t/o, with PASS forcing.
2C: majors; 2D:	single suited major; 2H/S: 4+ cards in the bid major
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2C: majors; 2D: plus a 5+ card n	single suited major; 2H/S: 4+ cards in the bid major ninor; 2N: 2 suits (5/5+); 3 level bids: pre-emptive
2C: majors; 2D: plus a 5+ card n	single suited major; 2H/S: 4+ cards in the bid major
2C: majors; 2D: plus a 5+ card n VS.PRE-EMP X = t/o	single suited major; 2H/S: 4+ cards in the bid major ninor; 2N: 2 suits (5/5+); 3 level bids: pre-emptive IS (Doubles; Cue-bids; Jumps; NT Bids)
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2C: majors; 2D: plus a 5+ card n VS.PRE-EMP X = t/o Lebensohl follo	single suited major; 2H/S: 4+ cards in the bid major ninor; 2N: 2 suits (5/5+); 3 level bids: pre-emptive (S) (Doubles; Cue-bids; Jumps; NT Bids) wing their opening Weak 2 and partner's t/o X
2C: majors; 2D: plus a 5+ card n VS.PRE-EMPT X = t/o Lebensohl follo VS. ARTIFICI	single suited major; 2H/S: 4+ cards in the bid major ninor; 2N: 2 suits (5/5+); 3 level bids: pre-emptive TS (Doubles; Cue-bids; Jumps; NT Bids) wing their opening Weak 2 and partner's t/o X AL STRONG OPENINGS- i.e. 14 or 24
2C: majors; 2D: plus a 5+ card n VS.PRE-EMP X = t/o Lebensohl follo VS. ARTIFICI Against Strong	single suited major; 2H/S: 4+ cards in the bid major ninor; 2N: 2 suits (5/5+); 3 level bids: pre-emptive FS (Doubles; Cue-bids; Jumps; NT Bids) wing their opening Weak 2 and partner's t/o X AL STRONG OPENINGS- i.e. 1 or 2 Club: X: majors; 1N: minors (weak)
2C: majors; 2D: plus a 5+ card n VS.PRE-EMPT X = t/o Lebensohl follo VS. ARTIFICI	single suited major; 2H/S: 4+ cards in the bid major ninor; 2N: 2 suits (5/5+); 3 level bids: pre-emptive FS (Doubles; Cue-bids; Jumps; NT Bids) wing their opening Weak 2 and partner's t/o X AL STRONG OPENINGS- i.e. 1 or 2 Club: X: majors; 1N: minors (weak)
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		LE	ADS AND SIG	NALS		
OPENIN	G LEA	DS STYLE				
		Lead			artner's Suit	
Suit		4 th /2nd		3 rd fr	om 3 small	
NT		4 th /2 nd Strong Ks 1	10s	3 rd fr	rom 3 small	
Subsequent		standard (present) count				
LEADS						
Lead			Vs. Suit		Vs. NT	
Ace		For attitude			For attitude	
King		For count/unblock			For count/unblock	
Queen		For attitude			For attitude	
Jack					Denies higher card	
10				STR	ONG	
SIGNAL	S IN O	RDER OF I	PRIORITY			
	Partner's Lead		Declarer's L	ead	Discarding	
1	Standa	rd count	Standard cou	nt	Standard count	
	Standa	rd attitude	Standard attit	ude	Standard attitude	
	1 Standard count		Standard cou	Standard count		
Suit 2	Standa		Standard attitude		G. 1 1 1	
Suit 2 3		rd attitude	Standard attit	ude	Standard attitude	
Suit 2 3			Standard attit	ude	Standard attitude	

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

Sputnik Xs thru 4H. Negative Xs and forcing passes in competition (though generally PEN after a natural NT bid by us). Lebensohl relay following our t/o X of their Weak 2. Immediate 3 level shows 7-10hcp. With strong hands, 2N/3C denies stop, while a 3 level cue shows 4 cards in the other major.

ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES

Most low level Xs are competitive; XX is generally for rescue

Responsive X generally shows 3 cards in unbid major + length elsewhere

Game try Lightner X of 3N says lead our suit; or, where we are silent:

X following a purely NT auction asks for a spade lead;

X following a suit auction asks for lead of dummy's first bid suit

After (1NT), X of Stayman/Transfer shows the cipher suit OR a big hand

W B F CONVENTION CARD

CATEGORY: OPEN

NCBO: WALES

GWYNN DAVIS 903335 PATRICK MURPHY 912165

SYSTEM SUMMARY					
ACOL APPROACH FORCING					
4 CARD SUITS AT THE ONE LEVEL					
WEAK NT OPENING (11-14 NV; 12-14 VUL)					
2C AND 2NT: STRONG OPENINGS					
2D/H/S: WEAK SINGLE SUITED OPENINGS (5+ CARDS)					
MOST Xs AND XXs IN COMPETITION ARE FOR T/O					
MANY 2NT LEBENSOHL SEQUENCES					
STANDARD CARDING: COUNT AND ATTITUDE					

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

SPECIAL FORCING PASS SEQUENCES

1x (P) 1/2y (1/2z) **PASS** is forcing

Following (1NT) X (2any), next X is t/o and PASS is forcing

IMPORTANT NOTES

PSYCHICS: RARE

NG	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 *		4	4H	NATURAL	INVERTED MINOR SUIT RAISES	1NT REBID: 15/17 2C: ENQUIRY	
					2N : FIT; SLAM INTEREST	3 level: splinters; 4 level: other controls	
1 ♦		4	4H		3N : FIT; MODERATE GAME VALUES;	F1 following 1H/S opening	
					NO SHORTAGE	NF following 1C/D opening	
1♥		4	4D		SPLINTERS: MODERATE GAME VALUES		
1 🖍		4	4D				
INT		2		11-14 bal (12-14 vul)	Stayman (non-promisory); 2D/H/S/NT: transfers	2 nd suit by responder: natural	
					3 bids: singleton in 4/4/4/1; 4 bids: Baron style	1N-2C-2D-3D: Extended Stayman	
2.	*	0		23+ balanced or Game Force	2D: weak or waiting; 2N: 8-10 bal	2N rebid: 23-24 (system on – see 2NT)	
						3N rebid: 25-26	
2♦		5		Weak (generally 4-9 hcp)	Direct raises are pre-emptive		
					2N enquiry: in response, show feature if non-min		
2♥		5		Weak (generally 4-9 hcp)	Change of suit is F1	Support with 3; show outside feature; 2N	
						shows 2 card support; rebid of own suit	
2 🛦		5		Weak (generally 4-9 hcp)		denies 2 card support	
2NT				20-22 balanced	3C: 5 card Stayman, with Puppet; 3D/H: transfers; 3S: 5S/4H; 4C/4D: Baron style; 4H/S: natural		
3 .		6		Natural pre-empt	TIPS. natural	Following intervention: X for penalties	
3♦		6		ditto		ditto	
3♥		6		ditto		ditto	
3 A		6		ditto		ditto	
3NT	*			Solid minor	4C: pass or correct; 4D asks for singleton (4N=no)		
4 ♣				Natural			
4♦				ditto			DOPI
4♥				ditto			ROPI
4 ^				ditto			
4NT				Specific Ace ask	5C = 0; 5N = 2		
						HIGH LEVEL B	IDDING
						CUE BIDS: 1 st or 2 nd ROUND CONTROL; WE BID FIRST CONTROL TO CO-OPERATE IN CUE BIDDING BELOW GAME DOESN'T PROMISE EXTRAS; TO CUE BID ABOVE GAME DOES PROMISE EXTRAS	
						TO BY-PASS A SUIT DENIES CONTROL	
						RKCB: 3/0; 4/1. NEXT SUIT: Q ASK 5NT ASKS FOR SPECIFIC KINGS JUMP TO 5 LEVEL: EXCLUSION	
						JUMP TO 5NT: GRAND SLAM FORCE (5S is GSF for clubs)	

Supplementary notes

- *Following 1X-1Y-2N, or 1X-2Y-2N, 3C is NATURAL, not checkback.
- *Following 1N overcall (15-17) or protective (11-14), we play SYSTEM ON ie Stayman and 4 suit transfers.
- *Following 2N response to suit opening (strong and fit), opener splinters at the 3 level, shows A/K controls at the 4 level. 3 level rebid is waiting; 4 level rebid is very weak.
- *Following the opponents' X or OVERCALL, jump bid in a new suit by responder promises FIT.
- *FSF is GF at the 3 level, but only a one round force if made at the 2 level. Partner may pass any minimum rebids. Raise of fourth suit is '5th suit' seeking further description.
- *Opener's rebid is a SPLINTER whenever a lower level bid in the same suit would itself promise extras eg 1C-1H-3D. Otherwise jump rebids are natural eg 1D-1S-3C.
- *Italian cue bidding style: bid FIRST control. Co-operating with partner in cue bidding below game doesn't promise extras. By-passing a suit denies 1st or 2nd round control.
- *Other than in competitive auctions, 4 of a minor is GF and invites cue bidding. Only exception is 1x-4x, which is pre-emptive.
- *Following minor suit agreement at the 4 level, an immediate 4N by partner says he has no more to offer. We have to cue bid first in order for 4N to be treated as RKCB.
- *Following 1NT and 2NT openings, 4C/D is start of a Baron sequence, showing slam interest. Jumps to 4H/S following partner's NT opening are natural to play.
- *4 suit transfers over 1N. COMPLETE transfer to minor with a **good** holding; 2nd suit shown by responder is then bidding out shape.
- *Major suit transfer breaks following 1NT: jump shows 4 card support and lower range; 2N shows 3+ cards and upper range (to be followed by re-transfer).
- *Following opponents X of our 1N opening, XX shows 5+ card suit or 4/4/4/1 with singleton club; immediate suit bids show two places to play.
- *Following our 2N opening or overcall: 5 card Puppet Stayman (3D response shows 4 card major); 3D/H: transfers; 3S: 5S/4H; 4C/D: Baron.
- *Following our 3N overcall: Baron 4C; 4D/H transfers; 4S shows a minor with NO slam interest; 4N/5C/5D: limit, inviting slam.
- *Ghestem wide range. 2N: lower 2 suits; 2 Cue: extremes; 3C: upper 2. Treat prepared club opening as natural for Ghestem purposes. Ghestem still applies when bid in 4th seat.
- *In competitive auctions, 2N is generally 'good/bad' relay to 3C (constructive in partner's suit or weak in your own).
- *Following our X of the opponents' 1N opening, and their attempted escape, next X is t/o. ALL PASSES ARE FORCING. Subsequent Xs are pen.

*PENALTY DOUBLES apply in the following situations:

following our XX;

following our FSF;

following any of our weak 2 or 3 level openings;

following our t/o X when they bid one of our suit presumed suits;

following an inverted minor suit raise;

after either member of our partnership has made a natural NT bid in any auction (except when they have achieved low level suit agreement).

*LEBENSOHL 'FAST' (fast arrival shows stop). This applies even following partner's t/o X of their Weak 2 opening: go via 2N with no stop, and cue with 4 cards in the other major.

*Lebensohl relay in the following situations:

following opponents' intervention over our 1NT opening;

following our t/o X of their Weak 2;

following partner's 1NT overcall and further bid by RHO;

in 4th seat in defence to the Multi, after partner has doubled in 2nd;

following partner's suit overcall and then a further bid by RHO;

following the opponents' **2 level** overcall of our suit opening. [So 1X (1Y) 2NT is natural; but 1X (2Y) 2NT is 'good/bad' relay.]