

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level (may be 4 cards); generally sound at 2 level Responses: (1x) 1M (P): 3x = Mixed raise (6-9); 2M/3M/4M = Pre; 2NT = 9+, 4+ supp; Transfer advances, otherwise new suit = F; Fit jumps (1x) 2m (P): 3x = Spl; 3m/4m/5m = Pre; 2NT = Nat; Transfer advances, otherwise new suit = F; Fit jumps
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th live: 1NT = 15-18 Reopening: 1NT = 11-14; 2NT = 19-21 Responses: (1m) 1NT: System on (1M) 1NT: 2♣ = ♦; 2M-1 = Asks for 4oM Rubensohl (X = T/O if overcall is natural)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 5-10 (aggressive NV; wide-ranging opposite PH) Responses: 2NT = Asks for feature; Cue = Asks for suit quality (1m) 2NT = ♥+om (1M) 2NT = ♦+oM (1x) P (1y) 2NT = Two-suited in unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = ♥+♠ (1M) 2M = ♣+oM (1x) P (1y) 2x/y = Natural
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs strong NT opened in 3rd NV or vs weak NT by unpassed hand: X = Penalty; 2♣ = 4♥+any; 2♦ = 4♠+any; 2M = Nat; 2NT = ♣+♦ Vs strong NT not opened in 3rd NV or vs weak NT by passed hand: X = ♠+any; 2♣ = ♥+♣; 2♦ = ♥+♦; 2M = Nat; 2NT = ♣+♦
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Weak 2: X = T/O (Responses: 2NT = Lebensohl; 3m = NF, 9-11) 2NT = 15-18; 3♠ = Asks for stopper; (2♦) 4♣ = ♣+M; (2♦) 4♦ = ♥+♠; (2M) 4m = m+oM Weak 3: X = T/O; 3NT = Nat; (3♦) 4♣ = ♣+M; (3♦) 4♦ = ♥+♠; (3M) 4m = m+oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣) or (1♣) P (1♦): X = Majors; 1NT/2NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M (X): 1NT/2♣ = Trf; 2M-1 = 8+, 3(4) supp; 2NT = 8+, 4+ supp; Fit jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Low	} Attitude if supported	
NT	4th/2nd from bad 3+ suit	} 3rd/Low if unsupported	
Subseq	Attitude	Attitude	
A/Q asks for attitude (Hi = Disc); K asks for unblock or count (Hi = E) vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax(+)	AK(+); Ax(+)	
King	AKx(+); KQ(+); Kx	Asks for unblock or count	
Queen	AKQ(+); QJ(+); Qx	(A)KQ(+); QJ(+); Qx	
Jack	(K)J10(+); Jx	(A/K)J10(+); J10(+); Jx	
10	109(+); 10x	(H)109(+); 10x	
9	KJ9(x); H109(x); 9x	9x	
Hi-X	Xx	Xx; xXx(+)	
Lo-X	HxX(x); xxX(x); xxxX	HxX; HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Disc	Hi = Even	Hi = Disc
Suit 2	Hi = Even	Suit preference	Hi = Even
3	Suit preference		Suit preference
1	Hi = Even	Smith (see below)	Hi = Disc
NT 2	Hi = Disc (A/Q lead)	Hi = Even	Hi = Even
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps):			
Smith: Hi = Encourages continuation on both sides			
Suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+ direct; Equal level conversion			
Responses: (1x) X (1M) X = Pen; (1x) X (1M) 2M = 5+M			
Scrambling 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) X = 4+♥; 1m (1♥) X = 4+♠			
Support double shows 3(4)-card support (any strength)			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: England
PLAYERS: Michael Alishaw – Stephen Kennedy
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Vul/4th: 1♣ = F, 10+ natural/balanced/strong; 1♦ = 4+♦ NV: 1♣ = F, 14+ natural/balanced/strong; 1♦ = 1+♦ (nat/bal/4414) 5-card majors (semi-forcing 1NT); light openings NV/3rd 1NT opening: 14-16 Vul/4th; 9-11 NV 1st/2nd; 9-16 NV 3rd 2/1 response: FG except direct rebid Vul; F2M NV
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1st/2nd: Multi 2♦ (weak 2M) NV 1st: 2♥ = 3-8, 4+♥4+♠ 2NT = Both minors; Gambling 3NT Rubensohl (X = T/O if overcall is natural) Transfers in competition after we open 1x (1NT) 2♣ = Majors Good-Bad 2NT
SPECIAL FORCING PASS SEQUENCES
(1NT) X (2♣/♦/♥) P = F 1x (X) XX (2♣/♦/♥) P = F
IMPORTANT NOTES
1♦ opening may have 4♦5+♣ 1M opening may be 4-card suit in 3rd
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♥	Vul/4th: 10+ nat / 11-13 bal / 17+ bal / FG any NV: 14+ nat / 15+ bal / 17+ any	1♦ = 0-5 any or 6+ without 4M; 1M = 6+, nat; 1NT = Inv	1♣ 1♦ 1NT = 17-19; 1♣ 1M 1NT = Min bal 1♣ 1M 1NT: 2♣ = Pup 2♦; 2♦ = Relay	
1♦	✓	1(4)	4♥	Vul/4th: NF, 10+ unbalanced 5+♦, unless 4♦5+♣ or 4♦(441) NV: 9-16 nat or 12-14 bal/4414	Vul: 1NT = 5-11; 2♣ = FG, nat NV: 1NT = 5-11; 2♣ = 5+♦; 2♦ = FG, bal/5+♣		2♣ = NF; Fit jumps
1♥		5(4)	4♦	Vul/4th: NF, 10+ NV: 9-16 May be 4-card suit in 3rd	1♠ = F, 0-4♠; 1NT = F, 5+♠; 2♣ = F, nat/bal (2+♣); 2NT = Limit+, 4+♥; 3♥ = Pre; 4m = Spl		2♦ = NF; Fit jumps Vul: 2♣ = 8-10, 3+♥
1♠		5(4)	4♥	Vul/4th: NF, 10+ NV: 9-16 May be 4-card suit in 3rd	1NT = 5-11; 2♣ = F, nat/bal (2+♣); 2NT = Limit+, 4+♠; 3♠ = Pre; 4x = Spl		2♦/♥ = NF; Fit jumps Vul: 2♣ = 8-10, 3+♠
1NT			4♦	Vul/4th: 14-16 (may have 6m) NV 1st/2nd: 9-11 NV 3rd: 9-16 (may have 6m or singleton)	2♣ = Stayman; 2♦/♥/♠/NT = Transfer; 3♣ = Puppet Stayman; 3♦ = FG, ♦+♣; 3M = Spl; 4♣/♦ = Pup 4♥/♠		
2♣		6(5)	4♥	Unbalanced (may be 5♣4M NV) Vul/4th: 10-15 NV: 9-13	Vul/4th: 2R = Trf; 2NT = Inv; 3♣ = Pre NV: 2♦ = Relay; 2M = Inv; 3♣ = Pre		
2♦	✓	5		1st/2nd: Weak 2M 3rd: 5+♦ (wide-ranging)	2M/3M = P/C; 2NT = Relay		
2♥	✓			Vul 1st/2nd: 10-15, 6+♥ NV 1st: 3-8, 4+♥4+♠ NV 2nd: 8-12, 6+♥	2NT = Relay; 2♠/3♣/3♦ = F, nat; 3♥ = Pre 2NT = Relay; 3♣ = Pup 3♦; 3♦ = Asks for better M 2NT = Relay; 2♠/3♣/3♦ = F, nat; 3♥ = Pre		
2♠		5		Vul 1st/2nd: 10-15, 6+♠ NV 1st/2nd: 8-12, 6+♠	2NT = Relay; 3♣/♦/♥ = F, nat; 3♠ = Pre		
2NT	✓	5-5		8-12, 5+♣5+♦ (NV 1st: 3-8)	3m/4m = Pre; 3M = F, nat		
3♣		6		Pre-emptive			
3♦		6		Pre-emptive			
3♥		6		Pre-emptive			
3♠		6		Pre-emptive			
3NT	✓	7		Gambling	4♣/5♣ = P/C; 4♦ = Asks for shortage; 4M = To play	3NT 4♦: 4NT = No shortage; 5m = Spl in om	
4♣		7		Pre-emptive		HIGH LEVEL BIDDING 4NT = RKCB-1430: 5NT = 2 + void; 6x = 1 or 3 + void Interference over RKCB: ROPI; DOPI (over 5m); DEPO (over 5♥ or higher) Splinters; Exclusion RKCB: 0314 responses Cue bids show first or second round controls Lightner double	
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	✓			Asks for specific aces	5♣ = 0 aces; 5♦/♥/♠/6♣ = That ace; 5NT = 2 aces		
5♣		8		Pre-emptive			
5♦		8		Pre-emptive			
5♥		8		Pre-emptive			
5♠		8		Pre-emptive			