

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Aggressive style (8-16). May be 4 cards at 1-level with HHxx.
Raises are PRE, cue usually has 3-card support.
Usually respond with 8HCP
Jump cue over 1M = mixed, 2NT (over major) = strong raise
Jump responses are usually natural and weak
New suit F at 1, 3 level and 2 over 2; 2 over 1 = constructive NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2 nd ; 17-19 4 th live.
Responses as to 1NT opening.
Reopening = 11-14 over m, 11-16 over M
Responses as to 1NT opening but 2♣ asks range and Ms.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (usually 6+ cards)
2NT = two lowest unbid suits (then cue = game try, jumps PRE)
Reopen: Intermediate (about 11-15, 6+ cards). 2NT 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = of minor = both majors, of major = other major + minor
Responses: cue FG agreeing major, 2NT = game try, 3C=P/C
Jump cue asks stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ both majors, 2♦ one major, 2M suit plus minor, 2NT minors or any strong two-suiter.
After 2♣, 2♦ asks for longer M. After 2♦, M=P/C.
Double PEN v weak NT. Dble by passed hand & v strong NT = 5m and 4M
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O. Over double of weak 2, 2NT = often weak relay, 3x = INV.
NT=NAT, system on (over 2NT), Over 3NT, 4♣ range enquiry, 4♦ weak with M, 4♥/♠ = NAT slam try
4m over M=that minor and other major, cue of minor = majors, cue asks stopper v weak 2.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
v 1♣, X=♥, 1♦=♠, 1♥/♠/1NT=CRO. Weak jumps. 2NT any two-suiter, usually 6-5 or better. v 1♣-1♦, X=Ms 1NT=ms.
v 2♣-2♦, X shows diamonds, 2♣-X = clubs
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, usually PEN-seeking. 2NT = sound raise to 3+.
Raises are PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partnership Suit	
Suit	4 th (2 nd from bad suits)	Same (3 rd /5 th if unsupported)	
NT	4 th (2 nd from bad suits)	Same (3 rd /5 th if unsupported)	
Subseq	Same	Same	
Other: King request count, ace requests attitude during play, and at trick 1 against pre-empts and 5+ level contracts. 6 th best if we have shown 5+.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) or AK(+) asks ATT	Usually AK, asks ATT	
King	KQ(+) or AK(+) asks CT	Asks CT/UNB	
Queen	QJ(+)	KQx(x), QJ(+) asks ATT	
Jack	(K)J10(+)	(A or K)J10(+)	
10	(H)109(+)	H109(+), 109(+)	
9	Shortage (9/9x) or Q/J98(+)	9x, Q/J98(+)	
Hi-X	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxX, HxxX(+)	HxX, HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DIS	Hi = Even	Hi = DIS/Even
Suit 2	Hi = Even	SP	SP
3	SP		
1	Hi = DIS	Hi = E but see below	Hi = DIS/Even
NT 2	Hi = Even	SP	SP
3	SP		
Signals (including Trumps):			
Mostly SP in trumps. Smith Peter on declarer's first lead v NT (H = ENC) from both sides, 1 st discard = ATT (then present count)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasis majors, minors unclear. May be weak if shape-suitable.			
Reopening double may be a king weaker.			
After prepared 1♣/1♦ opener, X may be balanced with 3+ in MAJs			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most low-level doubles are T/O except when we have redoubled to show strength. If we have bid and raised a suit, MAX doubles apply. After a T/O double, responsive doubles apply to 4♦ and usually deny an unbid M (if both are unbid, doubles show none or both).			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Fiona Brown, Sally Brock
EVENT: Women's Venice Cup 2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card majors (except 3 rd); 1♣ NAT or BAL 12-14/18-19; 1♦ 4+ ♦s
2♣ opening = weak 2♦ (5-9), FG or 23-24 BAL
2♦ opening = weak only Multi with one major, 2♥/♠ = 5M4m (NV), 5M5m (V), (less than 10 HCP)
Initial actions fairly sound, not all 11 counts opened
1NT (14)15-17
2 over 1 = FG
Wide-range overcalls
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ NAT or BAL 12-14 or 18-19 (1♦=4)
2♣ opening = weak 2♦ (5-9), FG or 23-24 BAL
2♦ opening = Multi
2♥/♠ = 5M4m (NV), 5M5m (V), (less than 10 HCP)
3NT good 4M 1 st & 2 nd , to play 3 rd & 4 th
Jump shifts: weak: 3-8 (except 1M - 3♣/♦/♥),
Jump in other minor after minor = limit raise (9-11)
SPECIAL FORCING PASS SEQUENCES
After (1NT) X (2m) pass is F (X is PEN)
If we bid to game constructively, pass is F
IMPORTANT NOTES
In high-level auctions, a new suit is assumed to show a fit for partner and may be only lead-directing.
PSYCHICS: Almost never, no specific types

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/ COMPETITIVE BIDDING
1♣	Yes	2	4♦	All balanced hands outside 1NT range open 1♣ unless other 5-card suit or 4♦ (may open 1♣ with 4 bad ♦).	Natural, bypass ♦s unless FG. 2♣=FG, 2♦=limit raise, 2♥/♠=weak, 3♣/3♦/♥/♠=PRE	1♣-2♣-2♦ fewer than 4C, 2NT=4Cs weak NT (no M), others NAT + 4+ clubs 1♣-1x-1NT-2♣/♦ = ART checkback	Transfers after 1M Transfers after jump overcall
1♦		4	4♣	Natural	Natural, limit raises, 2♥/♠=weak, 2NT=FG+fit, 3♣=limit raise, 3♥/♠/4♣=splinter	1♦-1x-1NT-2♣/♦ ART checkback	
1♥		5	4♦	Natural	1NT 5-11, 2/1, 2C=FG, NAT or BAL 2♠=weak, 2NT FG +fit, 3♣/♦ = 3/4-card limit raise, 1♥-3♠/1♠-3NT = unspecified splinter, double jump = void, 1♠-3♥=INV	2-way Checkback 1♥-2♥ or 1♠-2♠, step 1 = game try, others=slammy Gazilli after 1NT response	In competition: 2NT = 4-card limit raise Cue = 3-card raise
1♠		5	4♦	Natural			2♣/♦=3/4crd support over 3 rd seat 1M
1NT			4♦	(14)15-17 May have 6m, 5M or 4M5m May have singleton	2♣ STAY, 2♦/♥/♠/NT=♥/♠/♣/♦ 3♣=5♣5♦ FG, 3♦=5♥5♠ FG, 3M=(31)(54), 4♣ Gerber, 4♦/♥ = ♥/♠, 4♠=4m4m quantitative	2♣-2♦: 2♥=WEAK, 2♠ = minor ask, 3♥/♠=5-4 Ms FG. 2♠/NT-3♣/♦ A/Kxx or 4 or better New suit FG after TRF (not 1NT-2D-2H-2S), jump auto-SPL	2NT & up transfers after intervention
2♣	Yes	0		Weak 2♦, 0-9NV, 5-9V, 23+ balanced or any FG (no weak option in 4 th)	2♦ = waiting (then 2♥ = 23-24 BAL or NAT), 2M = nat INV, 2NT = relay, 3♣=nat, F, 3♦=to play facing weak 2♦	2NT-3♣ = any singleton (3♦ asks), 3♦ = MIN, 3♥/♠ = honour 2♣-2♦-2NT = 25+ (then 3NT= 5-6HCP) 2♣-2♦-3♥/♠=4♥/♠+5♦	
2♦	Yes		2♠	Weak 2♥/♠, 3-8 HCP NV, 5-9 VUL suit NV NAT (10-13) in 4th	Bids of majors = pass or correct, 2NT relay, 3♣=♣ or ♥, 3♦=♦ or ♠, 4♣ says transfer major, 4♦ says bid major	Over 2NT, 3♣/3♦=MAX (then 1 st step asks for suit quality, 2 nd step asks for shortage), 3♥/3♠ = min (step 1 asks for shortage),	
2♥		6		5M + 4m (NV), 5M +5m (V)	3/4/5/6♣=pass/correct, 2NT = relay (3♣/♦=min, 3♥/♠=max with ♣/♦), 3♦ = INV in M		
2♠		6					
2NT			4♦	20-22 balanced May be 19 in 3 rd /4th	3♣ 5-cd Stayman, 3♦ = ♥, 3♥ = ♠ 3♠ minors, 4♣/♦/♥/♠ = ♥/♠/♣/♦	2NT-3♣: 3♦=4M (then bid one not held), 3♥=no MAJ, 3♠/3NT= 5♠/♥	
3♣		6		Maybe 0 HCP NV v V	3♦ asks for 3-card majors		
3♦		6		PRE, new major NF NV v Vul			
3♥		6		1 st in hand only	4m=lowest Q		
3♠		6			4m=lowest Q (4♥ = NAT)		
3NT	Yes			Good 4M To play 3 rd & 4th	4♣ asks transfer major, 4♦ asks bid major, then cue up the line		
4♣		7			4♦ = general try, 4NT asks for key cards	HIGH LEVEL BIDDING 4NT asks for key cards (1430). 4C over 1NT asks for aces. DOPI if they intervene over 4NT. Double jump can be Exclusion. Cues usually up the line 4NT is not RKCB when: no suit agreed; a raise of NT; a response to 4SF; in minor-suit auctions (4NT = good, 5m = bad). Some last train	
4♦		7		Natural, PRE	5♣ = general try, 4NT asks for key cards		
4♥/4♠		7			5m = lowest Q, 4NT asks for key cards		
4NT				Asks for specific aces			
5♣ / 5♦				Natural PRE			
5♥ / ♠				Asks for A or K			