




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>NCBO Logo &amp; Coloured Sticker:</b>  	<b>CATEGORY:</b> Green June 2018 <b>NCBO:</b> England <b>EVENTS:</b> Ostend Open Teams <b>PLAYERS:</b> Chris Jagger Jeffrey Allerton
Wide range (occ. 4) at 1-level; often 6 at 2-level; may be up to 19 HCP			<b>Lead</b>	<b>In Partner's Suit</b>		
RESP: 2new suit NF over 1L; otherwise F1 & jumps FIT; cue support F1;	<b>Suit</b>	4 <sup>th</sup> (MUD) ; STND	4 <sup>th</sup> ; STND		<b>SYSTEM SUMMARY</b>	
jump cue: 3-level mixed raise; 4m SPL; Jump raise PRE, NT NAT	<b>NT</b>	4 <sup>th</sup> from honours (2 <sup>nd</sup> bad suit, MUD or top of 3 low) K STR				
(1♠)-2♥-(2♠) 2NT L/R as no cue available	<b>Subseq</b>	ATT in new suit;				
4 <sup>th</sup> seat: 2-level new suit NF in competition	<b>Other:</b> REMAINDER COUNT when continuing a suit with a low card					
(1x) – P – (1y) – 2x & 2y both NAT; Re-opening similar but K lighter	Can lead top in partner's suit from minimum length with weakness					
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>GENERAL APPROACH AND STYLE</b>	
2 <sup>nd</sup> : 15-18; RESP STAYMAN/TRANS; 4 <sup>th</sup> LIVE 16-19 RESP SAME	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>			
In Competition 2NT+ Lebensohl style as after 1NT opener; DBL T/O	<b>Ace</b>	AKx(+), AQx(+), Ax(+); REV. ATT				
Re-opening: 11-15 (PH 9-11) Responses: 2♣ ENQ + Transfers	<b>King</b>	AK(+), KQ(+); CT		STR; UB or CT		
PH LIVE shows 5-5 in lowest two unbid suits	<b>Queen</b>	KQ(+) or QJ(+); REV. ATT		KQ9(+), QJ9(+); REV. ATT		
	<b>Jack</b>	KJ10(+), J10(+);		J109, J108, AJ10(+), KJ10(+)		
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>	<b>10</b>	109(+); K109(+); Q109(+)		(A/K/Q)109(+), REV. ATT		
WK, Random NV (5+ cards), RESP similar to PRE opener; jumps FIT	<b>9</b>	9x		9x, 9xx, occasionally 109xx(+)		
2NT: lowest 2 unbid suits, RESP NAT, cue = good hand	<b>Hi-x</b>	Sx, xSs, xSxx		Sx, xSx (or Sxx if unclear), xSxx		
	<b>Lo-x</b>	HxxS, HxS, HxxSx		4 <sup>th</sup> best from an honour		
<b>Reopen:</b> INTERMEDIATE 6+ cards; 2NT NAT 19-21 RESP as open	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>1NT Opening:</b> (11)12-14, 6m or 5M possible but not routine		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>2 OVER 1 Response:</b> 9+ HCP, forcing to two of partner's suit	
(1m)–2m: 55+ in ♥+♠ WK+; RESP: 2♦ ask, 2NT/3cue=UCB in ♥/♠	<b>Suit</b>	1	Lo = ENC	S/P	Lo = ENC	
(1M)–2M: 55+ in OM +m, Constructive+ RESP: 2NT INV+ relay;		2	Lo = ODD	Lo = ODD	Lo = ODD	
After (1M)–2M: 3/4m PoC.; game= to play; jumps PRE; RDBL =own suit		3	S/P		S/P	
(1m 2+)-3m=NAT. (1♠NAT)-3♠ =♠+♦, other(1x)-3x asks for stop	<b>NT</b>	1	Lo = ODD	"SMITH SIGNAL"	Lo = ENC	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		2	Lo = ENC	Lo = ODD	Lo = ODD	
2♠=♥+?, 2♦=♠+?, 2M/3m NAT, 3M=NAT, INV, 2NT=♣+♦		3		S/P	S/P	
(1NT)-2m-(P)-step 1=PoC, 3♠=FG relay, 3♦=INV with 3M & 3+OM	<b>Signals (including Trumps):</b> REVERSE ATTITUDE; REMAINDER					
X PEN After X of 1NT opening and runout, X=T/O, P=not forcing	COUNT; SMITH v NT: PETER BY EITHER HAND ENC LEAD vs NT;					
Passed Hand: DBL = 4 spades + a minor	S/P IN TRUMPS; S/P to opening lead if dummy/dec. known to be short					
X of Stayman or transfer shows suit doubled.	<b>Doubles</b>					
After Jacoby transfer, 'cue' = 2-suiter with other major and a minor						
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>					
(3♠)-4♠/♦ =♥+♠/♦+M; (3♦)-4♦=any 2 suits, (3M)-4M/4NT=OM+m/♣+♦	10+ HCP Shape-suitable or STR (19+ or equivalent); K less by reopener					
(4m)-4NT=NAT; (4M)-4NT =2 suits; (2M)– 4m 55+ in OM and suit bid	Responses: (1m)-X-(P)-2m =F1; jumps 8-11, 1NT 6-10					
(2♦)-3♦=♥+♠; (2♦)-4♣ =♣+♥; (2♦)-4♦=♣+♠ (Weak 2)-X = t/o + LEB						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL FORCING PASS SEQUENCES</b>					
DBL = MM, NT shows the minors	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>					
After natural overcall, NT bids act as UCB if no cue available	Most X T/O before fit found or hand defined (some game-try).					
Jumps WK; P then bid stronger than 1 <sup>st</sup> round overcall after strong 1♣.	After PEN DBL of 1NT opening, next double is T/O					
General style very aggressive NV	1 <sup>st</sup> dbl T/O after strength showing redouble/double of 2-suited overcall.					
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	DBL of suit we have bid or implied is PEN					
1Y–(DBL)–RDBL STR 9+ now P F2Y with next DBL T/O	Action X: by Pre-emptor shows extra offence.					
New suits F1 by unpassed hand, jumps often FIT, 2NT L/R+	RESP DBL show 2 places to play, may not have OM					
	(2/3x)-DBL-(raise)-DBL shows convertible values					
	DBL after partner's PRE is PEN					
	<b>PSYCHICS:</b> Rare.					

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		PASSED HAND BIDDING OR IN COMPETITION
1♣		3	4♠	NAT, 4+♣ or 4333/3433 Generally open lower of two 4-card with 15-19BAL	Inverted minors, 2NT bad raise. New suit = natural, F1 Strong jump shifts Double jumps= splinters	1♣-1♦-1NT-15-17 (then 2♣ enquiry).Puppet/transfer after 1♣-1M-1NT 1m-1M-2NT = 18-19 (then 3♣ asks for supp.,3♦ 2-way asks about OM) 1♣-1♥/♠-3♦ =4-card support, either 17-19 Bal or very strong 1♣-1♠-2♠-3♦ = FG enquiry, 3 steps 3 cards.	Fit Jumps 1♣-(1♥): -dbl=4♠, 1♠=5+ 1♣-(1♦): -dbl=4♥+4♠ Responder's cue =good raise	
1♦		4	4♠	NAT Generally open lower of two 4-card with 15-19BAL	Inverted minors, 2NT bad raise. New suit = natural, F1; Strong jump shifts Double jumps= splinters	1m-2m-2NT (15-19 BAL)-3♣/♦=enquiry 1m-1M-1NT rebid = 15-17 (then 2♣ Puppet/2♦ transfer) 1m-1♥-2♥-2♠=FG enquiry; 1m-1♥-2♥-3Om = invite with 5+♥	Fit Jumps 1♦-(1♥): -dbl=4♠, 1♠=5+ Responder's cue =good raise	
1♥		4	4♠	NAT Usually 5+♥ or 15-19, 44(32)	New suit = natural, F1; Strong jump shifts in ♠/♦ 1NT=5-9; 2NT=FG raise, 4+♥ 3♣ =either a limit raise to 3♥ or strong with ♣ 3♠/4m =splinter;3NT=♦ void or 12-14 ♦ s/ton	1♥-1♠-1NT-(11-17)-2♣-2♦/♥/♠/NT=11-14/15-16/15-16 3433/Maxes 1♥-1NT-2♣=Comant: Natural or any game force. 1♥-1NT-3m=INV 1♥-2m-2NT=15-19 BAL, then 3♣ asks for strength/support 1X-2m-3NT = 5224, 17-19; 1♥-2♣-3♠-4♦ = agrees hearts	P-1M-2♣=either natural or good raise to 2M+ Fit Jumps; In competition, NT generally natural	
1♠		5	4♥	NAT	New suit = natural, F1; Strong jump shifts in ♦/♥ 1NT=5-9; 2NT=FG raise, 4+♠;3NT=SPL in ♦/♥ 3♣ = limit raise to 3♠ or strong with ♣;4m/♥ =SPL	1♠-1NT-2♣=natural, or weak with hearts, or any game force 1♠-2♥-2NT/3NT = NAT or good raise (3♣ asks)/strong 4-card raise 1♠-2♥-2NT-3♣-steps=<3♥/3♦/STR3♥/6♠/shortage/shortage/good5422	P-1M-2♣=either natural or good raise to 2M+; Fit Jumps In competition, NT generally natural	
1NT		2	4♥	(11)12-14, (6m or 5M possible, not forced)	2♣=Stayman(could be raise to 2NT without 4M) Game bids=to play..2♦/♥=Jacoby transfers. 2♠/NT=5+♣/♦ (Opener completes with Kxx or 3♠=4♥, short spades; 3♦=5+♦,short clubs 3M=shortage;4♠=slam try in ♠;4♦=hearts.	1NT-2♣-2any-3♣=puppet to 3♦ (natural by passed hand) 1NT-2♣-2M-3♦=2-way; 1NT-2♣-2♦:-3♦=FG 55M; 3♥=55M INV After 1NT-2♣-2♥: 2♠=INV with 4♠; 2NT INV without 4♠ Transfer to major then new suit = natural, FG at 3-level Transfer to minor then new suit at 3-level =shortage F4m	2NT=Lebensohl (maybe strong) 1NT-(2♥)-3m=NAT, INV; 3♥=5+♠ 1NT-(2♠)-3♣/♦/♥=INV+ transfers 1NT-(3♣/♦):- 3♦/♥/♠=transfers P-(P)-1NT-(any)-2NT/3m=NAT	
2♣	✓			FG or (22)23-24 BAL	2♦=negative or waiting; 2♥/3m=natural positives 2♣ = balanced(ish) positive 2NT = positive with 5+♠	2♣-2♦-2♥=natural or 25+BAL (2♣ asks) 2♣-2♦-3M/4m=natural, sets suit, asks for cue bid 2♣-2NT-3♣=natural or balanced	2♣-(X)-P=0-4; 2♦=semi-pos 2♣-(bid)-P=0-4 or PEN; X=values	
2♦		5		Weak 2 in ♦ Sound in 2 <sup>nd</sup> seat; 9-12 in 4th	2♥/♠=natural, constructive, NF;3♥/♠=Natural, FG 2NT = NAT, INV; 3♣=enquiry; 4♣=NAT, FG	After 2♦-3♣:- 3♦=MIN; 3M = MAX, lowest 3-card major.;3NT MAX	Fit jumps	
2♥/♠		5		Weak2 in bid suit,4-9(10)HCP 1 <sup>st</sup> /2 <sup>nd</sup> Maybe 5-card suit 1 <sup>st</sup> NV/3 <sup>rd</sup> Sound: 6-card suit in 2 <sup>nd</sup> seat, Wide range (0-12) in 3 <sup>rd</sup> Constructive 9-12 in 4 <sup>th</sup>	2♠=natural, constructive, NF; 3new suit=NAT, F1 2NT = enquiry for range/shortage; 2♥-3♠=Natural FG ;4♣/♦=fit jump; 4♥ =to play	2M-2NT: 3♣=lower range 3♦=very bad OR MAX without shortage 2M-2NT:3♥/♠/NT =MAX with shortage in ♣/♦/OM If 1 <sup>st</sup> NV, "very bad" = 5-card suit, 2M-2NT-3any-4♣=RKCB in Opener's major	Fit jumps	
2NT				NAT 20-21 (22) HCP	3♣=5-card Stayman; 3♦/♥=transfers to ♥/♠ (not 3♠=both minors; 3NT = to play; 4♣/♦=SAT slam 4♥/♠=single-suited slam try in ♣/♦ respectively	After: 2NT-3♣: 3♦=4M; 3♥=no 4CM; 3♠=5♠; 3NT=5♥	2NT-(3♣):- 3♦/♥/♠=transfers 2NT-(3♦):- 3♥=5+♠; 3♠=5+♥.	
3 suit		6		NAT,PRE-EMPTIVE 0-10HCP Aggressive 1 <sup>st</sup> NV & in 3 <sup>rd</sup> Sound 2 <sup>nd</sup> (e.g. 3m VUL=good suit) Wide range (0-12) in 3 <sup>rd</sup> ,9-12 in 4 <sup>th</sup>	3♦/♥/♠-4♣=RKCB; 3♣-4♦=RKCB 3♥/♠-4♦=general slam try in Opener's major 3 of New suit NAT, F1. Game bids to play	<b>HIGH LEVEL BIDDING</b>		
3NT			N/A	Solid minor suit No outside A or K in 1 <sup>st</sup> /2 <sup>nd</sup> seat	4/5♣=PoC; 4♦=shortage ask. Game bids to play	Cue style: Flexible, may bypass 2 <sup>nd</sup> round control If cue-bid is doubled, XX shows control (usually 1 <sup>st</sup> )	Kickback or 5T+1in some sequences 0/3,1/4,2,2+Q DOPI/ROPI if room else DOPE/ROPE	
4 suit		6	N/A	NAT PRE-EMPTIVE 0-12 HCP	4m-4NT NAT; 4M-4NT RKCB; 4m-4M NAT 4♣-4♦=RKCB; 4♦-5♣=RKCB;	If open 2NT or 3NT pulled to 4m, 4NT=NAT/DISC; Otherwise 4NT*= RKCB if suit has been agreed: RESP: 5♣ 0/3, 5♦ 1/4, 5♥ 2, 5♠ 2+Q, 5NT+=void *If hearts trumps, 4♠ (if not natural) is RKCB	5NT 'pick a slam' if no clear suit agreement Else 5NT GRAND SLAM FORCE (5♠ if ♣ agreed) RESP: step 1= 0, 6NT 2, 7♣ 3, 6other=1, 2 suits agreed RKCB in a few sequences	
4NT			N/A	Specific ace ask	5♣ none, 5♦/♥/♠/6♣ ace of bid suit, 5NT two aces	Over Q ask, deny by bidding trump suit; with Q show a side king or bid 5NT. 5T+1 asks for kings	'last train' type bids in some auctions 4NT in competition can be 2-suiter or good raise	