

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple – natural, can be 4 card suit at 1 level
Change of suit 2:1 is NF. 1:1, 2:2 and 3:2 is F
Responding – Jump cue = mixed; UCB – 3+ card raise; 2NT – is a 4 card raise of overcall
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
Direct 15- 18, system on, Stayman and transfers
4 th - 11-14. 2C stayman, transfers
Sandwich with both opponents bidding 15-18
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct = weak (less than an opening bid)
2NT – unusual, 5/5 in the lowest 2 suits
Reopening: Intermediate (11-15)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5/5 Majors over 1m opening, 5/5 OM and a minor over 1M opening, 2NT response = game interest
Jump cues ask for stop for NT
Cue following weak 2 opener = stop ask
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
X – 15+
2C = majors, then 2D shows equal length; 3C=F; 3D=UCB
2D = one major, then multi responses
2H/S = 5H/S + 4+ minor
Passed hand: X = 5C+4M; as above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = t/o
Leaping and non-leaping Michaels (4m=5/5 in bid minor and other major over a Major suit pre-empts, 4 other m=5/5 in bid minor and a Major, cue=5/5 Majors. When 4m is bid=constructive NF)
3NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X – Majors, 1NT = minors, Weak Jump Overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ , New suit = F1, Jump = Fit
Jump raise = pre-emptive, 2NT = best raise
1H (X) 2D and 1S (X) 2H = 9+ 3 card raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th /2nd	4 th /2nd	
NT	4 th /2nd	4 th /2nd	
Subseq			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	From AK –for Rev Att	From AK –for Rev Att	
King	K from AK or KQ - Count	AK or KQ – count/unblock	
Queen	KQ or QJ – Rev attitude	KQ or QJ – rev attitude	
Jack	KJ10x, J10x or Jx	AJ10, KJ10x or J10x	
10	K109, Q109, 109x	H109, 109x (10 is an H)	
9	H98x or 9x	Q98x, J98x, 9x	
Hi-X	Xx, xXx, xXxx (+)	Xx, xXx, xXxx (+)	
Lo-X	HxX, HxxX (+)	HxX, HxxX;	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encouraging	High =even	Low encouraging
Suit 2	High = even		High = even
3	SPS if x on dummy		
1	Low encouraging		Low encouraging
NT 2	Count	Count	Count
3			
Signals (including Trumps):			
Suit preference signals where possible.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/o of opening bids up to and including 4D, X of 4M t/o orientated			
T/o of suits bid and supported to 4S.			
Re-opening x light			
(1H) X (2H) X = 4S; (1H) X (2H) 2S =5S			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles – for D, H, S of bids up to 2 of our major			
Responsive, Game try			
Lightner			

W B F CONVENTION CARD
CATEGORY: W. Online 2026
NCBO: England
PLAYERS: Hanna Tuus & Anne Rosen
SYSTEM SUMMARY
5 Card Majors, with 15-17NT
2 over 1 GF
1C can be 2;
1D is 4
2D/2H/2S weak first to third position
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted minor response to 1C/D
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICI AL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4H	Clubs, or weak NT or 18/19 NT hands.	IH/1S = natural (may have longer minor); inverted minor response, weak jump shifts (incl after X)	1C -2C-2D = weak NT without 4C 1C -2C -2NT = weak NT clubs	Support doubles and redoubles 1C (1H) X denies 4S
1♦	----	4	4H	Natural	Inverted Minors response, weak jump shifts	1m – 1M -2M – step 1 = enquiry	Support doubles; After 1D opener jumps are fit in competition. P/H 2NT = best raise
1♥	----	5	3S	Natural	1NT = semi-forcing; 2/1 = nat GF; Raising the suit: 2 maj 5-10; 2NT = GF;	1M – 2M – 3 any long suit try 1M – 2NT – 3C = any min, 3D = bal extras, 3H/S/NT = extras short C, D, OM.	P/H = 2C – 3 card raise; 2NT = best raise 4 card raise
1♠	----	5	3S	Natural	1H-2S = mixed, 1H-3C = 3 limit, 1H – 3D = 4 limit, 1H-3H weak 4 card raise//1S-3C= 3 limit, 1S-3D=4 limit, 1S-3H mixed, 1S-3S 4-6. Void splinters		Compn = 2NT best raise; UCBs; Fit jumps as p/h and in compn
1NT		Bal		15-17 Bal	Stayman (non-promisory); 4 suit transfers; 3 level = single suited slam tries; 4C minors	Smolen after 2D response to Stayman After minor suit transfers – bid shortage	Lebensohl,2NT asks for 3C (FAST shows a stop), x = t/o up to 4H,new suits at 2 level=NF, direct 3 level=FG,3 level new suit after 2NT=to play or inv if the suit could have been bid at the 2 level after intervention
2♣	✓	0		23+ bal or Game Forcing or strong 2 in a major	2D Negative/Relay usually less than 8, 2NT = 8+ Bal; 2H/2S/3C/3D = Nat positives	Kokish 2C – 2D-2H -2S – 2NT = 23/24 bal	X at 2 or 3 level t/o, bids F and positive. 4 level x = pens
2♦		6(5)		Weak 2: 4-9 NV, 6-10V (Intermediate 9-12 in 4 th position)	New suit at 2 level NF; 3 level F 2NT = F enquiry, game interest	2D -2NT – 3 any = feature non-min, 2M- 2NT - 3 any = shortage	X t/o at 2 level pens at 3 level
2♥		6(5)					
2♠		6(5)					
2NT	----	Bal		20-22 Bal	3C stayman, 3D/3H = transfers, 3S = minors; 3NT = to play; 4 level = 2 up transfer slam tries	Smolen after 3D response to Stayman	
3♣	----	6		Pre-emptive	Change of suit is natural and F1. 4C – generic slam try over 3D/H/S; 4D over 3C		X pens after pre-empt openers
3♦	----	6		Pre-emptive			
3♥	----	6		Pre-emptive			
3♠	----	6		Pre-emptive			
3NT	✓	0		Pre-emptive – solid minor in 1 st and 2 nd ; to play in 3 rd and 4 th .	4C p/c to play in minor 4D asks for singletons		
4♣	----	7(6)		Pre-empt – more playing strength	4NT – RKCB New suits at 5 level show 2 losers in other suit		
4♦							
4♥							
4♠							
4NT	✓	0		Minor two suiter		HIGH LEVEL BIDDING	
5♣		8				Cue bids (1 st or 2 nd round control), last train in uncontested auctions	
5♦		8				4NT RKCB – 1430 2 no Q, 2+Q// 5NT for specific kings;	
5♥		8				Over intervention: D is 0/3, P is 1/4 , next suit is step 3	
5♠		8				Exclusion KCB may apply at the 5 level; 5NT pick a slam; GSF	