

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 (2nd/4th 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		
Suit	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
1	Low encouraging	High =even
		Low encouraging
Suit 2	High = even	
3	SPS if x on dummy	
1	Low encouraging	Low encouraging
NT 2	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 oriented		
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 ARTIFICIAL	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; 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	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 Compn = 2NT best raise; UCBs; Fit jumps as p/h and in compn	
1♠		5	3S	Natural				
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		