

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level overcalls can be as weak as 6+ HCP
2 level overcalls stronger –often 6 card suit or good opening values when minor
In response change of suit F1 by non-passed at 1L, and at 2L if uncontested. NF at 2L by non-passed if contested, Fit jumps. Fit-non-jump at 2L by passed if RHO competes.. Direct raises WK, Jump cue bid in LHO suit at 3 level below our suit mixed raise.(6-9 HCP)
2N 4+ card INV+ raise after 1M overcall 2N NAT after 1m overcall and 2L overcall if RHO pass
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd seat 10-15 4 th seat (responses as per 1NT opener)
(1x)-p-(1Y)-1N 17-20 (16-18 over TRF response to 1C showing M)
In protective seat by passed hand 10-11 balanced
In non-protective seat by passed hand unusual
JUMP OVERCALLS (Style; Responses ;Unusual NT)
WK 0-11 HCP 6+ suit – can be aggressive. 2M can be 5 NV. Strength will vary as to position and vulnerability.
In response 2 new suit constructive NF (2N=F with 5+S over 2H) 2N (2S over 2H) enquiry 3 new suit F1
Re-opening: 10-14 HCP with 6 card suit 3H/3S over WK 2 strong NF if jump :
Jump 2NT 5+/5+ lowest 2 suits in direct seat 19-21 in protective
In 4 th seat after (1X)-p-(1Y) 2N 6+ lowest unbid 4 highest unbid CONST
DIRECT & JUMP CUE BIDS (Style; Response; Reopen
1m -2m = 5+/5+ MM In response 2N INV (R) Cue BID GF
1M-2M= 5+/5+ oM + m. In response 2N INV in M Cue BID GF in M 3m/4m P/C 4N Bid m 5C/5D NAT
Jump cue asks for stop except 3C/3D over short (2-) 1C/1D natural SJO 4C over 1C and 4D over 1D strong 4M bid. 4H/4S over 1H/1S Nat.
4S over 2S strong mm 4H over 2H strong 4S bid
VS. NT (vs. Strong/Weak; Reopening;)
2C = MM 2D= H or S 2H= hearts(5+) +m 2S= spades (5+) + m
2N= both minors or other GF
3C/3D Intermediate (PRE if NT strong) 3H/3S PRE
X pen if 1N 14-16 or less, either minor if passed or 1N 15-17 or more. X of strong 1N overcall PEN by non-passed, either minor by passed
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles take-out .2N/3N natural. 4C/4D over 2M/3M show 5+/5+ m bid+ oM
3/4D over 2D 5+/5+ MM 4C over 2/3D and 4D over 3C 5+/5+ m bid+ H
Cue bid over 2H/S either asks for stop or GF 5+/5+ oM+m. Cue bid over 3C/3D 5+/5+MM. Cue over 3H/3S 5+/5+ other M+ m GF .4N over 4H opening 2 suited. 4N over 3M or 4S opening mm
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
Against precision 1C X= Hearts plus m. 1D= spades plus m 1H/1S Nat. 1N=MM 2N=mm .Jumps WK 5+ suit 0+HCP After 1C-p-1D x is M+m. Same against 2C (all one level higher) except 2N=MM or mm . After bid showing M min NT bid= game try.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer responses after 1C 1H or 1S are doubled 2N is a good raise to 3x. Many fit jumps. 2/3L after 1C WK. Some bids after 1H/1S SPL.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from bad 3+ suit. 4 th from Honour. Top of sequence	3 rd and 5 th Top of sequence 10 from KJ10 if supported	
NT	2 nd from bad 3+ suit 4 th from Honour. A and Q for attitude K for count/unblock at trick 1.	3rd and 5th. Top of sequence 10 from KJ10or AJ10 if supported	
Subsequent	Ace denies King 10 from 109	Ace denies King 10 from 109	
Other: At 5 level or higher lead K from AK			
LEADS	VS SUIT	vs NT	
Ace	A+ AK+	A+ AK+	
King	Kx KQ+ AK AK+	AK+ KQ+ Kx	
Queen	QJ+ Qx	KQ+ QJ+ Qx	
Jack	Jx J10+KJ10+ AJ10+	Jx J10+ KJ10+ AJ10+	
10	10x Q109+ K109+	10x Q109+ K109+	
9	9x 109x	9x 109x Q98 J98	
Hi-X	Xx 2 nd highest from xxx+	Xx 2 nd highest from xxx+	
Lo-X	4 th highest from Hxxx+ Lowest from Hxx	4 th highest from Hxxx+ Lowest from Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISC	Hi=ODD	Hi=DISC
Suit 2	HI = ODD	S/P	HI=ODD
3	S/P		S/P
1	Hi=DSIC	Hi=ODD	Hi=DISC
NT 2	Hi=ODD	S/P	HI=ODD
3	S/P		S/P
Signals (including Trumps):			
Smith Peter in NT – first signal Lo=Like Lead by leader and partner			
Hi Lo in trumps= suit preference or can be 3			
Lead of lowest card from known 5+ card suit vs NT =weak suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles of suit (usually) takeout 4S or below when still trying to find a fit unless (usually) when previously failed to double. Double above 4S values			
7+ HCP in protective position			
Usually 3 card support for all unbid suits unless strong (17+ non=protective 15+ protective).			
2N response conventional if opposition bid at or raise to 2 level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Doubles showing 3 card support after 1x-1M (or transfer showing 4+M) below the level of 2M or when e.g. 1C-(1H)-x-(3H) where 3H PRE.			
Some game-try doubles. After strength/value showing X (or where pass F and no suit agreed) first x take-out if below game second PEN			
Responsive doubles (doubles normally take-out orientated 4S or below when we are still trying to find a fit and optional/values at higher levels) Double of UNT or 2 suited-overcall values.			
Doubles against 3N or slam can ask for unusual lead RDBL by responder of take-out double of our overcall shows A or K. 1C-(x)-xx 4+D			

WBF CONVENTION CARD
CATEGORY : GREEN
WALES
PLAYERS: PAUL LAMFORD AND RICHARD PLACKETT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors. 14-16 NT. Prepared C (2+) with TRF responses
2NT=23-24 Bal 2C 20-22 Bal or other GF
1 st - 3 rd 2D WK MM 2H 2S WK. 4 th 2D MM Int 2H/2S Int
Most 2/1 GF (except 2C over 1H/S ART)
Opening Style and pre-emptive style optionally aggressive
Many fit jumps in competition
2NT in competition often conventional
Leads 2nd and 4th Signals Low= ENC or Lo=EVEN can be suit preference
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
4C = good 4H opening 4D = good 4S opening 3N= either m PRE
2D= WK MM
1m-2H and 1m-2S and 1H-2S are WK
1D-2N, 1H-3D and 1S-3D are INV 4+ card raises.1D-3D 1H-3H and 1S-3S 3-9 HCP
1C-1D. 1C-1H are TRF 1C-1S NO 4 M 1C-1N and 1C-2C GF TRF. 1C-2D 16+ BAL
1M-2C = GF C or GF BAL or ART inv. Pass 1M-2C= 3 card INV raise. pass 1M-2D and pass 1M-2NT= 4+ card INV raise
1NT-3C H or S SPL 1N-3D C SPL 1N-3H and 1N-3S D SPL 1NT/2NT-4C = MM
TRF continuations if we open 1H/1S and respond 1NT
1C-(1N)-2C = MM 1C-1N-(2D)=H or S 1C-(1N)-2H = H (5+) +m 1C-(1N)-2S= S (5+) +m 1C/D- (1S) –2other m = H, 2H=other m
2NT over a strong 2C or 2D opening shows MM or mm
Some TRF responses if opponents double 1C, 1H or 1S and if opponents overcall 1C with 1D or 1H
Against 2 suited overcalls 5+/5+ Lower Cue = 4 th Suit INV+ Higher Cue =Raise INV+. Pass then X = PENS
SPECIAL FORCING PASS SEQUENCES
Pass forcing at red above game when one hand opens 1st 2nd or 4th in hands and the other shows INV.+ Values
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	7H	Balanced 11-13 or Balanced 17-19 or Natural 9-22 HCP Can have 2C or 5D if 11-13 Balanced Can have 2C if 17-19 Bal. Opening style can be aggressive Can be light 3 rd seat	1D 4+H 1H 4+S 1S no 4M 1NT 5+C GF 2C 5+D GF 2D 16+BAL 2H,2S WK 2N NAT INV no 4M 3C PRE 3D/3H/3S WK 4C=PUP 4H 4D=PUP 4S 4H/S NAT 1D/1H/1S responses can be light in HCP	After 1C-1H 1S= 11-13 BAL or min with 5+C and 2/3S. 1N=17-19 BAL 2S=min with 4S 2N= Good raise to 3+S. After 1C-1S 1N=11-13 Bal 2N=17-19 Bal. 1C-1D-2S = 6C+3H inv. After 1C-1H-1S/1N 2C=PUP 2D= WK or GF 5+S 4+H 2H= WK or GF 5+S 2S= GF 4S 2N=PUP 3C	After 1C-(x) xx= 4+D 1D=4+H 1H=4+S 1S=4+C After 1C-(1D) x=4+H 1H=4+S 1S= 4+C . After 1C-(1H) x=4+S 1S=4+C After 1C-(1S) 2D=H 2H=D After 1N overall 2C=MM 2D =H or S 2H =-H(5+)=m 2S= S(5+)+m Jumps 2L /3L Fit if passed
1D		4/5	7H	5D unless (4441) shape or occasionally in 3rd Opening style can be aggressive Can be light 3 rd seat	1H/1S Nat F1 can be light in HCP, 1N 5-12 NF 2C C GF 2D GF 4+D, 2H/2S WK. 2N INV 4+D (denies 4M) 3C NAT INV (denies 4M) 3D 3-9 4+D 4D PRE 3H/3S/4C SPL 4H/4S Nat	1D-1H/S-1N =17+ ART. 2N= Good raise. 1D-1H-3C= 6D and 3H INV. After 1D-1S-1N-2C=PUP 2D=GF(R) 2H/2S=WK	Fit jumps. After 1S overall 2C=H 2H=C
1H		5(4)	7H	5 card suit except occasionally 4 in 3 rd . 9-22 HCP Opening style can be aggressive Can be light 3 rd seat	1S 4+S F1 can be light in HCP. 1N 5-12 NF 2C GF C or BAL or ART INV 2D Nat GF 2S WK. 2N 4+H GF 3C NAT INV(denies 4S or 3H) 3D 4+H Inv 3H 4+H 3-9 HCP 3S any singleton. 3N spade Void 4C 4D Void 4S NAT	After 1H-1N 2C/2D TRF 2H= H+C NF After 1H-2C 2D= MIN 2H=GF 5H 2N=GF 6+ H 3M =FG 6+H S-SOL+ 1H-1S-1N = 17+ ART 1H-1S-2N = Good raise 1H-1S-3C = 6H +3S inv. After 1H-2H 2S =any SPL GT 2N=4+S F1 After 1H-3H 3S= Any SPL ST	Fit Jumps. After x 1N/2C/2D TRF 2N raise. After 1 or 2 level overall 2N 4+ H INV+ CUE= 3H INV+. If passed 2C= 3H INV 2D/2N = 4+H INV
1S		5(4)	7H	5 card suit except occasionally 4 in 3 rd 9-22 HCP Opening style can be aggressive Can be light 3 rd seat	1N 5-12 NF 2C GF C or BAL or ART INV 2D/2H Nat GF.2N 4+S GF 3C Nat INV (denies 4H or 3S) 3H Nat Inv (denies 3S) 3D 4+S INV 3S 4+S 3-9 HCP 3N Any singleton 4C/4D/4H Void	After 1S-1N 2C/2D/2H TRF 2S=S+C NF. After 1S-2C 2D=MIN 2S=GF 5S 2N=GF 6+S 3S=GF 6+S S=SOL+ After 1S-2S 2N= Any SPL GT After 1S-3S 3N= any SPL ST	Fit Jumps. After x 1N/2C/2D/2H TRF 2N raise. After overall 2N 4+S INV+ CUE 3S INV+. If passed 2C =3S INV.2D/2N= 4+S INV
1N			4S	14-16 Balanced. Hand may include a singleton K or A. Can have 5 card M or 6 card m.	2C (R) 2D/2H/2S/2N TRF 3C= H or S SPL 3D= C SPL 3H/3S = D SPL 4C=MM 4D/4H=TRF 4S=Blackwood	Over 2C 2D min 5 card M 2H/S min 4 2N min no 4 card M 3C max 5 card M 3D max 5H+4S 3H/3S max 4 3N max no 4 card M	2N demands 3C. 3 New suit FG after overall. 4H/S NAT after 3L intervention. If 1N-(p)-2C-(X) pass= no stop
2C	√	0	4S	GF Artificial or 20-22 Bal. Will normally have a minimum of 18 HCP	2D (R) 2H/S WK 2N/3C,3D,3H TRF	2C-2D-2H is hearts or 20-22 Bal.(2S asks) 2C-2D-3H/S = 4suit 5+ diamonds 2C-2D-3C-3D = 4M enquiry 2C-2D-3C-3NT= D NF	DBL 0-4 Pass 5+. Cue Bid SPL 3 suited
2D		5	PEN	1 st -3 rd WK MM (5+/4+ 1 st and 3 rd NV 5+/5+ other) 4 th Int MM (5+/5+)	2N (R) 3C/3D Nat F1. 4N Six Ace Blackwood 4C RKCB H 4D RKCB S	After 2N 3C min (5-4) 3D min 5-5 3H max 5H 4S 3S max 5S 4H 3N max 5/5,	2N (R) New Suit NAT NF after X
2H		5	PEN	1 st -3 rd WK 5+ Suit 0-11. Can be aggressive 4 th 10-13 6 card suit	2S (R) 2N 5+S F1 3C/3D F1 3S/4C/4D SPL 4S/5C/5D NAT 2N R	After 2S 2N Max no S/S or 5H min ,3C= m SPL 3D S SPL 3H 6H Min no SS 3S Good suit	By passed 2S (R) In Comp 2N (R) New suit NAT NF after X Fit jumps
2S		5	PEN	1 st -3 rd WK 5+ Suit 0-11. Can be aggressive 4 th 10-13 6 card suit	2N (R) 4C/4D/4H SPL 5C/5D NAT 3C/3D/3H F1	After 2N 3C Max no SS or 5S min 3D m SPL 3H H SPL 3S min 6S no S/S 3N Good suit	2N (R) New Suit Nat NF after X Fit Jumps. 4H Nat in Comp
2NT			4S	23-24 Bal can have singleton K or A, 5 card M or 6 card m	3C (R)) 3D/3H transfer 3S S/T in one or both m. 4C= MM 4D/4H TRF 4S Blackwood	2N-3C 3D= 4 card M or 3S 3N=2S After 2N-3C-3D 3H=no 4H 3S=4H 3N=4S+4H NF 4D=4H+4S S/T	4H/4S NAT IF 2N-(p)—3C-(X) pass= no-stop
3C		6(5)	PEN	0-11 HCP 6+ in suit. Can be aggressive (could be 5 1st + 3rd NV)	3D/3M F1 4D any slam try in clubs 4H/4S/5D Nat		3 suit NF after x 4D Fit non jump after 3M
3D		6 (5)	PEN	0-11 HCP 6+ in suit. Can be aggressive.(could be 5 1st + 3rd NV)	3M F1 4C any S/T in diamonds 4H/4S/5C Nat	After 3D-4C 4D=slam interest no shortage	3 suit NF after x 4C Fit non jump after X/3M
3H		6	PEN	0-11 HCP 6+ in suit. Can be aggressive	3S F1 4m cue bid 4S/5C/5D NAT		3S NF after x 4m fit non jump
3S		6	PEN	0-11 HCP 6+ in suit. Can be aggressive	4m cue bid 4H/5C/5D natural		4m fit non jump
3N	√		PEN	1 st -3 rd pre-empt (6+ suit) in either C or D . Suit playable in NT opposite Kx or Ax 4 th To play (normally based on long m)	4C/4D/5C//6C pass/correct 4H/4S/5D to play 4N S/T in partner's minor	HIGH LEVEL BIDDING	4N S/T in partner's m 4C/4D/5C//6C p/c 4H/4S/5D Nat
4C	√	0	PEN	7+ H too strong for 4H. 7.5+ Playing tricks NV 8+V	4D S/T 4N RKCB 4S NAT	After M agreed at 3L 3N usually SS slam try where S agreed and 3S where H agreed.	
4D	√	0	PEN	7+ S too strong for 4S 7.5+ Playing tricks V 8+V	4H S/T 4N RKCB	4N RKCB 5C 1 or 4 5D 0 or 3 5H 2 or 5 no trump Q 5S 2 or 5 trump Q 5N+ void	
4H		6	PEN	Pre-emptive	5m Cue bid 4S NAT	Many jumps above game exclusion RKCB (1 st step 1/4).	
4S		6	PEN	Pre-emptive	5C/5D/5H cue bid	4m RKCB where 3m forcing or m already agreed. 4D can be RKCB for clubs.	
4N	√			Specific Ace Ask	5C=0 5other=A 5N= 2Aces 6C= Ace of clubs	4N in minor suit cue bidding auction is rolling slam interest	
5m		7	PEN	Pre-emptive	New suit cue bid	5N pick a slam 5S is trump enquiry in C/D/H if a jump After 4N RKCB lowest Q ask next lowest specific K ask. Other new suits= ASK (5N =	
5M		7	PEN	Pre-emptive	New suit cue bid	ask in RKCB bidders other suit or Q ask suit where not specific king ask)	

