

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS(Style: Responses:1/2 Level;Reopening)
Aggressive at 1 level, 2m fairly sound
Change of suit forcing except 2/1
1N=8-12,2N=12-14 after 1 Level overcall
Where change suit NF then Cue may contain any FG
2N forcing in response to 2m overcall
Protective 2m reopening similar values to overcall
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-18 direct, 11-14(minor)/11-16 (major) Protective
Similar if (1X)-P-(1Y)-1N, 2N=19-21 protective
Responses as 1N except if bid shows their suit
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK, but tactical opposite passed partner
2N=Forcing, Cue bid=FG if 2N available
2N=2 suited, <b>Reds</b> over 1♠, Reopen Jump=Intermediate
DIRECT & JUMP CUE BIDS (Style Response; Reopen
1m-2m=Michaels (2N=Game Try+ Relay, Cue=FG in a Major)
1♥-2♥=♠ and minor (2N=Game Try+ Relay, 3♥=FG in ♠)
1♠-2♠=♥ and ♣ (2N=puppet, 3L=invite, 3♠=♥ slam try)
1m-3m=asks for stop unless 1m=<3 cards then natural weak
Jump Cue asks for stop (or FG 2 suiter v weak 2)
Double Jump Cue=Strong 4M overcall.
VS. NT (vs. Strong/Weak; Reopening;PH)
Double=5+m/4M or Strong 18+ (2♣=P/C, 2♦=Relay)
2♣=Majors (2♦=Relay)
2♦=1 Major or 20-22 balanced (2N=Relay)
2M=5+ with 4+minor (2N=Relay, 3♣=P/C)
2N=minors or FG 2 suiter
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DOUBLES 4♣/4♦ over 2M/3M=2 suited with OM
4♣ over 2/3♦=♣&M (3m)-4m=Majors,
(3♥)-4♥=strong 4♠
VS. ARTIFICIAL STRONG OPENINGS-i.e.1♣ or2♣
Double=Majors (1♦=Relay)
After negative 1♦ Double=Majors
1♦=5+m/4M (1♥=pass/correct)
1M=natural or shortage non vul (1N=Relay)
1N=minors; 2L=suit or suit above (2N=Relay)
Versus strong 2♣ Double=Majors, 2N=minors
2 Level=suit or suit above
OVER OPPONENTS' TAKEOUT DOUBLE
Pass may be traditional Redouble by unpassed hand
Redouble=next suit up
Transfers from suit above, 1N=Natural, Raise=weak.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and 5th	3rd and 5 <sup>th</sup>	
NT	2 <sup>nd</sup> and 4th	3rd and 5 <sup>th</sup>	
Subsequent	Low from Honour*	Low from Honour*	
Other:* maybe 3/5 if defenders know position. Top Touching Honours except Lower for unblock v NT's. 3 <sup>rd</sup> from 6 usually.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax (+)	
King	KQx(+) AK Kx	KQx(+) AKJ10 Kx	
Queen	QJx(+) Qx AKQ	QJx(+) KQ109 Qx AKQ	
Jack	J10(+)KJ10 AJ10 Jx	J10(+) KJ10 / AJ10	
10	109(+)H109 10x	109(+) H109 10x	
9	9x H98(+)	9x H98(+)	
Hi-X	3 <sup>rd</sup> and 5 <sup>th</sup> leads	Usually shortage	
Lo-X	3 <sup>rd</sup> and 5 <sup>th</sup> leads	Usually promises honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Usually reverse	Will be count if at all. Reverse Smith v NT.	First discard will usually be reverse attitude but maybe count if appropriate
Suit 2	attitude but		
3	maybe standard		
1	count or SP,		
NT 2	depends on		
3	dummy		
Signals (including Trumps):			
High Low in trump suit often discourages opening lead, otherwise could be SP or 3 trumps if ruffing			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May not have the other minor if we double 1m.			
Equal level conversion double applies.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Double/Redouble at 1 Level			
Take-out if not support (often minimum with 3 card support at 2L)			
Game try with no available space at 3 level after we have just raised our suit.			
Double=next suit up after 1♦ or 1♥ overcall			
After 2M/3L opening and opponents Double, Redouble is competitive			
Pass and then Double=penalties			
If opponents Double our overcall Redouble=good hand with doubleton			
Suggests a sacrifice after a jump overcall when we are non-vul,			
eg (1♠)-3♣-(3♠)-DBL.			

W B F CONVENTION CARD
CATEGORY: <b>GREEN</b>
NCBO: <b>ENGLAND</b>
PLAYERS: <b>SIMON COPE</b>
<b>PETER CROUCH</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♦/1♥/1♠ opening=Forcing 1/2/3 non vulnerable
5 Card Majors, possibly 4 cards in third
1N =14-16 1&2 / 15-17 3&4 may contain 5M/6m
1♣=2+♣, either balanced or natural
1♦=5+♦ OR 4441
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 Level
Transfer responses to 1♣ (1♠=4+♣ or FG balanced)
1♣-1N=NF with 5+♦ or 3343
1♣-2♣=6+♦ FG
1♦-2♣=♦ raise
1♦-2♦=5+♣ no 4M FG
1M-2♣=FG Relay
1♠-2♦=5+♥ 10+ or equivalent
1M-2under=strong raise
1N-2♣=4+♥
1N-2♦=4+♠
1N-2♥=Relay like Stayman
2 Level
2♣=6+♦ 9-13 or various 17+
2♦=multi, 5 card weak 2 first 3 positions non vulnerable
2M=weak 6+ suit, wide ranging in third
3 Level
3N= Strong 4M in first two seats
Competition
Artificial Redouble, e.g. 1♥-(Double)-Redouble=4+♠
After opponents Double our pass may be 11+ balanced
Transfers in Competition
SPECIAL FORCING PASS SEQUENCES
Rare, 3m-Double-5m at Red and if we have FG values
IMPORTANT NOTES
PSYCHICS: Crouch sometimes: Cope rare:

Opening	artificial	Min No:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	5+♣ or 4414 short ♦ 10-13(14) Balanced 17(18)-19 Balanced	1♦=4+♥: 1♥=4+♠: 1♠=4+♣ or FG balanced 1N=5+♦ or possibly 3343 NF: 2♣=FG 6+♦: 2♦=9-12 6+♦: 2M=4M and 6+ minor FG, 2N=Natural 4/5♦: 3L=weak	1♣-1R-complete=10-13 2/3 cards 1♣-1R-1N=17+ F1 1♣-1♥-2♥=14-16 natural NF 1♣-1R-2N=16+ 4+ card support	2♣=5+♣/4+♦
1♦		4	7♥	10-22 5+♦ or 4441 <18	1M=natural; 1N=Natural 5-11 no 4M: 2♣=3+♦ raise invite +, 2♦=5+♣ no 4M FG, 2M=4+M 5+♣ FG: 2N=12-13 balanced invite: 3♣=Invite: 3♦=mixed: 3M=splinter:	1♦-1M-1N=15+ <4 card support 1♦-1M-2m=10-14 1♦-1♠-2♥=15-17 1444/0454 1♦-1M-2N=16+ with 4+ support 1♦-2♣-2♦=<15 with 4/5♦	2m=natural, Jump is fit 2N=strongest 4 card raise 3M is splinter
1♥		5 (4)	7♦	10-22 Possibly 4 cards in 3rd	1♠=4+♠: 1N 5-12 NF: 2♣=Artificial FG: 2♦=3+♥ good raise+: 2♥=weak: 2♠=strong: 2N=4+♥ invite: 3m=Invite: 3♥=mixed: 3♠ any x: 3N(♠)/4m void	1♥-1♠-1N=15+ <4 card support 1♥-1♠-2L=10-14 1♥-1♠-2N=16+ with 4+ support 1♥-1N-2♣=either minor or 16-17 bal 1♥-2♣-2♦=any 15+, others=art <15	2♣=3+♥ 2♦=3+♥ / 4+♠ Jump=fit
1♠		5 (4)	7♥	10-22 Possibly 4 cards in 3rd	1N 5-12 NF: 2♣=Artificial FG: 2♦=5+♥ 9+pts: 2♥=3+♠ good raise+: 2♠=weak: 2N=4+♠ invite 3m/♥=Invite: 3♠=mixed: 3N any x: 4X=void	1♠-2♣-2♦=any 15+, others=art <15 1♠-2♦-2M=not forcing 1♠-2♦-2N=FG 1♠-2♦-3♣=FG 3+♥ 1♠-2♦-3♦=FG with 6+♠	2♣=5+♥ 2♥=3+♠ 2♦=3+♠ / 4+♥ Jump=fit
INT			4♠	14-16 first 2 15-17 3rd/4th 5M/6m optional	2♣=4+♥: 2♦=4+♠: 2♥=Relay like stayman: 2♠=FG 4+♦ 3 suited or 6+♦: 2N=FG 4+♣ 3 suited short ♦ or 6+♣: 3♣=Puppet: 3♦=MSS: 3M=minors x/v: 4m=T:	1N-2♣ -2♦=2♥, 2♥=3♥ (with 4♥) -Others=4/5♥ 1N-2♥ -2♠ no 4M, 2N/3♣=4♥/4♠ -3♦=max 4M(s), 3M=max 5	
2♣	yes	0		(1) 20-22 balanced (2) FG 5+♣ (5+♦ VUL/4 <sup>th</sup> ) (3) 17+ 4(441)/18+ 1444 (4) 9-13 6+♦ no 4M	2♦/3♦=p/c, 2♥=Relay, 2♠=Natural F1, 2N=5+♥ F1, 3♣=5-5 Majors F1	2♣-2♦-2♥=20-22 <4♠ or 18+4441 2♣-2♦-2♠=17-20 4♠441 2♣-2♦-2N=20-22 with 4/5♠ 2♣-2♦-3L=4441 suit below	
2♦	yes	0		25+ balanced or FG 5+Major Weak 2M 5 card suit, 1/2/3 non vulnerable	2♥=Waiting, 2♠=♠, 2N=♥, 3m=natural *2♥=p/c, 2♠=NF, 2N=Relay, 3♣=NF, 3M=p/c	2♦-2♥-2♠=♠ 2♦-2♥-2N=25+ balanced 2♦-2♥-3L=♥ except 1/2/3 non vul	
2M		6		5-9 Weak 2 first 2 <14 3rd 10-12 in 4 <sup>th</sup>	2♠=Natural NF: 2N=Relay: 3X=either natural FG or fit: 4m=fit:	2M-2N-3♣=any minimum 2M-2N-3♦=minimum no 2 <sup>nd</sup> suit 2M-2N-3M/3N/4m=maximum 2 suited	3L=shortage game try by passed hand
2NT				23-24 balanced	3♣=Stayman: 3♦/3♥=transfers: 3♠=minors: 4♣=6+♦: 4♦=6+♥: 4♥=6+♠: 4♠=5♦332	2N-3♣-3N=4-4 Majors	
3X		6		Pre-emptive	3♣-3♦=Artificial FG, 3♦/3M-4♣=slam try in opener's suit	3♣-3♦-3M=3+ other M/3N=no 3M After 4♣, return to suit is weakest	New suit has fit for opener
3NT	yes			Strong 4M opening in first 2 seats, Gambling 3rd/ 4 <sup>th</sup>	4♣=slam try relay, (transfer or show void) 4♦=asks suit, 4M=P/C, 4N=4 Ace Blackwood, 5m asks	Gambling 3N, 4♣ asks suit, 4♦=asks shortage (4N=no)	
4X		7		Natural	4♣-4♦=kickback, 4X-4N=RKC	<b>HIGH LEVEL BIDDING</b> <b>Kickback</b> (suit above trump suit at 4 level) applies 1or4, 0or3, 2noQ, 2&Q, Even & void, odd & void. P1D0/PEDO	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces		
5m		7					