

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural. New suit = constructive NF; Jump in new suit = Nat, F
(1x)-1y...-2♣ = 3 card raise, Inv+
(1x)-1M...-2N = 4+ card raise, Inv+
Jump in opponent's suit = mixed raise
Jumps in competition = weak e.g. (1♣)-1♥-(1♠)-3♦=weak (3-9)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct = 15-18, system on
Protective = 11-16, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Pre-emptive; responses as for weak 2 opener
2-Suit: 2N = 2 lowest unbid suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = Michaels: (1m)-2m = Majors 5/5; (1M)-2M = OM+m 5/5
Jump cue ask for stopper in opponent's suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl = Majors
2♣ = ♣+M
2♦ = ♦+M
2M = Nat
2N = minors (OR strong bal over weak NT)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = Takeout.
(3♣)-x-(p)-3♦=weak M (or Strong), 3M constructive
Transfers after (Weak 2)-2N
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = MM; 1NT = M+m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>Transfer responses</b>
1♦-(dbl)-2♣/2N = good 3/4 card ♦ raise (8+)
1♥/♠-(dblr)-2♦/♥ = good raise to 2♥/♠ (8+)
Jumps = weak 3-9 (except jump in OM = mixed raise 8-11)

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
NT	Attitude	Attitude	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AKx(x)	
King	KQ(x)	AKJT(x), KQx(x)	
Queen	QJ(x)	KQT9(x), QJ(x)	
Jack	JT(x), KJT(x)	JT(x), A/KJT(x)	
10	T9(x), HT9(x)	T9(x), HT9(x)	
9	9x	9x(x)	
Hi-X	xx	xxx(x)	
Lo-X	xxx, Hxx	Hxx(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Disc	Hi = Even	Hi = Disc
Suit 2	Hi = Even		Hi = Even
3			
1	Hi = Disc	Smith (Hi = Enc)	Hi = Disc
NT 2	Hi = Even	Hi = Even	Hi = Even
3			
<b>Signals (including Trumps):</b>			
Suit preference overtones			
Smith, high enc from both sides			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Equal level conversion after takeout dbl			
After takeout dbl of M, responder's cue = FG			
After takeout dbl of m, responder's cue = 4/4 majors or any FG			
After dbl of 2♠, 3♥=constructive, via 2N=weak.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive, Competitive, Support dbls and rdbls			
1♣-(1♦)-dbl = 4+♥; 1♣-(1♥)-dbl = 4/5♠			
1♦-(1♥)-dbl = 4+♠; 1♦-(1♥)-1♠ = 4+♣			
(1x)-1y-(dbl)-rdbl = competitive (8+)			
1x-(dbl)-rdbl = next suit up			
'Action' doubles up to 4♥			

<b>W B F CONVENTION CARD</b>
<b>Alexander Allfrey &amp; Andrew Robson</b>
<b>Lederer 2026</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors
1♣ = 2+
1NT = 15-17
1M-2♣ = Art FG
1♠-2♦ = 5+♥ FG OR 6♥ weak
1♥/♠-2♦/♥ = 3(4) card raise (8+)
1M-3m = Nat FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦ = Multi, weak 2 in a M (3-9) OR any 4441 (16+)
2M = 5M/4+m (5-10)
Transfer responses to 1♣
Transfer responses after 1L-(dbl)
1♠-2♦ = Multi, weak in a Major (3-9)
1♠-2♥ = 4/5 Majors, weak (5-9)
1♠-2♠ = 5/5 Majors, weak (5-9)
1♠-2♦ = 5+♥ FG OR 6♥ weak
1♥/♠-2♦/♥ = 3(4) card raise (8+)
1M-3m = Nat FG
2♣ = weak 2 in ♦ OR Strong Bal 23+
1♠-3♥ = 6♥ Inv 9-12
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	7♥	Natural or balanced	1♦/♥=4♥/♠; 1♠= no 4M 1N/2♣=5+♣/♦FG; 2♦= 6M (3-9) 2♥/♠=45/55MM (5-9); 2N=55mm; 3L= Nat, weak (3-9)	1♣-1♦-1♥=3(4)♥ min; 1♣-1♥-1♠=3(4)♠ min; then 2♣/♦=Art FG/Inv; 1♣-1N/2♣-2♣/♦=R 1♣-2M-2N=R to 3♣; 1♣-2M-3♣=ask		
1♦		4	7♥	Natural	2/3♦=invert raise; 2M=Nat weak; 3♣= Nat Inv; 3M=Spl	1♦-1M-1N=Art 16+; 1♦-1M-2N=36 Inv+	2♣=♦ raise (7-9)	
1♥		5	7♥	Natural	2♣=Art FG; 2♦=3 card raise (8+); 2♠=Nat, weak (3-9) 2N=4+ card raise FG; 3m=Nat 6+m FG 3♠=4+ card raise with unspecified void	1♥-1♠-1N=Bal or ♥+♣; 1♥-1♠-2♣=Art 16+ 1M-1N-2♣=Nat or any 16+; 1M-2M-2N=FG 1M-2♣-2♦=5M-4m or min bal; then 2♥ asks.	2♣=♥ raise (7-9) Jumps = Spl* *except mixed raise	
1♠		5	7♥	Natural	2♣=Art FG; 2♦= 5+♥FG OR 6♥weak; 2♥=3 card raise (8+) 2N=4+ card raise FG; 3m=Nat 6+m FG; 3♥=Nat, Inv (9-12). 3N=4+ card raise with unspecified void	1M-2♣-2N=16-19 bal or 55 (14+); 3L=55 (10-14)	As 1♥	
INT			7♥	15-17, 5M or 6m possible	2♣= Stayman 2♠=Bal Inv, ♣/♦ Inv or ♣+♦ FG 2N=weak m OR strong m; 3m=Spl; 3M=Spl with 4OM 4♣/♦=♥/♠	1N-2♣-2♦-2♥=weak MM, 44 poss, opener 2♠ with 32. 1N-2♣-2♦/♥-2♠=Inv 5♠; 1N-2♦-2♥-2♠=Inv 5♥ 1N-2N-3♣; pass/3♦=♣/♦ weak; 3♥=♣FG; 3♠=♦FG Second Transfers; 1N-2♠-2N/3♣=min/Max		
2♣	✓	0		Weak with ♦ or any strong	2♦=to play opp weak 2♦, others nat constructive NF	2♣-2♦-2♥=Kokish; 2♠/3m=Nat FG; 2N=25+		
2♦	✓	0		Weak 2M or 4441 16+	2M=p/c; 2N=enquiry	2♦-2N-3♣=worst; 3♦/♥=min♥/♠; 3♠/N=Max♥/♠ 2♦-2M(p/c)-2N/3L=suit below x in 4441		
2M		5		5M/4+m 5-10	3♣=p/c; 2N=enquiry; 3♦=game try M; OM constructive NF	2M-2N-3m=min nat, 3M=max linked		
2NT				20-22, 5M or 6m possible	3♣= stayman; transfers; 3♠=mm; 4L=2 below s/t	2N-3♣-3♦=no 4M, then 3♥/♠=54/45 Majors		
3♣		6		Natural	4♦=s/t			
3♦		6		Natural	4♠=s/t			
3♥		6		Natural	4♣=s/t			
3♠		6		Natural	4♣=s/t			
3NT	✓			Solid minor	4♦ asks for shortage			
4♣		7		Natural				
4♦		7		Natural				
4♥		7		Natural	4♠= to play			
4♠		7		Natural				
4NT	✓			Asks specific Aces	5♣=0; 5N=2			
5♣		7		Natural				
5♦		7		Natural				
5♥								
5N								
							<b>HIGH LEVEL BIDDING</b>	
							RKCB (1430); over intervention dbl=pen; pass=1, next step=2, 2+Q, 3, 4	
							Last train, cue bids	
							6 Ace Blackwood (2 suits agreed)	
							5N usually pick a slam; when GSF, 6T=worst holding, then 6♣	