

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 (2nd/4th 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 to 1N opening except if bid shows their
Major when it shows shortage
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK, but tactical opposite passed partner
2N=Forcing, Cue bid=FG if 2N available
2N=Lowest 2 suits, Reopen Jump=Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE BID (2N=Strong Relay, 3m P/C)
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
Double may just be penalty v weak NT
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,
Cue of 3M=2 suited FG
VS. ARTIFICIAL STRONG OPENINGS-i.e. 1♣ or 2♣
Double=Majors, 1♦=5+m/4M, 1M=natural or shortage,
1N=minors: After negative 1♦ Double=Majors, 1N=minors
In response 1N/2N are F1, usually fit
OVER OPPONENTS' TAKEOUT DOUBLE
Pass may be traditional Redouble
Redouble=next suit up
Transfers from suit above, 1N=Natural, Raises=weak.

LEADS AND SIGNALS (See page 40)			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4th	2 nd and 4th	
NT	2 nd and 4th	3rd and 5th	
Subseq	Low from Honour*	Low from Honour*	
Other:* maybe 3/5 if defenders know position. Top Touching Honours except Lower for unblock v NT's			
LEADS			
	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	Usually shortage	Usually shortage	
Lo-X	Usually promises honour	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 after 1♣-(P)-1M*-(2L).			
After 1♦-(P)-1M-(1♠/Dbl)-Dbl/Rdbl=Support (not compulsory)			
Game try with no available space at 3 level after we have just raised our suit. Take-out if not support.			
Suggests a sacrifice after a jump overcall when we are non-vul,			
eg (1♠)-3♣-(3♠)-DBL.			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: ENGLAND
PLAYERS: DEREK PATTERSON
PETER CROUCH
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
STRONG ♣ (16+unbalanced, 17+ balanced)
1♦ 10-15 may have no ♦ denies 5M, will only have 6+minor if side 4 Major.
5 CARD MAJORS (possibly 4 cards in 3 rd seat)
1N 14-16 1&2 / 15-17 3&4, may contain 5M/6m
2♣ (1) 5-9 4+♣ 4+M (2) 10-15 6+♣ or 5♣4♦ no 4M
2♦ 10-15 6+♦ or 5♦4+♣, usually no 4M
2N 14-16 6+ either minor
3N Opening is Strong 4M in first 2 seats
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers in Competition
Artificial Redouble, e.g. 1♥-(Double)-Redouble=4+♠
After opponents Double our pass may be 11+ balanced
Many Fit bids in Competition
Artificial Responses to Strong ♣ (FG)
Light opening style especially non vulnerable
SPECIAL FORCING PASS SEQUENCES
After responder has shown 6+ after 1♣ opening
After 4 Level+ overcall of Strong ♣
IMPORTANT NOTES
PSYCHICS: Crouch sometimes: Patterson rare:

OPENING	TICK IF ARTIFICIAL	MIN NO CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	ART	0	7♥	Strong 16+, 17+ balanced	1♦=0-7:1♥=4+♠:1♠=4+♥:1N=4+4+Majors: 2♣=12+ no 4+M: 2♦=8-11 no 4+M or x/v: 2M/3m=8-11 no 4+M, x or v: 2N=5-7 5+5+ Majors: 3M=	1♣-1♦-1M=4+ F1 1♣-1♦-1N=17(18)-19balanced, 1♣-1♦-2♣=20-22 or 25+ balanced 1♣-1♦-2♦=♣/2♥=♦/2♠=minors	2♣=8-11 no 4+M or x/v 2♦=8-11 no 4+M, x/v ♦
1♦	ART	0	7♥	Denies 6+m unless 4M	1M natural: 1N=Natural 5-11 no 4M: 2♣= Artificial FG: 2♦=minors or bal invite: 2M light strong jump shift: 2N=11+13- Balanced 3m=Weak/Invite: 3M=Pre-empt	1♦-1M-1N=11-13 possibly x M 1♦-1♥-2♣=3♥ raise 1♦-1♠-2m=natural and 4♥ 1♦-1M-2under=Strong 4 card raise	2m natural 2M 5-5♦
1♥		5 (4)	7♦	Possibly 4 cards in 3rd	1♠=4+♠: 1N 5-11 NF: 2♣ Artificial FG: 2♦=Inv ♥ Raise: 2♥=weak: 2♠=strong jump shift: 2N=11+13- Natural: 3m=Invite: 3♥=mixed:3♠ any x: 3N(♠)/4m void	1♥-1♠-1N=Artificial 1♥-1♠-2♦/2♥=minimum 1♥-1♠-2N=Strong 4 card raise 1♥-2♣-any=artificial	2♣ response is natural 2N strongest ♥ raise
1♠		5 (4)	7♥	Possibly 4 cards in 3rd	1N 5-11 NF: 2♣ Artificial FG:2♦=5+♥ 9+pts: 2♥=Inv ♠ Raise: 2♠=weak: 2N=11+13- Natural: 3m/♥=Invite: 3♠=mixed: 3N any x: 4X=void	1♠-2♣-any=artificial 1♠-2♦-2M=non forcing	2♣ response is natural 2N strongest ♠ raise
INT		0	4♠	14-16 first 2/15-17 3 rd /4 th 5M/6m OPTIONAL	2♣=4+♥: 2♦=4+♠: 2♥=Major Relay: 2♠=minor Relay: 2N=6+♣: 3♣=6+♦: 3♦=5 Card Majors ask:3M=shortage in 3 suited	1N-2♣-2♦=2♥,2♥=3(4)♥,2N/3♥=4♥ Similar for 1N-2♦	
2♣	ART	4	4♠	5-9 4+♣/4+M OR 10-15 6+♣ or 5♣4♦ no 4M	2♦=Relay:2M=natural NF: 2N=FG Relay 3♣=weak:3♦=Invite:3M=Fit:		
2♦		5	4♠	10-15 6+♦ or 5♦4+♣ denies 4M	2♥=natural/FG ♦ raise:2♠=Nat F1: 2N=natural F:3♣=♣/♦splinter:3M=splinter		
2M		5		Weak, sound in 2 nd seat and first vul	2♥-2♠=Natural NF NF:2N=Relay:3m=either natural or fit 2♠-3♥=Natural NF	2M-2N opener bids shortage however 2♥-2N-3♠=not minimum	2N= maximum with fit 3m= fit
2NT	ART	6		14-16 6+minor	3♣=P/C:3♦=5+♥:3♥=5+♠:3♠=Relay: 4m=P/C:4M=To play:		
3X		6		Pre-emptive	3♣-3♦=Artificial FG, either ♦ or ♣ 3♦/3M-4♠=slam try in opener's suit	3♣-3♦-3♥=med:3♠=x/v♦:3N=good♦ After 4♣, return to suit is weakest	New suit has fit for opener
3NT		6		Strong 4M opening in first 2 seats, Gambling ¾	4♣=slam try relay, 4♦=asks suit 4M=P/C, 4N=4 ace Blackwood, 5m asks	3N-4♣-opener normally retransfers except new suit=void, 4N=♥ void	4♣=P/C after 3N 4♦=asks shortage(4N=no)
4X		7		Natural	4♣-4♦=kickback, 4X-4N=RKC	HIGH LEVEL BIDDING (Page 31) Kickback (suit above trump suit at 4 level) applies Step1= 1or4, Step2= 0or3, Step3= 2noQ, Step4= 2&Q, step5= Even & void, Step6= odd & void. Usually cue bid first round controls before second round	
4NT			Specific Ace ask	5♣=no ace, 5N=2 aces			
5m		7					