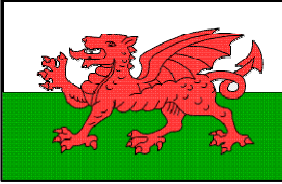


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive at one level (4+ cards), sounder at two level. Change of suit after an overcall is highly encouraging but not forcing. Fit jump responses Unassuming cue-bids - support or stronger hand Jump to 2NT is 4-card fit; see note [1] for further auction
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd 15-18 hcp. Responses as for 1NT opener 4th 11/14 hcp (9-11 by passed hand). Responses as for 1NT opener
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Most suit jumps: weak not vulnerable; intermediate vulnerable. 2NT shows 5-5 in lowest unbid suits. See note [4] 3♣ overcall shows 5-5 in extreme unbid suits. See note [4] Reopen: Reopening 2NT balanced 19-21.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue shows 5-5 in highest unbid suits. See note [4] Jump cue has a solid suit, inviting 3NT if partner can stop the opener's suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ shows both majors; 2♦ 3♣ & 3♦ responses all asking. 2♦ shows a 6+ major; responses like over multi opener. 2♥♠ are 5+ with 4+ card minor; responses as for Lucas opener. 2NT is a minor 2-suiter, at least 5-5.
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double for take-out. Over weak 2s: Jumps in a minor over a major are leaping Michaels - this minor and the other major. Cue bids below 3NT are like the jump cues over one bids. Lebensohl 2NT after takeout x when <2 natural bids are available at 2 level. Over weak 3s, cue bids are two suited.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 1♣: Double majors, 1NT minors, weak jumps
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Most bids retain same meanings. Redouble 9+ hcp, penalty interest. Fit jumps in new suits below game level. Raises weaker than normal.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Ace (K for count), 2nd/4th	Same	
NT	Same	Same	
Subsequent	Same	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), A(+); A	same	
King	AKx(+); KQ; K	same	
Queen	QJ(+); Q	same	
Jack	KJ10(+); J10(+); Jx; J	same, also AJ10(+)	
10	K109(+); Q109(+), 10x; 10	same, also A109(+)	
9	9x; 109x(+); 9	same	
Hi-X	Sx; xSx(+); S	same	
Lo-X	HxS; HxxS(+); S	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (count when K led)	Count	Attitude
Suit 2	Count	Suit preference	Count
3	Suit preference		Suit preference
1	All as above		
NT 2			
3			
Signals (including Trumps): Standard signals - high/low even count or encouraging (when count, refers to original holding). Peter in trumps = 3+, and ruff ambition			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Very normal - most low level doubles are take-out Natural responses Re-opening doubles may be lighter			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles to 4♦, implying 4+ cards in at least one major. Responsive, competitive and game-try doubles to 4♦. After a take-out of 1NT doubled, a redouble is SOS. SOS redoubles in clear situations where opponents have doubled for penalties			

W B F CONVENTION CARD
<b>Category: Natural - GREEN</b>
<b>Country: WALES</b>
<b>Players: John SALISBURY and Mike TEDD</b>

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
ACOL style 4 card majors Weak NT, 11½-14 (in principle) balanced Multi 2♦ opening 2♣ (Strong), 2♥ and 2♠ Lucas style 2 over 1 response 9+ hcp
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Multi 2♦ = Weak 2 in ♥ or ♠, or Strong 2 in ♣ or ♦, or 20-21 2NT type Gambling 3NT = Solid Minor Two suited overcalls - see jump overcalls and cue bids 2♥ & 2♠ weak with 5+ minor Mini-splinter responses, but 2♦ response to 1♣ is multi
<b>SPECIAL FORCING PASS SEQUENCES</b>
After double of opponents 1NT and suit take-out, e.g. 1NT X 2♥, Pass is forcing
<b>IMPORTANT NOTES</b>
2NT used as Lebensohl in take-out situations Fit bids in competitive auctions
<b>PSYCHICS: Extremely rare</b>

OPENING BID	ARTIFICIAL ?	MIN. CARDS	NEG. X THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		4	4♦	Natural	1NT 8-10; 2NT 4-card support - see note [1]; raises to 3 are limited invitational; 2♦ Multi; jump shift splinter 4+ support 7-12 points; double jumps void splinters; 3NT is 13-15, 4-card support, very balanced.	1NT rebid 15-17 with 2♣ enquiry; 2NT rebid 18-19; reverses and 4SF force to 2NT or game.	No change
1♦		4	4♦	Natural	1NT 6-9, 2♦ natural, otherwise like 1♣	As for 1♣. Also 2NT rebid after 2 level response is 15-19 with 3♣ enquiry	As for 1♣.
1♥		4	4♦	Natural	As for 1♦.	As for 1♦.	As for 1♣.
1♠		4	4♦	Natural	As for 1♦.	As for 1♦. Also 1♠-1NT-3♣ asks for major suit holdings; 1♠-1N-3♥ is 55 NF	As for 1♣.
1NT				NV: 11½-13½ (in principle), balanced. Vul: 12-14 (in principle), balanced.	2♣ Stayman or start of forcing sequences; 2♦/♥ transfers; 2♠ range enquiry or Baron; 2NT initially to play in 3 of a minor; 3-level bids encouraging but non-forcing; Lebensohl after intervention	After 1N-2N-3♣, 3♥/3♠ are singletons & 55 minors, 3N is 44 or more & slam interest	
2♣	✓		4♦	Game force or 24-25 balanced.	2♦ negative	2NT shows 24-25 balanced	
2♦	✓			MULTI: Weak 2 in ♥ or ♠ (6+ cards, 6-10 hcp) or 20-21 2NT type	2♥/♠ to play if this is opener's suit; 2NT asking; 3♣/♦ natural forcing; 3♥ to play in 3M if opener weak; 4♣/♦ show major 2-suiters. See note [3] for actions after 2D is doubled or overcalled.	<p style="text-align: center;"><b>NOTES</b></p> <p>[1] 2NT response to opening one of a suit. This shows 4+ card support, and at least values for a good invitation. Opener's second bid: a singleton at the 3-level; a source of tricks at the 4-level; 3NT when the opening suit is a major shows a pretty balanced 17-19, but with an agreed minor just suggests the contract. Responder's second bid may be a one-loser suit; 3NT is a general slam try when the opening suit is a major, with no such features to bid, but with an agreed minor just suggests the contract.</p> <p>[2] Auctions after 2NT response to Multi 2♦ Opener bids 3NT with NT type. After 3NT, 4♣ is Baron for suits upward, 4♦/♥ transfers, 4♠ both minors. With weak 2♥, opener bids 3♣ with good suit or extra values; 3♦ is second ask, when opener bids 3♥ (poor suit), 3♠/4♣/4♦ (singletons, good suit), 3NT (good suit, extra values, no singleton) or 4♥ (good suit, no singleton). Weak 2♠ bids analogously.</p> <p>[3] Actions after Multi 2♦ is doubled or overcalled. When 2♦ is doubled or overcalled, most responses retain their meanings, in particular 2NT still asks. If 2♦ is doubled, a pass shows 5+ ♦s, and a redouble shows 6+ ♠s.</p> <p>[4] Two-suited overcalls Over opponents one-of-a-suit bids, 2NT, 3♣ and direct cue bid are two suiters (respectively the lowest, extreme and highest unbid suits). The hands must be at least 5-5 and are limited, better when vulnerable.</p> <p>[5] Bids after 2M-2NT 3♣ = min with ♣; 3♦ = min with ♦; 3♥ = max with ♣; 3♠ = max with ♦</p>	
2♥	✓			5♥ & 5+♣ or ♦, 5-9ish points	2♠ nat NF, 3♠ nat GF, 3♣ & 4♣ pass/correct, 3♦ game try in ♥, raises preemptive, 3NT nat, 2NT asks [5]		
2♠	✓			5♠ & 5+♣ or ♦, 5-9ish points	3♥ nat game try, 3♣ & 4♣ pass/correct, 3♦ game try in ♠, raises preemptive, 3NT nat, 2NT asks [5]		
2NT				Balanced 22-23	3♣ five card Stayman, 3♦/♥ transfers, 3♠ minors		
3♣♦♥♠		(6)7		Pre-emptive			
3NT	✓			Solid minor suit	4♣ pass or correct. 4♦ asks for singletons		
4♣/♦	✓			Solid ♥/♠, or lacking ♥/♠ A or K with a side Ace	4♦/♥ asks for singletons; 4NT asks for any side Ace		
4♥/♠		6		Natural			
4NT	✓			Specific Ace asking	5♣ none; 5♦♥♠/6♣ show this Ace; 5NT 2 Aces		
5♣/♦		7		Natural, pre-emptive	Asks for Ace/King of trumps		
5♥/♠				Natural, pre-emptive	Asks for Ace/King of trumps		
<b>HIGH LEVEL BIDDING</b>							
Key card Blackwood, 1430 (doubles & redoubles also on 1430 basis) 4♣ Gerber directly over 1NT only 5NT GSF when suit agreed.							
(System card as at 3/2/08)							