

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level can be 4 card suit (normally 5), range 8-16 pts
2 level promises 5, range 10-17 pts
Responses: new suit F1, UCBs, raises pre-emptive, jump shift fit, NT bids mainly natural (2NT = good raise after Major overcall)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd – 15-17(18); 4 th – 16-18; re-opening 11-14
Responses as to opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak (6-11), stronger at 3 lvl vulnerable; intermediate in 4th
new suit F1, raises pre-emptive, cue shows vals, jump shift = fit
2NT = 5-5 lower 2 suits (2 nd); 19-21 in 4 th
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = Michaels, 5-5, c,8-12 or 17+: 1m 2m = MM;
1M 2M = OM + m
Jump cue = running suit, asking for stop for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
x = penalties; 2♣ = majors; 2♦ = single major; 2♥/♠ = Mm;
2NT = minors or big 2-suiter; jump overcall = weak
passed hand x = single-suited minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x = take-out; NT natural; jump overcall strong
Over weak 2m cue is Michaels; over weak 2M cue asks for stop
Jump to 4m = 5m + 5M (NF); 4NT = 2 places to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: 1♥ = 2suits same colour; 1♠ = MM or mm; 1NT = ♠+♦ or ♥+♣; x = ♥ constructive; 1♦ = ♠ constructive
Vs strong 2♣: x = ♣
OVER OPPONENTS' TAKEOUT DOUBLE
new suit nat F1; over 1C xx = 10+ bal, no major; over 1D/M xx = 3cd support, inv+; 1m (x) jump shift = weak;
1M (x) 2NT = 4 card support; inv+ , jump shift = fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from 3+small, top of doubleton	3 rd from 3+ (att if length known), top of doubleton	
NT	4 th , 2 nd from 3+small, top of doubleton	3 rd from 3+ (att if length known), top of doubleton	
Subseq	attitude	attitude	
Other: Lo implies Honour			
A/Q asks for reverse attitude; K asks for count (or unblock vs NT)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace (attitude)	AK(x...); A(x...)		
King (count)	AK(x...); KQ (x...)	AK(x...); KQJ; KQ109	
Queen (attitude)	QJ(x...); rarely KQ(x...)	KQ(x...); QJ(x...)	
Jack	(A/K)J10; J10x(x); denies Q		
10	H109;109x(x);10x	H109;109x(x);10x	
9	9x	9x	
Hi-X	from Xx, xXx, xXxx(x)	from Xx, xXx, xXxx(x)	
Lo-X	implies honour (or single)	implies honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Hi = even	low = enc (1 st)
Suit 2	Hi = even	suit preference	suit preference
3	suit preference		Hi = even
1	Low = enc	Hi = even	low = enc (1 st)
NT 2	Hi = even	suit preference	suit preference
3	suit preference		Hi = even
Signals (including Trumps):			
Hi-Lo in trumps = suit preference			
after showing attitude, subsequent cards in suit are standard remaining count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
x of mjr shows other mjr in first instance; equal level conversion NF			
Responses: jump shift = 9-11 (weaker with distribution), NF			
cue = GF; 2NT = natural			
Reopening = 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbls through 4♦ NB: 1m – (1♥) - x denies 4♠			
Responsive dbls through 4♦			
Competitive dbls show high card values			
Lightner, Lead-directing			
Dbl of cue-bid of partner's suit asks for lead; xx of t.o. dbl = Kx/Ax			
Support doubles for majors only (1m – 1M)			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland
PLAYERS: Sheila <u>ADAMSON</u> and Abi <u>MILNE</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT, 5-card majors, weak 2s in ♦, ♥, ♠
1♣ = 2+ cards
2 over 1 = Game Forcing
Inverted minor raises, Bergen raises
1M -1NT = semi-forcing
Weak jump overcalls
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi Landy vs 1NT
Opening 2♦/♥/♠ = weak, single-suited
SPECIAL FORCING PASS SEQUENCES
Frequent forcing pass situations after penalty x of 1NT
Pass is forcing in game forcing sequences
Pass is forcing in competition after we have bid
game based on high card values
IMPORTANT NOTES
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG-DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITION & PASSED HAND BIDDING
1♣	✓	2	4♦	Nat or weak NT or 18-19 bal without ♦.	2♣ = 4 card support, no mjr, inv+; 3♣ = 6-9, 5+C; 2NT = 10-11 bal, 4 card support, no mjr; jump shift = weak, 6 card suit; 3NT = 13-15 bal, 4♣ 1♣ -1NT shows 4♣, bal	1NT rebid = 11-14, 2-way checkback ; reverse = F1. 1♣ - 1x; 1M = 54 or 4441.	No inverted raises change of suit = NF jump shift = weak (fit after overcall)
1♦		4	4♦	Open 1D with bal hand and 4D	1NT denies mjr; 2♣ = GF, 3♣ inv 6+ ♣; 2♦ GF 4+♦; 2M weak	1NT rebid = 11-14, 2-way checkback ; reverse = F1. 1D 1H 1S = 54 or 4441.	
1♥		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2♠=3♥, inv+; 2NT=4♥ GF; 3♣=4♥ inv; 3♦=4♥ 7-8; 3♥=4♥ weak; 4 new= 9-12 splinter; 3♠=any void; 3NT=♠ splinter 9-12	2 over 1 = FG; 1M -2any-2NT = 11-14, may be unbal, 3NT=18-19; 1M - 2any - 2M promises 6; 1♠ - 2♥ = 5+; reverse after 2 over 1 = extras; 1M-2any-3M = running suit, limited	Fit jumps, change of suit = NF 1M-3M=5M, weak PH: 2C = Drury (constructive support) Competition: cue / 2N = 3/4 card raise
1♠		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2NT=4♠, GF; 3C=4♠ inv; 3♦=4♠ 7-8; 3♥=3♠ inv+; 3♠=4♠ weak; 3NT = any void; 4new = 9-12 splinter		
INT			3♠	15-17; 14 with 5 card suit; may include 5 card M or 6 m	Non-promissory Stayman; 4-suit transfers ; raise to 2NT through Stayman; 3m = slam try; 3M = 13(54); 4♦/♥ transfers (either slam going or game only)	1NT (x) xx = single-suited take-out; 2 any = 2 suits. After 1NT (2x) 2NT = Lebensohl, relay to 3C (weaker hands through 2NT)	
2♣	✓	0	4♠	GF unless 22-23 bal	2♦ = relay; other bids positive	2NT rebid = 22-23; 2♥ then 2NT = 24-25 respond as to opening 2NT	
2♦		6 (5 NV 3 rd)	n/a	5-9 points, may have 4M, intermediate in 4 th	raises pre-emptive; 2NT inquiry; new suit F1	responses to 2NT enquiry : 3♣=max; 3♦=min; 3M=max,4M	
2♥ / ♠		6 (5 NV 3 rd)	n/a	5-9, normally denies 4 of other mjr intermediate in 4 th	new suit F1; 2NT inquiry jump shift = fit; raises pre-emptive over dbl new suit is NF	responses to 2NT enquiry: 3M=min; 3new = high card; 4new = shortage	
2NT				20-21 bal, may have 5 card M or 6 card m; may have sngltn A	5-card Puppet Stayman ; transfers to mjrs 3♠ = minors; 3NT=to play; 4♦/♥=Texas	Re-transfers	
3♣		6		weak	new suit F1; bid game to play; 3♦ = slam try		
3♦		6		weak	new suit F1; bid game to play; 4♣ = slam try		
3♥		(6)7		weak	raises pre-emptive		
3♠		(6)7		weak	4NT = RKCB		
3NT	✓			running minor, no more than Q outside	4♣ = to play in minor; 4♦ asks for shortage 4M = to play	HIGH LEVEL BIDDING	
4♣ / ♦		7		weak, good shape		RKCB (14/30); DOPI, ROPI; Exclusion RKCB If cue bid is doubled, redbl shows 1 st round control When cue bidding show cheapest, whether 1 st or 2 nd round control. In competitive auction at 6 level dbl = one loser in opponents' suit, pass = 1 st round control. If we bid vul game freely and opponents save, pass = forcing	
4♥ / ♠		7		1 st /2 nd – no more than K outside	4NT = RKCB, new suit asks for control in suit above		
4NT				Asks for specific aces	5♣ = 0, 5NT = 2, 6♣ = ♣A		
5♣ / ♦		(7) 8		pre-emptive, highly distributional			
5♥ / ♠		(7) 8		strong, highly distributional	Bid 6 with 1 top honour, bid 7 with 2		