

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Always 5+ cards. Competitive wide ranging (6+ HCP) when non-jump
Response to a minor suit overcall: cue bid of opponent’s suit is a limit+ raise and a response of 2NT is natural invitational
Response to a major suit overcall: cue bid of opponent’s suit is a 3-card limit+ raise and a response of 2NT is a 4-card limit+ raise
Jump in a new suit is natural and with a fit, jump raises are preemptive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15-18 HCPs, system is ON as if 1NT had been opened
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak: 5-10 HCPs, 6+ cards
(1X) – 2NT shows 2 lowest ranking unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♠)-2♣ or (1♦)-2♣: 5-5 Majors , (1♥)-2♥ or (1♠)-2♠: 5 cards in OM + 5cd minor Constructive/wide ranging
(2♥/♠) (weak))- 4♣/♦: 5/5 in the minor and OM
(3♥/♠) (weak))- 4♣/♦: 5/5 in the minor and OM
[2X NAT] - 3X - asking for a stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl - 16+ HCP
2♣: Both Majors 5/4 or better, 2♦: Single suited Major 6+ cards
2M: 5+ cards in bid suit and 4+ in a minor
2NT: 5+/5+ in minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X is for takeout oriented over natural preempts
Over 2 and 3 lvl preempts;
Lebensohl - see competitive bidding over 1NT
4m - 5/5 in that minor and other M or both M if ♣/♦ preempt
2NT / 3NT bids are natural with a stop
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Over 2♣ - (2♥/♠/♦) (weak)), double is majors, 2NT is minors
Over 1♠ - double is majors, 1NT is minors, 2X - same as vs 1NT
OVER OPPONENTS’ TAKEOUT DOUBLE
Support redoubles
2NT is an inv+ raise with a fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit and NT	4 th and 2 nd	4 th and 2 nd ; rev. att. from 3	
Subsequent	Reverse attitude		
Other: high from even, low from odd when returning a suit just led			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace (attitude)	AK; Ax		
King (count)	AK; KQ; Kx		
Queen (attitude)	KQ; QJ; Qx		
Jack (count)	KJ10; J10; Jx	A/KJ10; J10; Jx	
10 (count)	A/K/Q109; 109; 10x		
9 (count)	9x, denies 10		
x (count)	xxxxx, xxxx, xxx, x(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Rev attitude	Std count	Rev attitude
	2 Std count	suit preference	Std count
	3 suit preference		
NT	1 attitude	count	
	2 Count	count	attitude
	3 Suit preference	Suit preference	
Signals (including Trumps):			
Reverse Attitude, standard count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles – X after opponents compete = 4 cards in other M			
Support doubles and redoubles			
Game try double - YES			
1NT-(Dbl)-Rdbl-5+ unspecified suit			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: SCOTLAND BRIDGE UNION (SBU)
PLAYERS: NIALL TENNANT (19085) JACK SHEARER (20246)
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT
5-Card Majors
2♦/♥/♠ openings, 5-10 HCP, 6+ in the suit natural and preemptive
2/1 is GF unless repeated minor
Without 5M open 1♦ with 4♦-4♣ or whenever ♦ > ♣, otherwise 1♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
1NT – (X) – P: requires opener to XX
After any X for penalties, pass is forcing
1NT - [pass] - 2♦♥ - [dbl] - pass - 2♥♠ (no fit)
1NT - [pass] - 2♣♠ - [dbl] - pass - no ♣♠ stop
IMPORTANT NOTES
3 rd seat openings may be light in values and contain less length
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	2♥	1m – 2m: Single raise is invitational + HCPs, with 4+ card support. Denies a 4-card M. F1. 1m – 3m: Weak raise w 5+card support. NF 1m – 1NT: 7-10 HCPs 1m – 2NT: 16+ with 4 cd support 1m – 3NT: To play, denies 4cd M 1m – 1y – 1NT: 11-14 Balanced or semi-balanced 1m – 1y – 2NT: 18-19 Balanced or semi-balanced Double jump in a new suit agrees the opened suit and shows a singleton in that suit	1♣ – 2♣ –; 2♦ = 12-14 Bal, 2NT = 18-19 Bal, 3♣ = 4+♣ NF, New suit = Nat GF, 3M = Splinter 1♦ – 2♦ –; 2♥ = 12-14 Bal, 2NT = 18-19 Bal, 3♦ = 4+♦ NF, New suit = Nat GF, 3M = Splinter 1m – 1M – 2M = 3+ cds 1x – 1y – 1NT –; 2♣: Either a weak hand with ♦'s or any invitational hand; 2♦: GF and is looking for a M fit	As a passed hand 1m – 2m is just invitational values not invitational + Over 1♣: weak jump shifts in other suits
1♦		3	2♥			Over 1♦: weak jump shifts in other suits
1♥		5	2♥	1M - 2M: 3+ cards, 6-9 1M - 3M: 4 cards, INV raise 1M - 4M: Distributional raise, 5 losers but not many high cards. 1M - 1NT: 6-11 1M – 2NT: GF hand with 4+ support A single jump in the other Major is 3 - card invitational. A jump in a minor is weak with that suit 1♥ – 1♠ – 1NT: 11-14 Balanced or semi-balanced 1♥ – 1♠ – 2NT: 18-19 Balanced or semi-balanced	After 1M-2M a new suit is a game try After 1M – 2NT:	
1♠		5	2♥		1♥ – 1♠ – 1NT - 2♣: Either a weak hand with ♦'s or any invitational hand 1♥ – 1♠ – 1NT - 2♦ - GF and is looking for a M fit	
INT		N/A		2♣: M enquiry (non-promissory) 2♦/♥/♠/NT: transfers to ♥/♠/♣/♦, complete with fit A new suit at the 3 level is a slam try in that suit 4♣,♦: Transfer to ♥, ♠; 4♥, 4♠: Natural	1NT - 2♣ –; 2♦: denies a 4cd M after 2♦; 3♦ - asks for a 3cd M 3♥: 4♥s and 5♠s; 3♠: 4♠s and 5♥s Transfer breaks in ♥/♠ with 4cds, 3M = min, 2NT = max	Lebensohl: 1NT - (2X) –; 2Y - competitive, 3Y = GF, 3X = looking for M fit, 3NT - GF with a stop in X 2NT - forces 3♣ reply, after 3♣; 3X - looking for M fit, 3Y - competitive (INV if could have bid Y at the 2 level), 3NT - GF with no stop in X
2♣	✓			2♦: 0-7, 2NT: 8+ with no suitable suit New suit: good 5+ card suit with 2 of the top 3 honours	New suit by opener is suit setting	
2♦♥♠		6	2♥	2NT – strength enquiry.	After 2NT; 3♣: min and 1 H in the suit, 3♦: min and 2 of top 3 H in the suit, 3♥: max and 1 H in the suit, 3♠ max and 2 of top 3 H in the suit, 3NT AKQ of the suit	
2NT		N/A		3♣: asks for a 4 card M, 3♦/♥: transfers to ♥/♠ respectively 3♠ - asks for a 4 card minor		
3♣		6		Preemptive	HIGH LEVEL BIDDING	
3♦♥♠		7				
3NT		N/A			4NT when a suit has been agreed is a key card ask. 5♣ 1/4, 5♦ 0/3, 5♥ 2/5 no Q trump, 5♠ 2/5 and Q trump, 5NT even number of KC and a void somewhere, 6X odd number of KC and a void in X. Next suit after 5♣/♦ asks for Q trump. After 4NT KC ask, 5NT asks for kings.	
4 Suit		8		Preemptive	After NT has been agreed, 4♣ is asking for Aces. 4♦ - 0/4, 4♥ - 1, 4♠ - 2, 4NT – 3.	
4NT	✓			5♣ - no aces, 5♦♥♠/6♣ - specific ace, 5NT - 2 aces	When no suit has been agreed then 4NT and 5NT are quantitative to 6NT/7NT. 1NT/2NT – 4NT – 6M = Slam accept with a 5cd M	