

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level, sound at 2 level
Transfer responses after 1M overcall is X'd
Cue bid response shows values and support
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd ./4 th live 15-19, system on
Re-opening 11-14, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT =ms 55+
Reopen: 20-22
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 15-19HCP, asking for stop initially
VS. NT (vs. Strong/Weak; Reopening;PH)
X = (longer minor + major/pen)
2C = Majors (9-15 points)
2D = Single major (6 cards)
2H = H + m (2NT asks for minor)
2S = S + m (2NT asks for minor)
2NT = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O, at 4 level or higher = optional
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= majors, 1NT= minors
Vs 2C= nat
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 5-9 with 3 card support

LEADS AND SIGNALS			
OPENING LEADS STYLE 4 th , mud, K for count, top of sequence			
	Lead	In Partner's Suit	
Suit	low from honour	same	
NT	4 th , mud	same	
Subseq	att	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax (+)	same	
King	AK, KQx(+), Kx	KQJ, KQ10, Kx	
Queen	QJx(+) Qx	QJ10, QJ9, Qx	
Jack	Jx, J10x, KJ10	Jx, J10x, KJ10, AJ10	
10	10x,109x,Q109,K109	10x, (A/K/Q)109	
9	9x,9xx,9xxx	9x,987x	
Hi-X	Sx xSx (Sxx)	Sx xSx (Sxx)	
Lo-X	xSx(+) HxS HxxS(+)	xSx(+) HxS HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = odd	Low = enc
Suit 2	Lo = odd	SP	SP
3	SP		
1	Low = enc	Low=odd	Low =enc
NT 2	Lo = odd	SP	SP
3	SP		
Signals (including Trumps):			
Peter = interest in ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Implies support for unbid suits, opening bid			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT (X) XX = puppet to 2C rescue: P demands XX			
DOPI & REDOPI			
Negative Xs thru 4D			
1C- opp interference- X = 5-7 points			

W B F CONVENTION CARD
CATEGORY: BLUE NCBO: SCOTLAND PLAYERS: Damien Murray (15833) Edan Gardner (19517)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Club (Precision)
13-15 NT
5 CARD MAJORS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C opener = any 16+ hand
1D = 10-15, 0+ D, catch all opening
Multi 2D (5-10HCP, 6+M)
2M =5-10HCP, 5M and 4+m
2NT= both minors weak (5-9) or GF
SPECIAL FORCING PASS SEQUENCES
1NT-X(pen)-P forces XX.Strong hand or non touching suits
IMPORTANT NOTES
Jacoby 2NT = support + slam enquiry
PSYCHICS: Rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		0	4D	Any 16+ hand	1D=0-7 points, 1H/NT/2C/2D=TRF, 8+ and 5+ suit above, 1S=8-11 BAL	Nat style over most	Pass= 0-4 points
					2M= WJS (0-5), 2NT= 11+ bal, 3C= red single 8-13, 3D= black singleton 8-13 (4441 shapes)	Balanced responses, 2/3C asks for major (4), over 4441 responses suit up asks singlet	X= 5-7, any other bid 8+
1♦		0	4D	10-15 no 5 card major	1M= nat, 1NT= 5-9, 2m= 10+, F1, 2M= 3-7 WJS	1D-1M-1NT-2C= checkback	
					2NT= 10-12 bal, 3x= preemptive	Natural elsewhere	
1♥		5	4D	11-15 5 card suit	Natural, 1H-4H= sound or pre-emptive in nature	nat	Drury
					2NT=4+M, FG 3C=7-10 3D=10-12 3H=0-6 3S=unsep splinter	1H-3C-3D= inv 1H-3S-3N=asking shortage	Transfers after 1H X
1♠		5	4D	11-15 5 card suit	Natural, 1S-4S= sound or pre-emptive in nature 2NT=4+M, FG 3C=7-10 4M. 3D=10-12 4M. 3H=unspec splinter 4M 3S= 0-6 4M.	1S-3C-3D= inv 1S-3H-3N=asking shortage	Drury. Transfers after 1S X
INT				13-15 balanced	2C= stayman: red suit xfers; 2S= xfer to minor		
				(Could hold 5cM)	2NT = invite; 3C= 5 card stayman, 3X = nat, GF		
2♣		5		11-15 6C or 5C + 4M	2D = relay, 2M= 5-11, 5+ suit, NF, 2NT= 10-11 inv 3D/H/S= 5+ GF, 3NT= to play, Club raise = PRE	2C-2D-2M= shows major, 3C= 6C	
2♦		0		Weak 2 in hearts or spades	2M= Pass/correct, 2NT= Enquiry, 3C= inv, 5+H 5-10 3D= inv 5+S, 3M= pass/correct, 4C= bid your major	2NT- 3C= any max, 3D= min H's 3H= min S's	
2♥		5		5-10 5H + 4m	2NT=enquiry, 3C=P/C 3X= natural NF, 3/4H= Preemptive/sound	Over 2NT bid minor suit	
2♠		5		5-10 5S + 4m	2NT=enquiry, 3C=P/C 3X= natural NF, 3/4S= Preemptive/sound	Over 2NT bid minor suit	
2NT		55		Minors (55), 5-10HCP or GF	3C/D= to play if weak and preference, 3M= nat, F1 3NT= to play, 4/5m= PRE, 4M= to play	Any subsequent bid is GF (except over 3M)	
3♣		6		pre			
3♦		6		pre			
3♥		6		pre			
3♠		6		pre			
3NT				gambling	Bid longest minor or pass		
4♣		7		pre			
4♦		7		pre			
4♥		7		pre			
4♠							
4NT							
5♣				nat		HIGH LEVEL BIDDING	
5♦				nat		RKCB 3041	
5♥				nat		DOPI/ROPI	
5♠				nat		New suit at 4 level is often RKCB	
						Specific Kings	