

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Always 5+ cards. Competitive wide ranging (7+ HCP) when non jump
Response to a minor suit overcall: of cue bid of opponent's suit is a limit+ raise and a response of 2NT is natural invitational
Response to a major suit overcall: of 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 pre-emptive
Over 2NT: X values (next T/O)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15- 18 HCPs, system is ON as if INT had been opened
Protective 11- 14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak: 5- 10 HCPs, 6+ cards vul, 5+ cards favourable
(1X) - 2NT shows 2 lowest ranking unbid suits
Reopen:
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+
(2♥/♠) (weak) - 4♣/♦: 5/5 in the minor and OM, (3♥/♠/♦/♣) (weak) - 4♣/♦: 5/5 in the minor and OM (leaping and non-leaping Michaels)
[2X NAT] - 3X - asking for a stop
VS. NT (vs. Strong/Weak; Reopening; PH)
Db1 - 13(16)+HCP vs weak (strong) NT; (PH - 5+m 4M)
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. PREEMTS (Doubles; Cue- bids; Jumps; NT Bids)
X is for takeout oriented over natural pre-empt; Lebensohl - see competitive bidding over 1NT, leaping & non-leaping
Over multi-2♦: x is 13-16 HCP,
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
2NT is inv+ raise with fit
Support redoubles

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th and 2 nd	3 rd if unsupported, rev att. if supported	
NT	4 th and 2 nd	<u>xx</u> , <u>xxx</u> , <u>xxx</u>	
Subseq	Suit preference		
Other: Standard present/remaining count when returning a suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace (rev. att)		<u>AK</u> ; <u>Ax</u>	
King (rev. count)		<u>AK</u> ; <u>KQ</u> ; <u>Kx</u>	
Queen (rev. att)	<u>QJ</u> ; <u>Qx</u>	<u>KQ</u> ; <u>QJ10</u> ; <u>Qx</u>	
Jack (rev. count)	<u>KJ10</u> ; <u>J10</u> ; <u>Jx</u>	A/ <u>KJ10</u> ; <u>J10</u> ; <u>Jx</u>	
10 (rev. count)		A/ <u>K/Q109</u> ; <u>109</u> ; <u>10x</u>	
9 (rev. count)		<u>9x</u> , denies 10	
Hi- X (rev. count)	<u>xxxxx</u> , <u>xxxx</u> , <u>xxx</u> , <u>x(x)</u>	<u>xxxxx</u> , <u>xxxx</u> , <u>xxx</u> , <u>x(x)</u>	
Lo- X (rev. count)	<u>Hxxx</u> , <u>Hxxx</u> , <u>xxx</u> , <u>x</u>	<u>Hxxx</u> , <u>Hxxx</u> , <u>xxx</u> , <u>x</u>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev attitude/count	Rev count	Rev attitude, (SP if own suit w/length)
Suit 2	Suit preference	Suit preference	Standard remaining count
3			
1	Rev attitude/count	Rev Count	Rev attitude, (SP if own suit w/length)
NT 2	Suit preference	Suit preference	Standard remaining count
3			
Signals (including Trumps):			
Reverse attitude, reverse count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard - may be light in reopen seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles - X after opponents compete = 4 cards in other M			
Rosenkranz doubles - (1X) - 1Y - (2Z) - X = 3 cds in Y with an honour			
Support doubles and redoubles,			
Double of 1NT as a passed hand shows 4M + 5m			
Game tries doubles			
1NT - [dbl] - Rdbl - 5+ unspecified suit if DBL is for penalties			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: Scotland Bridge Union
PLAYERS: Sam Punch, Jen Middleton
EVENT: Women's teams 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15 - 17 NT
5 - card Majors
2♦/♥/♠ openings - natural and weak
4 - card 1♦ opening, 1♣ always 2+
2/1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
1NT - (X) - P: requires opener to XX
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	MIN. NO. OF	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	11- 21 HCP 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: Natural, invitational, denies 4cd M 1m – 3NT: To play, denies 4cd M Double jump in a new suit agrees the opened suit and shows a splinter	1♣ – 2♣ –; 2♦ = 12- 14 Bal, 2NT = 18- 19 Bal, 3♣ = 4+♣ NF, New suit = Nat GF, 3M = Splinter 1m – 1M – 2M = 3+ cards, 2NT enquiry 1x – 1y – 1NT –; 2♣: Either a weak hand with ♦'s or any invitational hand; 2♦: GF and is looking for a M fit; 2NT: weak with ♣s	As a passed hand 1m – 2m is just invitational values not invitational + Over 1♣: weak jump shifts in other suits
1♦		4	4♦	11- 21 HCP 4+♦	1♦ – 2♣ is GF As above	1♦ – 2♦ –; 2♥ = 12- 14 Bal, 2NT = 18- 19 Bal, 3♦ = 4+♦ NF, New suit = Nat GF, 3M = Splinter And as above	As Above Over 1♦: fit jumps if clubs. else weak jump shifts
1♥		5	4♦	11- 21 HCP 5+♥	1♥ – 1♠ – 1NT: 11- 14; 2NT: 18- 19 Balanced or semi- balanced 1♥ – 2♣/2♦ is GF 1♥ – 3♠/3NT /4m: unspecified singleton/void spades/void m	After a ♥ fit is established in a GF sequence then 3♠ is a cue 3NT: SST - if 3♠ was available, 3NT denies ♠ cue 1♥ – 3♠-3NT: enquiry & interest	2- way drury as a passed hand: 2♣: 3- card support invitational, 2♦: 4- card support invitational
1♠			11- 21 HCP 5+♠	1M – 2M: 3 cards, 5- 9 HCPs 1M – 3M: 4 cards, <6 HCPs raise 1M – 4M: Distributional raise, 5 losers 1M – 3♣: 4 cards invitational raise 1M – 3♦: 4 cards mixed raise 1M – 1NT: 5- 11 1M – 2NT: GF hand with 4+ support A single jump in the other Major is 3 – card invitational 1♠ – 3NT: unspecified singleton; 4♣-enquiry and interest 1♠ – 4X: void X	After 1M – 2M a new suit is a game try After 1M – 2NT: 3♣ = Min, 3♦ now asks for shortage; 3♦ = Non- min with no shortage; 3♥/3♠/3NT = Shortage, bid up the line 4m = Decent 5+ card second suit; 4M = Min with 5+M, no shortage After a M fit is established in a GF sequence then 4X is a non-serious slam try, 3NT: SST 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	4♦	15- 17 HCP (semi)BAL Includes 5M332 and 5m422 May have 6m322	2♣: M enquiry (non- promissory) 2♦/♥/♠/NT: transfers to ♥/♠/♣/♦, complete with fit for m 3♣/♦/♥/♠/ natural slam tries 4♣: 55 majors 4♦/♥: Transfer to ♥,♠; 4♠: to play	INT – 2♣ –; 2♦: denies a 4cd M after 2♦ – 3♥: 4♥s and 5♠s; 3♠: 4♠s and 5♥s Transfer breaks in ♥/♠ with 4cds, 3M = min, 2NT = max Will only accept minor transfers with Qxx or better	Lebensohl: 1NT – (2X) –; 2Y – competitive, 3Y = GF, 3X = 4- card OM stop in X, 3NT – GF with a stop in X, 2NT – forces 3♣ reply; After 3♣: 3X – 4- card OM no stop, 3Y – competitive (INV if could have bid Y at the 2 level), 3NT – GF with no stop in X
2♣	✓	N / A	4♦	22+HCP or FG	2♦: 0- 7, 2NT: 8+ with no suitable suit 2M: good 5+ card suit with 2 of the top 3 honours 3m: good 6+ card suit with 2 of the top 3 honours	2♣ – 2♦ – 2♥: 5+♥ or 24+HCP (semi)BAL 2♣ – 2♦ – 2♥ – 2♠ – 2NT: 24+HCP (semi)BAL 2♣ – 2♦ – 2NT: 22- 23 HCP (semi)BAL 2♣ – 2♦ – 2♠: 5+♠; 2♣ – 2♦ – 3♣/♦: suit setting	Pass by responder NF over direct seat intervention
2♦		5	4♦	At most 10 HCP 5+♦	2X – NF, 3m – NF constructive, 3M- F1 2NT: asks for feature over 2♦, asks for shortage over 2M	2♦ – 2NT: 3♦ (min), 3X (non-min feature) 2♥♠ – 2NT: 3X (non-min shortage), 3M (min), 3NT (non-min no shortage)	
2♥	At most 10 HCP 5+♥						
2♠	At most 10 HCP 5+♠						
2NT			4♦	20- 21 HCP (semi) BAL Includes 5M332 and 5m422 May have 6m322	3♣ – Stayman, 3♦ – transfers 3♠ – minor suit Stayman, 4X – 2 below slam tries	2NT – 3♣ – 3♦ (no 4M) – 3M = 4M + 5OM	
3♣/♦/♥/♠		6	4♦	Pre-emptive		HIGH LEVEL BIDDING	
3NT	✓	7	4♦	Gambling 3NT		4NT RKC: 5♣ 1/4, 5♦ 0/3, 5♥ 2/5 no Q trump, 5♠ 2/5 and Q trump. Next suit after 5♣/♦ asks for Q trump. Subseq. 5NT specific king ask. ROPI DOPI	
4♣/♦/♥/♠		7	4♦	Pre-emptive		Exclusion: 0/3, 1/4, 2, 2+Q	
4NT	✓			Ace ask	5♣ - no aces, 5♦♥♠/6♣	4NT over call = 2 places to play	

