

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level: wide ranging; change of suit F1 from UPH; raises = PRE;
Cue bid usually 3+supp. Jump cue bid = Mixed Raise
(1m) 1M (P/2m) 2N = 10+, 4+supp. (bid) 2m (bid) 2N = NAT;
New suit: single jump = FIT, double jump = SPL, but 4♥/♠
are to play. 2 level = fairly sound, & change of suit is F1.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> & 3 <sup>rd</sup> = 15-18. Responses as for 1N opening.
4 <sup>th</sup> = 11-14. Responses as for 1N opening.
Sandwich 1N 15-18. New suit responses are NAT, NF
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJO. Responses: 2N = relay; cue= ASK for stopper; new suit F1.
2N = 5-5 in lowest 2 unbid suits; wide range. (short ♣) 2N = mm.
Reopening jump in suit = intermediate.
Reopening 2N in 4 <sup>th</sup> = 19-21. Responses as for 2N opener.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣,3+) 2♣=(54)MM, 2♦ res ASK longer M; (1♣,2+) 2♣=NAT♣;
(1♣) 2♦=55MM. (1♦) 2♣=55MM. (1M) 2M=5OM+5m. Typically
10+. Responses: Suits = NAT; 2N = relay. Jump cue = stop ASK.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Double = points (upper range of their NT); 2♣ = MM; 2♦ = 6+ M;
2♥/♠ = 5M and 4+m; 2N = EITHER mm OR FG 2-suiter;
3m = NAT, CONST. 3M = PRE/distributional
PH bidding: X = MM or mm. Suit = NAT.
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = take out; NT = natural; jump O/C = STR.
(2y) 2N=16-18, BAL. (2y) 3y=ASK for stopper. (2♦) 4♦=MM, FG.
(2M) 4m=5m+5OM, FG. (2M) 4N=mm FG. (2M) 4M=mm S INV
After (2x) X (P) 2N = LEB (slow) (after WK 2 / Lucas / Multi).
(Multi 2♦) X = 13-15 or 19+; 2N = 16-18, BAL; suits = NAT,
Jump O/C= STR; (3m) 4m= MM. (3M) 4N= mm. (4x) 4N= TPTP.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
STR 1♣, X = MM, 1N = mm, WJO, suits (incl 2♣) = NAT,
2N = 5M + 5m, good hand, Responses: 3♣/♦/♥ = P/C
Precision 1♦, suits NAT; WJO; 1N = 15-18; 2♦ = MM;
2N = 5♣+5♥. After (1♦) bid (any) 2♦ = 10+, 3+supp.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1m (X) XX = INV m raise, bids NAT F1, jump bid = fit
1M (X) XX = 7+ scattered values, exactly 2supp.
1M (X) TRF from 1N, jump OM=7-9, 4supp; 2N=10+, 4supp.
Otherwise fit jumps. 1M (X) 3M & higher are as without the X.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from Hxxx(xx)/ Low=odd	same	
NT	4th from honour	same	
Subseq	Attitude	Attitude	
Other: vs SUITS from bad suits we lead lowest from odd, and highest			
affordable from even. vs NT - highest affordable from all poor suits.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+ AKJ+	
King	KQ+, AK+	KQJ+, KQ109+, AKJ10+	
Queen	QJ+	QJ+, KQ+	
Jack	Jx, J10+	Jx, J10+, KQJ+, QJ+	
10	KJ10+, 109+, 10x	AJ10+, KJ10+, 109+, 10x	
9	K109+, Q109+, 9x	A109+, K109+, Q109+, 98+	
Hi-X	Sx,,SSxx, SSxxxx	Sx, SSx(+)	
Lo-X	xxS, xxxS, HxSx, HxxxS	HxS, HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Distribution	Rev Distribution	Rev attitude
Suit 2	Suit preference	Suit preference	Distribution
3	Rev Att if A/Q/J	--	Suit preference
1	Rev Distribution	Rev Distribution	Rev attitude
NT 2	Suit preference	Suit preference	Distribution
3	Rev Att if A/Q/J	--	Suit preference
Signals (including Trumps):			
Rev attitude: low = enc. Rev distribution: Hi-Lo = odd. Trump signals =			
SP overtones if affordable. Smith Peters v NT – Hi-Lo from both = enc			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with good distribution. ELC of ♣ to ♦. 2N is often scramble.			
(1x) O/C (2/3x) X = T/O. (1x) O/C (X) XX =A(x), K(x) supp for O/C.			
Reopening X may be stretched.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles through to 4♥. Responsive through to 3♠.			
X of artificial bid <u>usually</u> shows that suit, key exceptions being:			
X of a "mixed" Bergen raise from = T/O of opener's of opener's suit,			
AND (4-level SPL) X = lead higher non-trump suit.			
G/T X where we've agreed suit & no space for other G/T.			
SUPP X & XX below two of RESP's suit (♦, ♥, and ♠).			
1N (X) XX – where X = PEN then XX = PUP > 2♣ for P/C.			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	(17 May 2024)
<b>NCBO: SCOTLAND</b>	
<b>PLAYERS: Julia Palmer &amp; Fiona Greenwood</b>	
SCO 12357	SCO 11840
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Natural, 5 card majors, 3+ card minors	
1N (14)15-17.	
2 over 1 GF (except 1♦-2♣-2♦).	
2♣ opener strong, GF (unless O rebids 2N).	
2♥/♠ = natural, 5-9 HCP, in 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> , Intermediate in 4 <sup>th</sup> .	
1m-1N = 6-10, NF. 1M-1N = 6-12, NF.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Non-promissory Stayman over 1N.	
3N = 4 level PRE in one M.	
<b>RAISING MAJORS:</b>	
1♥-2♠ = (10)11-12, 3supp; 1♥-2N = 4+supp, GF;	
1♥-3♣ = 10-11, 4+supp; 3♦ = 7-9, 4+supp; 3♥ = 0-6, 4supp;	
1♥-3♠ = 10-11, 4+supp, unspecified SPL, 3N ASK (♣/♦/♠);	
1♥-3N=12-15, 4+supp ♠SPL; 1♥-4♣ =12-15, 4+supp ♣SPL	
1♥-4♦ = 12-13, 4+supp ♦SPL	
Similar steps for 1♠ opener, exc 1♠-3♣ = (10)11-12, 3supp;	
1♠-2N = 4+supp, GF; 1♠-3♦ = 10-11, 4+supp; etc	
1♠-3N = 10-11, unspecified SPL, 4+supp 4♣ ASK, (♣/♦/♥);	
1♠-4♣ =12-15, 4+supp ♣SPL; 1♠-4♦=12-15, 4+supp ♦SPL;	
1♠-4♥ = 12-13, 4+supp ♥SPL.	
1m (1♥) 1♠ = 0-3♣. 1m (1♥) X = 4-5♠. 1m (1♥) 2♥ = 6+♠,	
wide ranging; 1m (1M) 2♠ = INV+ m.	
1♥ (1♠) 2♠ = 10+, 3supp; 2N = 10+, 4+supp.	
(1♥) 1♠ (P/2♥) 2N = 10+, 4+supp	
1♥ (X) 2♠, and 1♠ (X) 3♥ = 7-9, 4+supp.	
1M (X) XX = 7+ scattered values, exactly 2supp.	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
If Opener or AGG shows a single suiter at 2 level,	
eg 1♣-1M-2♣ OR (1x) 2m (P), now 2N= F1 RELAY	
<b>PSYCHICS: Rare</b>	

OPEN	ART	MIN	NEGX	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	NAT, (9)10+, 33mm open 1♣. 43 mm open longer. 44 mm tend to open 1♦	1♣-1M often bypasses 4+♦ unless GF values; 1m-2m = (4m 11+, OR 5+m 10+); 1m-3m = (5+m 5-9, PRE, NF); 1N=6-10; 2N=11-12 BAL, no 4M; 3N = 13-15, BAL, no 4M; 1♣-2♦♥♠ = STR JS. 1♣-3♦♥♠ = 6+supp & SPL.	1m-1x-1N=(11)12-14(offshape15). 2way CB. 2♣ = PUP 2♦, then bids INV, EXCEPT 2♣-2♦-3♣ = to play; 2♦ GF CB (but NAT by PH); 1m-1x-2N=18-19; 1♣ - 1x-2N - 3♣ = one way CB.	IN COMP: 1m (1M) 2♣ = INV m raise; 1m (bid) 2m = limit raise. 1m (1♥) 2♥ = 6+♠ (wide ranging). FROM PH: INV m raises on by PH, except in COMP; New suit = NF; Fit Jumps = CONST. 2N = 11;
1♦		3	4♥	NAT (9)10+. 1♦ is 4+ cards unless 4432	As for 1♣, but 1♦ - 1N = 6-10; 1♦-2♣ = 11+. 1♦-3♣ = STR JS.	As for 1♣. NB 1♦-2♣ -2♦ is only 2/1 sequence that is <u>NOT</u> GF.	As for 1♣
1♥		5	4♥	NAT, (9)10+	1N up to non fitting 12 HCP. 1N is NF. All NAT 2 over 1 responses from UPH are GF.  2♣ = (10)11-12, 3supp; 2N = 4supp, GF; 3♣=10-11, 4supp, 3♦=7-9, 4+supp, 3♥ = 0-6, 4+supp; 3♠ = 10-11, unspecified SPL, 3N ASK (♣♦♠); 3N = 12-15 ♠SPL; 4♣ = 12-15 ♠SPL; 4♦ = 12-13 ♠SPL	1♥-1♣-2♣ & 1♥-1N-2♣ = NAT OR any 16+ & GF if RESP has 8+. After 1♥-2♣/♦ then 2♥ = 5+♥, denies other bids; 1♥-2x-2N = 12-14 OR 18-19 BAL; 1♥-2x-3♥ = 11-15, solid 6+ suit, max 4 CTRL; 1♥-2x-4♥ = 11-15, 7+ (non solid) suit, max 4 CTRL. All reverses show extras, and 1♥-1N-2♣ = GF.	AFTER 1♥(X) >> XX=7+, 2supp; 1♠ = NAT; 1♥-1N(X)1N/2♣=TRF to ♣♦; 1N(X)2♦=7+ 3supp; 1N(X)2♥=3-6, 3supp; 1N(X)2♠=7-9, 4supp. PH: 2♣=9+, 3supp; 2♦=8+, 4supp; 2♠=4 supp, SPL, 2N ASK (♣♦♠); 2N/3♣♦ = fit jump in ♠♦♠; 3♣ = 4 supp, VOID, 3N ASK (♣♦♠). 4SF by PH = CONST raise in O's 2 <sup>nd</sup> suit.
1♠		5	4♥	NAT, (9)10+	As for 1♥, except: 3♣ = (10)11-12, 3supp; 2N = 4supp, GF; 3♦ = 10-11, 4supp, etc; 3N = 10-11, SPL, 4♣ ASK (♣♦♥); 4♣♦ = 12-15, ♠♦, SPL; 4♥ = 12-13 ♥SPL.	As for 1♥	As for 1♥ EXCEPT: 1♠(X) 3♥ = 4supp ♠, 7-9. PH AS ABOVE, EXCEPT 2N=4+supp, & SPL, 3♣ ASK (♣♦♥); 3N=4+supp+VOID, 4♣ ASK (♣♦♥).
1N				(14)15-17 BAL, May include 5M or 6m. (Singleton poss, rare)	1N-2♣ = non prom STAY; 1N-2♣-2♦-3M = 4M+5OM GF; 4-suit TRF; 3♣=54+ mm GF; 3♦=55MM GF; 3M=SPL, 4OM, GF; 4♣=Ace Asking; 4♦♥=TRF to ♥♠	Break TRF to M with non min, 4+supp; 3M = non max. 2N = MAX. Retransfers. 1N-2♦-2N-3♠/4m = SPL, slam interest. Completion TRF to m denies Qxx, Jxxx or better.	Rubensohl TRF start at 2N showing INV+.  Where 1N (X) = PEN then: XX PUP to 2♣ for P/C; 2x = 4x+4 of higher suit; 3x=PRE with 6+ suit.
2♣	√		4♥	STR, usually FG  22+ HCP if BAL	RESP is required to PUP to 2♦ on almost all hands,  EXCEPT 2♣-2N = 8-10 with lead value, ie 2 or 3 unprotected Kings);	2♣-2♦-2♠/3♠/3♦ = NAT. 2♣-2♦-2♥ = PUP to 2♣ (unless WK Kokish breakout); 2♣-2♦-2♥-2♠-3♥/new suit = ♥ single suiter/♥ & 2 <sup>nd</sup> suit; 2♣-2♦-2♥-2♠-3N = 6+♥ & controls side suits. 2♣-2♦-3M = 4M & 5+ diamonds, pure.	As UPH. IN COMP: 2♣(X) XX & 2♣(bid) X = 0-4; 2♣(X/bid) bid = 5+HCP, 5+ suit (eg QJTxx or better), CONST; 2♣(X/bid) P = 5+HCP, denies "good" 5+ card suit, CONST.
2♦		(5)6		5-9 HCP. In 4 <sup>th</sup> 2♦ = 11-15 HCP	2N=RELAY; New from UPH, NAT, F1; 3N=NAT; 4N=KCB; Jumps=SPL, <u>except</u> 4♥♠ to play.	2♦-2N is RELAY. 3♦ = MIN; new suit = MAX + H(x)(x) in suit bid; 3N = AKQxxx.	As UPH. AFTER 2♦(X) XX = Good hand, SPL ♦, PEN interest. Otherwise as without X.
2♥♠		(5)6		5-9 HCP. In 4 <sup>th</sup> 2M = 11-15 HCP	[As for 2♦]. 2♥-3♠/4♠/4♦ = SPL; Jumps = SPL, <u>except</u> 4♥ & 4♠ which are to play.	[As for 2♦]. 2M-2N-4m = Good suit, m SPL. 2M-2N-4H = Good suit, with SPL in OM.	As UPH. After 2♥(X) then 2♣, NAT, F1, XX = 11+, 2supp; 2N/2♣=TRF to ♣♦; 3♦=13+, 3+supp, INV, etc
2N				20-21 BAL, may include 5M, 6m or singleton honour.	3♣ = Promissory STAY; Smolen; 3♦♥ = TRF; 3♠ = m suit STAY; 3N = NAT; 4x bids = "two under" slam INV; 5m=to play.	2N-TRF-3N = AKx, AQx, KQx supp; 2N-3♦-3♥-3♠ = 5-5 slam try; 2N-3♥-3♠-4♥ = 5-5 to play in best game.	As UPH.
3♣♦		(6)7		NAT, PRE. 5-9 HCP	New F1; raises PRE; game bids to play; 4N=KCB.		Change of suit from PH is NF.
3♥♠		(6)7		NAT, PRE. 5-9 HCP	New suit F1 (unless RESP bids game to play); 4 bids= cue: EXCEPT ALL game bids are to play including 3♠-4♥, 4N = KCB.		As above
3N	√			Single M. Good suit. PRE wishing to TRF	4♣ = TRF to suit below O's M; 4♦ = shortage ask; 4♥ = P/C; 4♠ = to play.	<b>HIGH LEVEL BIDDING</b>  Cue style: cue bid first and second round controls equally (up the line). KCB 1430, 5N = EVEN w/void, 6C = ODD w/void. After 1430 response: next non trump suit is Q ask; 5N is grand slam try, but 6x is specific king; and 6new asks for 3 <sup>rd</sup> round control for grand. Exclusion Key Card 3041 DOP1 & ROP1 over opposition 5m bids. DOP1/ROP1 also after 1N (P) 4C* (X) OR 1N (P) 4C* (bid). DOPE (X = Odd, P = Even) over opposition bids of 5♥ or more. If our cue bid is doubled then XX shows 1 <sup>st</sup> round control, pass denies. 1N-4♣ asks for no. of aces; 4♦=0, 4♥=1, 4♠=2, 4N=3. After reply 4M/4N,5m (incl 5♣) = to play. 5N = K ask.	
4♣♦		(6)7		NAT, PRE.	4M = NAT, to play; 4N = KCB.		
4♥♠		(6)7		NAT, PRE.	New suit asks for control in suit above; 4N=KCB.		
4N				ASK for specific aces	5♣=0; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5N = ♠A; 6♣ = 2 same colour; 6♦ = 2 same rank; 6♥ = 2 m+M		
5♣♦		(7)8		NAT, PRE.			
5♥♠		8		STR, highly DISTRIB	Bid 6 with A or K of trump.		

PLAYERS: Julia Palmer (SCO 12357) & Fiona Greenwood (SCO 11840) SCOTLAND