

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide-ranging; sound at 2-level. 1M may be 4-cards.
Raise PRE; UCB = good 3card raise;
2N = good 4card raise of M; NAT F1 after (1M) 2m
Game bids to play
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18 System on
Re-opening: 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak: 5-12 according to position and VUL
Further bidding as to weak openers
2N = 55+ 2 lowest unbid suits
Reopen: Intermediate, 6+ 12-16; 2NT = 19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = 55+Ms Over (short 1♣) 2♦ = Ms 2♣ = NAT
(1M) 2M = 55+ OM +m. 3♣ pass/correct; 2N = strong enquiry
Jump cue asks partner to bid 3N with a stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X = PEN; Now 2 nd X = takeout. Later Xs PEN
2♣ = Ms; 2♦ = 6+M; 2M = 5M4+m 2N enquiry
2N = ms or big 2-suiter
X by PH = 4M, 5+m. 2♣ = pass/correct to play in m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
t/ox + ART 2N response, asks for 3♣, NT overall = 16-19
(2M) cue asks for stopper. 4m = 55+ NAT w OM
(2♦) cue – 5-5 Ms
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣) X = ♥s; 1♦ = ♠s; 1♥ = 2 suits same colour; 1♠ = MM or mm;
1N = ♦+♠ or ♣+♥, Others NAT
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, at most xx over 1M, later X = PEN
1M (X) 2♣ thru 2M-1 = transfer. 2N = 4card raise INV+
1♣(X) jump shift = weak Other jump new suits are FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th/2nd	Low from odd, hi from even	
NT	4th/2nd		
Subseq	Attitude (lo implies Hon)		
Other:A/Q ask for Att signal; K for count (Unblock v NT)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(xx,,) A(xx,,)	AK(xx,,)	
King	AK (xx) KQ (xx)	AKQ..; AKJ; KQJ; KQT	
Queen	QJ(xx)	KQ(xx) QJT; QJ9	
Jack	JT(xx)	JT9 JT8	
10	KJT T9x	AJT; KJT; T9	
9	KT9.. QT9 ..	AT9; KT9; QT9	
Hi-X	Xx; Xxx; xXxx..	Xx Xxx xXx...	
Lo-X	HxX HxxX HxxXx	HxX HxxX HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Low = ODD	Low = ENC
Suit 2	Low = ODD	SP	Count
3	SP		SP
1	Low = ODD	Low = ODD	Low = ENC
NT 2	Low = ENC	SP	Count
3	SP		
Signals (including Trumps): Rev ATT STD CT			
Lowest from odd no remaining; high from even no remaining			
Hi-lo in Trump = SP. SMITH v NT: hi-lo from responder = ENC; hi-lo from Leader asks for switch			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light w classic shape; emphasise Ms, equal level conversion NF			
Cue response = F suit agreement.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEGX thru 4♦. RespX thru 4♣. Support X/XX of Majors at 2-level			
X of cue or partner's suit; or XX after X of partner's suit = A/K, L/D			
Lightner X of freely bid games and slams = don't lead my suit			
X of 3N asks partner to lead their suit, not mine.			
(1N) p (3N) X asks p to lead shorter M			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Scotland
PLAYERS: All partnerships
EVENT (Under 31)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 5-card Majors. Short club
Weak 2♦♥♠
1N = (14) 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
When we have bid game to make
When auction is forced to a higher level
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	NAT or 11-14 BAL or 18-19 BAL	1M= 4+ may have longer ♦s; 2♦♥♠ weak 5-9 2♣ F1 10+ no 4M; 3♣ 5+ 5-9; 1N=6-10; 2N=11-12	1♣-1x-1N(11-14) 2♣PUP 2♦ to play/INV 1♣-1x-1N-2♦ = ART FG	Fit Jumps by PH
1♦		4	4♦	10+ UNBAL	2♣ GF; 3♣ INV 9-11; 2M weak 5-9 2♦F1 10+ no 4M; 3♦=5+ 5-9; 1N=6-10 2N=11-12	.Checkback as over 1♣	
1♥		5	4♦	10+	2♥=3♥,6-9; 3♥=4-6; 3♦=7-9; 3♣=10-11 w 4+♥ 2N=4+♥,GF; 1N= 5-11, NF; 2♠=3♥, 10-12 4new SPL 9-12. 3N = BAL 4♥ 13-15	1M-2N-3new = shortage;	2-way Drury 2♣= 3cards. 2♦ = 4 1M (X) 2♣thru 2M-1 = TRF
1♠		5			As to 1♥: 3♥ = 3♠ 10-11		
INT				(14)15-17: 5M, 5=4=2=2 6m possible	2♣ nonpromissory Stay; 2♦ thru 2N = transfer 3m = NAT slam try; 3M= 13(54)	Transfer breaks: 3M = min; 2N = max Over m transfer 3m-1 = Hx or better support	1N (X) XX = single-suited rescue 2x = 4+ with 4+higher suit
					4♣ = 55+ Ms; 4♦♥ TRF	1N-2♣-2♦-3M = 4 w 5OM GF	1N (2x) 2N thru 3♠ = trf
2♣	√			22+BAL or any GF	2♦ relay	2N rebid=22-23; 2♥=PUP 2♠ then2N=24+	
2♦		(5)6		5-10, NAT	2N = feature ask. New suit F1 JNS = fit	2♦-2N-3♦ = min	
2♥		(5)6		5-10, NAT	Raises nonconstructive	2M-2N-3M = min; 3new = Hon; 4new = shortage	2M (dbl) new suit NF
2♠		(5)6		(intermediate in 4 th seat)	2N = feature ask. New suit F1 JNS = fit		
2NT				20-21 (semi) BAL May be offshape w singleton	3♣ = 4-card Stay; 3♦♥ = transfers; 3♠= m slam try 4♦♥ TRF 4♣=Gerber		
3any		6		Weak, 5-10	New suit F1, games to play 4♣ (4♦ over 3♣) = Keycard ask		
3NT	√			Solid 7-cardm. No outside A/K	4♣ = pass/correct. 4♦ asks for singleton		
4m		7		NAT PRE			
						HIGH LEVEL BIDDING	
4M		7		NAT PRE	New suit asks for control in suit above	RKCB 1430 DOPI ROPI	
4NT	√			Asks for specific Aces	5♣ = 0 Ace; 5♦♥♠6♣ = named Ace	Exclusion RKCB	
5m		7		NAT PRE		Cuebid 1 st /2 nd round control	
5M		7		“Bid 6 w A/K”		If cue is dbled XX = 1 st round control 3NT = non-serious slam try if 8+card fit agreed	