

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>                    |
| Normal style..   |
| Cue of opponent's suit at the 2lvl below our suit promises support.            |
| Jump raise is preemptive   |
| New suit is F1   |
|  |
| <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> |
| [1x] - 1NT (15-18 HCP normally with a stop) → system ON                        |
| 2NT Lebensohl  |
| Reopen: 11-14 HCP, system on   |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| Weak over 1lvl, mostly sound over 2lvl / 3lvl preempt                          |
| 2NT - 5+ 5+ lowest in rank unbid suits   |
|  |
| Direct cue in 3rd level asks stop  |
| When partner has passed HCP count can vary more                                |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| 2lvl / 4lvl Michaels   |
| 3lvl asks for a stop   |
| <b>VS.NT (Doubles; Cue-bids; Jumps; NT Bids)</b>                               |
| X - penalty 15+  |
| 2♣ - H and minor   |
| 2♦ - S and another   |
| 2M – natural and NF  |
|  |
| 2NT - both minors 9+cards  |
|  |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                          |
| X=T/O thru 3♠. Cue=Michaels.   |
| Over 4♥/♠ - Optional double  |
| NT=NAT w/Stayman & TFERs (system ON)   |
| Other jumps=strong,  |
|  |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣                                  |
| <b>Over strong 1♣: Badger, Dbl – H &amp; minor, 1♦ – S &amp; other</b>         |
| 1♥ & 1♠ - natural, 6 card suit , 1NT – both minors                             |
| 2♣ - both majors   |
| <b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>  |
| 1♣/♦ – 1♥/1♠ - X = four of other M, 1♣/♦ – X - XX = both Ms                    |
| 1♥ - X – XX/1♠ = 4/5♠  |
| Jump bid: pre-empt to play   |
| 2NT – natural  |

| LEADS AND SIGNALS  |   |   |            |
|--|---|---|------------|
| OPENING LEADS STYLE  |   |   |            |
|  | Lead  | In Partner's Suit                                 |            |
| Suit   | 2,4   | 2,4   |            |
| NT   | 2,4   | 2,4   |            |
| Subseq   | 4th/ATT. Can lead 2nd                             |   |            |
| Other: 3 <sup>rd</sup> from Hxx  |   |   |            |
| LEADS  |   |   |            |
| Lead   | Vs. Suit  | Vs. NT  |            |
| Ace (Attitude)   | <u>A</u> K(x...); <u>A</u> (x...)                 | <u>A</u> K(x...); <u>A</u> (x...)                 |            |
| King (Count)   | A <u>K</u> (x...); <u>K</u> Q(x...); <u>K</u> (x) | A <u>K</u> (x...); <u>K</u> Q(x...); <u>K</u> (x) |            |
| Queen  | QJx AQJx  | QJx AQJx  |            |
| Jack   | J10x AJ10 KJ10                                    | J10x AJ10 KJ10                                    |            |
| 10   | 10x A109 K109 Q109                                | 10x A109 K109 Q109                                |            |
| 9 (count)  | 109x(x...); 9(x)                                  | 109x(x...); 9(x)                                  |            |
| Hi-X (count)   | 2 <sup>nd</sup> from poor suit                    | 2 <sup>nd</sup> from poor suit                    |            |
| Lo-X (count)   | 4 <sup>th</sup> from Honour                       | 4 <sup>th</sup> from Honour                       |            |
| SIGNALS IN ORDER OF PRIORITY   |   |   |            |
|  |   |   |            |
|  | Partner's Lead                                    | Declarer's Lead                                   | Discarding |
| 1  | Count   | Count   | Att        |
| Suit 2   | SPS   | SPS   | Att        |
| 1  | Count   | Count   | Att        |
| NT 2   | SPS   | SPS   | Att        |
| Signals (including Trumps): Standard count and attitude, but implied suit pref where obvious |   |   |            |
| Hi Lo in trumps: odd number  |   |   |            |
| DOUBLES  |   |   |            |
| TAKEOUT DOUBLES (Style; Responses; Reopening)  |   |   |            |
| Normal although may be light in reopen seat  |   |   |            |
| Natural responses  |   |   |            |
|  |   |   |            |
|  |   |   |            |
|  |   |   |            |
|  |   |   |            |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS  |   |   |            |
| Negative doubles through 3 ♠   |   |   |            |
| Responsive doubles   |   |   |            |
|  |   |   |            |
|  |   |   |            |
|  |   |   |            |
|  |   |   |            |

| W B F CONVENTION CARD  |
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| <b>CATEGORY:</b> Green   |
| <b>NCBO:</b> Scotland  |
| <b>PLAYERS:</b> Hugh McCash/John Di Mambro                               |
| <b>EVENT :</b> National League   |
|  |
| <b>SYSTEM SUMMARY</b>  |
| <b>GENERAL APPROACH AND STYLE</b>  |
| 1♣/♦=3+, 5-card Majors (4 possible 3 <sup>rd</sup> , but with AKQx)      |
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|  |
| 2♦/♥/♠ opening =weak, 2♣=strong  |
| Openings may be done ‘light’ on HCP, but with compensating distribution. |
|  |
| 1NT Openings: 15 - 17  |
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| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>                             |
| 1. LEB and T/O NT bids (i.e 2 places to play inference).                 |
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| <b>SPECIAL FORCING PASS SEQUENCES</b>                                    |
| After GF established, @ 4-level+, forcing pass is applicable             |
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| <b>IMPORTANT NOTES</b>   |
|  |
| <b>PSYCHES</b>   |
|  |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU |  |   |  |                                   |
|---------|--------------------|-------------------|--------------|--|---|--|-----------------------------------|
|         |                    |                   |              | DESCRIPTION  | RESPONSES   | SUBSEQUENT ACTION  | COMPETITIVE & PASSED HAND BIDDING |
| 1♣      |                    | 3                 | 3♠           | Natural  | 1D/H/S natural, 4+cards, 1NT natural, balanced 4-9HCP, 2C=5+Clubs, Jump shifts are weak, 2NT natural 10-12 HCP, Cue in opps suit is good raise  | New minor forcing over 1/2NT rebid   |                                   |
| 1♦      |                    | 3                 | 3♠           | Natural  | 1H/S natural, 4+cards, 1NT natural balanced 4-9HCP, 2D = 5+D, Jump shifts are weak, 2NT natural 10-12 HCP, Cue in opps suit is good raise   | As above   |                                   |
| 1♥      |                    | 5                 | 3♠           | Natural.   | 1♠= natural, 4+cards, 1NT - 6-9 HCP, 2♣ - 4+♣ 10+HCP, 2♦ - 4+♦ 10+HCP, 2♥ / 3♥ - 6-8 HCP 3♥ / 4+♥, 2♠ - 5-8 HCP constructive 6+♠<br>2NT – Jacoby raise in ♥<br>Bergen raises<br>3♣ - 5-7 HCP 4♥, 3♦ 8–11HCP 4♥, 3H=<7HCP 4♥, 3♠=splinter agreeing ♥ | Over 2NT: 4♥ is weak with no further interest, 3♥ is strong with slam interest, new suit at 3 level is void / singleton (if repeated shows void), new suit at 4 level is strong second suit, 3NT – balanced 18-20 HCP  |                                   |
| 1♠      |                    | 5                 | 3♠           | Natural.   | Same structure as 1♥, 4♥= splinter agreeing ♠   | As above   |                                   |
| INT     |                    | 2                 |              | Any hand with no singleton's or voids and 15-17HCP | 2♣=Stayman, 2♦=Jacoby T/fer, 2H=Jacoby T/fer, 2♠=minor suit trf 2NT = 8-10 HCP, 3♣=Puppet Stayman GF  | Over 2♣:<br>2♦ = no 4♥ or ♠, 2♥/♠ = 4+♥/♠.<br><br>Over 2♣: 2♦: 2♥/♠ = smolen<br><br>Over 2♦/♥:<br>2♥/♠ = < 4♥/♠, 2NT=Max no controls, New suit = max with Control, 3♥/♠ = Min, 4+♥/♠<br><br>Over 2♠: 2NT - better ♦, 3♣ - better ♣<br><br>Over 3♣: Refer to 2NT opener |                                   |
| 2♣      | √                  | 0                 |              | General GF or 23+ balanced.                        | 2♦=at least 1 control, 2♥=less than 1 control (0-3)<br>2NT shows H<br>2S shows S  | Over 2♦/♥, new suit forcing 1R and natural, 2NT = 23+bal (system On per 2NTopener)   |                                   |
| 2♦      |                    |                   |              | 4-10, 6-7 cards, vul/seat dependent HCP range.     | Suit=F1R, 2NT=ASK, raise is pre-empt  | Over 2NT: OGUST<br>3♣ = poor suit, poor points<br>3♦=good suit poor points<br>3♥ = poor suit good points<br>3♠= good suit good points)<br>3NT = suit headed with AKQ   |                                   |
| 2♥      |                    | 6                 |              | As per 2♦  | As per 2♦   | As per 2♦  |                                   |
|         |                    |                   |              |  |   |  |                                   |

|     |   |   |  |  |  |  |  |
|-----|---|---|--|--|--|--|--|
| 2♣  |   | 6 |  | As per 2♦  | As per 2♦  | As per 2♦  |  |
| 2NT |   | 2 |  | Any hand with no singletons or voids and 20-22 HCP   | 3♣=Puppet Stayman, 3♦=Jacoby T/fer, 3H=Jacoby T/fer, 3♠=5♠ & 4♥, 3NT = To play | Over 3♣:<br>3♦ = no 5♥ or ♠ but has a definite 4♥, 3♥/♠ = 5♥/♠.<br><br>After 3♣-3♦-?<br>3NT = no 4♥/♠<br>3H = shows 4♥<br>3S = shows 4♠<br><br>Over 3♦/♥:<br>Breaks with Hxx |  |
| 3♣  |   | 7 |  | Natural  |  |  |  |
| 3♦  |   | 7 |  | Natural  |  |  |  |
| 3♥  |   | 7 |  | Natural  |  |  |  |
| 3♠  |   | 7 |  | Natural  |  |  |  |
| 3NT | ✓ | 0 |  | Gambling 3NT (Typically long solid minor with no outside Aces, but after P has passed, may be a general punt of any shape) |  |  |  |
| 4♣  |   | 7 |  |  |  |  |  |
| 4♦  |   | 7 |  |  |  |  |  |
| 4♥  |   | 7 |  |  |  |  |  |
| 4♠  |   | 7 |  |  |  |  |  |
| 4NT | ✓ |   |  | Asking for Specific Aces   |  |  |  |
| 5♣  |   |   |  |  |  | <b>HIGH LEVEL BIDDING</b>  |  |
| 5♦  |   |   |  |  |  | RKCB 1430  |  |
| 5♥  |   |   |  |  |  | If opponents intervene over 4NT Roman key-card, then step responses  |  |
| 5♠  |   |   |  |  |  | P: 1 or 4 X: 0 or 3 1 <sup>st</sup> step: 2 w/o TQ 2 <sup>nd</sup> step: 2 with TQ   |  |
| 5NT | ✓ |   |  | Asking for Specific Kings  |  | Cuebids can be 1st/2nd round controls  |  |
|     |   |   |  |  |  |  |  |