

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1♠ Over minor may be a 4-card suit with opening values. 7, 9, 11 HCP at favourable,=, unfavourable VUL Raise of partner's overcall usually denies 1 of top 2 honours.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 15-17
Responses SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak Jump Overcalls
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Weak (7-11) or Strong(15+)
Over 1♣/♦, 2♦ = 5+5+ Majors; 3♣/♦ = ♠+other minor
Over 1M, 2M = Other Major+minor, 2N=Minors
Over artificial ♣, 2♣ Natural
<u>N6 Leaping Michaels</u>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
✕ v. Weak NT penalty, v. Strong NT (14 + HCP) 5card Minor+4-card Major
2♣ 5-4 or 4-5 in both Majors
2♦ 6+ Major 2♥ Pass/Correct; 2♠ Good♥raise; 2N ask=> 3♣/♦ Good♥/♠
2♥/♠ 5 plus ♥/♠ suit with unspecified Minor suit (usually 5-5)
2NT both Minor suits, either 5-4 or 4-5 or 5-5
3♣/♦ 6-card plus 10-15 high card points
3♥/♠ Pre-emptive
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
✕=Take-Out; 2NT 15/17; Suits Natural and Forcing
Suit Bids Natural and Forcing
<u>N6 Leaping Michaels</u>
<u>N3 Defence to Multi 2♦</u>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣: ✕=♣+♥, 1♦=♦+♥, 1♥=♥+♠, 1♠=♠+Minor 1NT=♣+♦.
Over 1♦, ✕=♦+♥, 1♥=♥+♠, 1♠=♠+Minor, 1NT=♣+♦,2♣=♣+♥,
Over 2♣: Bids natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Re-double 9 + Points
New Suit Forcing
Jump in New Suit Intermediate
Jump Raise Pre-emptive
<b>2 NT 10-12 HCPs</b>
Over 1 M Splinter, Drury , Bergen still apply

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit Top if supported, else Count	
Suit	2 <sup>nd</sup> & 4 <sup>th</sup>	Low from 3 small/MUD	
NT	2 <sup>nd</sup> & 4 <sup>th</sup>	Low from 3 small/MUD	
Subseq	Att	Att	
Other : A/Q ask for attitude; K asks for count; strong 10/9 vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK AKx KQx	AKxx KQx	
Queen	KQ10 QJ10 QJx	KQ10 QJ10	
Jack	J10x	J10x	
10	KJ10 K109 1098	AJ10x KJ10 K109 1098	
9	9xx 9xxx	9xxx	
Hi-X	2 <sup>ND</sup> Best	2 <sup>nd</sup> Best	
Lo-X	4 <sup>th</sup> Best	4 <sup>th</sup> BEST	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att. K:Std Cnt	Nat	Suit Pref
Suit 2	Count	Count	Count
3	Suit Pref		
1			
NT 2	High Enc	Nat	Suit Pref
3	Count	Count	Count
Signals (including Trumps): High Low / Suit Pref			
Versus Suit Italian Discards Odd Enc Even Mckenney			
Versus NT McKenney			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
<b>Rosenkrantz</b> , <b>X</b> after partner has overcalled and RHO bids, shows 1 of top 2 honours. If RHO <b>X</b> , then <b>XX</b> 1 of top 2 honours			
Double of overcall after 1M opening will normally imply that Bid			
<b>X</b> of Opponents Transfer Bid shows that suit, cue Target is Michaels,			

W B F CONVENTION CARD
Category: <b>GREEN</b>
NCBO Scotland
<b>PLAYERS:</b>
Emily Garden 4314 BBO: Egg46
Eddie McGeough 9678 BBO: eddie50b
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SAYC Rule of 20 Opening
5 Card Major Strong NT 15/17
Better Minor
<b>2♦ Weak Both Majors 4+5+ / 5+4+. 2♥ &amp; 2♠ Weak</b>
<b>Weak jump 2 level responses</b>
<b>WALSH</b>
<b>Weak Jump responses</b>
RKCB 14/30;
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Sandwich 1NT showing 5+/5+ in unbid suits
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
4 <sup>th</sup> SF 2 level for 1 round, 3 level GF
DAB asking for stop /half stop
<b>N7 Lebensohl</b> (Through 2NT denies Stop)., UCB, SPLITNER SHOWING SINGLETON OR VOID
DOPI/ROPI
<b>N1 2-Way Check-back</b>
2 over 1 Forcing to 2NT. (1M-2♦-2M doesn't need 6).
<b>N8 Long Suit Trial Bids</b>
Minorwood; Exclusion Blackwood
<b>PSYCHICS:</b> No Agreement

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	2♠	11-19HCP 12+ if Bal	Inverted Minors off Passed Hand intervention 2♣=4+card 10+Points ; 3♣=5+ cards 6-9 2♦=4+card 10+Points ; 3♦=4+ cards 6-9	2Next suit up Weak12-14.NT 3m Min	
1♦						2NT is +ve in suit lost to min Hand above.	
						All other bids, GF.	
1♥		5			Weak Jump 2♠ After 1♥ Opener		1 level Response NF <b>X</b> Take Out Unbid Hand Forcing
1♠		5	2♠	10-19HCP	Bergen Style 4 Card Raises 3♣:9-10, 3♦:7-8 3M:0-6 Non-Passed Hand 2N 11+ Asking Passed Hand:: <b>N2 2-Way Drury</b>	After 2NT (4 Card support 11+) <b>N13Swedish Responses</b>	1 level Response NF <b>X</b> Take Out Any New Unbid Hand Forcing
INT			2♠	15-17HCP May have 5 Card Major	2♣ = NP Stayman; <b>N9 Majors N10 Minors N12 Smolen</b> 2♦/2♥/2♠/2NT Transfer to 2♥/2♠/3♣/3♦ 4♦/♥ Transfer to 4♥/4♠then 4NT = RKCB	<b>Transfer Breaks:</b> Majors to 2N Max or 3M min. 4 Card Support Minors to 2N No Fit or Complete w 3 to Honour; (Exceptionally with Ax, Kx).	After <b>X</b> Pass=request to <b>XX</b> . Then 4-card suits up if weak
2♣	√			23 + GF or 23/24 Bal	2Major 5 cards in, with at least two of the top three honours, <b>2♦</b> (waiting).	Puppet/ Stayman after 2NT (23 24) 3♣ after suit shows bust	
2♦	√	05/10/24		Weak both Majors Ekren	<b>N4 Ekren 2♦</b>		
2♥		6		5-9 Weak	2NT enquiry, New suit forcing. 3 of Bid Major Pre-emptive	<b>N13Swedish Responses</b>	
2♠		6		5-9 Weak			
2NT				20-22 BAL	Puppet		
3♣	√	6		Pre emptive			
3♦	√	6		Pre emptive			
3♥	√	7		Pre emptive			
3♠	√	7		Pre emptive			
3NT	√	7		9-10 points =AKQ(J)xxx(x) Minor	<b>N5 Gambling 3NT</b>		
4♣	√	7+		7 + Transfer to ♥ 8-8½ Playing Tricks	<b>N11 NAYMATS</b>		
4♦	√	7+		7 + Transfer to ♠ 8-8½ Playing Tricks			
4♥		8		0-9 Weak Pre-Emptive			
4♠		8		0-9 Weak Pre-Emptive			
4NT	√			Specific Ace Asking	5♣=0 5♦/5♥/5♠/6♣ Ace of bid suit 5NT 2 Aces		
						<b>HIGH LEVEL BIDDING</b>	
						RKCB 1 4, 0/3, 2,5 Without Q /, 2,5 With Q Gerber 0, 4 / 1 / 2 / 3 (NT); 30/41/CRO (Suit).	

**N1 2-Way Check-back**

2♣ Forces 2♦ inviting;  
2♦ GF  
2N Transfer to 3♣

After 1m-1M-2NT, 3♣ asks opener about his Majors:  
3♦=3card support with the other Major.  
3M=3-card support without 4-cards in other Major  
3X=4-card Major X;  
3NT=No interest in either Major

**N2 2-Way Drury** after 3rd or 4rth seat opener of 1 Major  
2♠/♦ shows 10/11 HCP with 3 / 4 card support for Major, then

2Major Minimum, Non-Forcing  
Any New Suit Game Force  
4Major To Play

**N3 Defence to Multi 2♦**

In 2nd/4th: **X** = 13-16 balanced, 2NT = 17-19, Suit = natural strong.  
In 6th Position: **X** = penalties, 2NT = minors, Suit = natural balancing.  
Lebensohl-style responses apply after **X** with 2NT as transfer and 3♦ cue bid as Stayman. Delayed major suit bids (via the transfer) are 5-cd suit and invitational. Immediate jumps are G/F

**N4 Ekren 2♦**

Responses to 2♦ 2♥ is a sign off 2♠ is a sign off 2NT Strong enquiry 3♣ Natural 6+ ♣ N/F 3♦ Invites game 3/3 ♥/♠ 3♥ Weak pre-emptive 3♠ Weak pre-emptive 3NT to play 4♥ to play 4♠ to play	Responses after 2NT enquiry: 3♣ lower range 5/4,:3♦ longer major? 3♦ lower range 5/5 3♥ upper range 5♥/4♠ 3♠ upper range 4♥/5♠ 3NT upper range 5♥/5♠ 4♣ upper range 6♥/4♠ 4♦ upper range 4♥/6♠ 4♥ 6♥/5+♠ 4♠ 5♥/6+♠
--	---

**N5 Gambling 3NT Solid Minor no outside entry**

4/5/6/7♠=Pass/Correct  
4♥/♠Natural to play  
4/5NT=Bid 6/7 with 8 cards.  
4♦=Asks Shortage: 4♥/♠=Singleton or void. 4N=No Shortage;  
5♣/♦=Suit; short in ♦/♠

**N6 Leaping Michaels**

(2♦)-4♦=♥+♠; (2♥)-4♦=♦+♠;(2♥)-4♣=♠+♠; (2♠)-4♣=♠+♥;(2♠)-4♦=♦+♥;  
(3♠)-4♣=♥+♠;(3♣)-4♦=♦+Major; (3♦)-4♦=♥+♠

**N7 Lebensohl**

**OVER 1N (2Any) FASS** Fast Arrival Shows Stop.  
2New non-forcing.  
3New via 2N below (2Any) non-forcing  
3New below (2Any) Invitational,  
X when (2Any) is natural single suit, shows 11+ t/o  
X when (2Any) is 2-suited shows scattered vales 10/11  
3N Shows Stop, no Major, no 5 card suit.

(2M) 3M Stayman for other Major + Stop  
(2M) 2N 3♣ 3M Stayman, no Stop  
3New above (2Any) GF, stop  
3New above (2Any) via 2N, invitational no stop  
P - (p) - X = t/o

**N7.1 Over (Weak2) 2N=15-17; X=t/o -(P) -2N Bid 3♠. FASS**  
P = Converting t/o to Penalty

2Any Weak <7  
2N forces 3♣ unless Doubler has v.strong suit or natural NT  
3♠/♦ Natural Forcing  
Delayed 3 Major after 2N-3♣, 5 card invitational  
Immediate Jump 3 Major 5 Card GF  
3Cue Stayman Stop;  
3Cue After 2N 3♣ Stayman No Stop;  
3N Stop, Values for game minor oriented

**N8 Long Suit Trial Bids**

1M-2M-3new shows game interest with length in new suit.  
1m-3m-3new is a try for 3NT with values in the new suit

**N9 Majors Responding to 1NT with 5-5 Majors**

1NT-2♦-2♥-2♠ Weak,  
1NT-2♦-2♥-3♥ Inviting  
1N--2♥-2♠-4♥ Choice of Game : ♥/S/NT\*  
(\* 4NT would be V unusual with Opener 2-2 in Majors.)  
1N-2♥-2♠-3♥ Slam interest.

**N10 Minors Responding to 1NT with 5Minors**

3♣ 5-5 minors Invitational,  
3♦ 5-5 minors Game Force  
3♥ values for game, 5-4 in minors, singleton ♥  
3♠ values for game, 5-4 in minors, singleton ♠

**N11 NAYMATS**

4♠/♦=Texas to 4♥/♠. 4♥/♠ resp. to play;  
4♠-4♠=cue;  
4♠-4♦ asking: 4♥: 7 tricks in ♥ + a king; 4♠: 8 solid ♥ + K♠; 4NT: 7 tricks in ♥ + an ace. 5♠: 8 solid ♥ + K♠; 5♦: 8 solid ♥ + K♦; 5♥: KQJxxxxx + one side-suit trick  
4♠-4N=no♠control

4♦-4N=init cue  
**4♦-4♥ asking: 4♠: 7 tricks in ♠ + a king; 4NT: 7 tricks in ♠ + an ace; 5♠: 8 solid ♠ + K♠. 5♦: 8 solid ♠ + K♦; 5♥: 8 solid ♠ + K♥; 5♠: KQJxxxxx + one side-suit trick.**

**N12 Smolen** :1NT Responder with 4/5 or 5/4 in Majors and 8+ HCP

1NT - 2♣\* non-promissory Stayman  
2♦\* - 3♥/♠ 4 card ♥/♠ with 5 card other Major allowing opener to choose game,\*

1NT 2♣\*  
2♦\*— 2NT  
**3♣\*= MAX 17 points asking** if 2♣ was 5-4, in which case bid 4 Card Major\* as above, else 3NT

**N13Swedish Responses**

After 1M or Weak 2M Opener or Weak 2M Jump Response  
2N enquiry (4 card support 11+, or 15+)

3♣ = any minimum  
3♦ = non minimum no shortage,  
3♥ = non minimum ♣ singleton ,  
3♠ = non minimum ♦ singleton  
3NT = non minimum singleton Other M (♥ contract can be ♠ Void)  
4♣ = non minimum ♣ Void,  
4♦ = non minimum ♦ Void  
4♥ = non minimum ♥ Void (♠ Contract Only)

After 3♣, 3♦ enquiry(GF), responses as 3♥ to 4♥ above. 4 of M to play