

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF Convention Card
OVERCALLS (Style, Responses, ½ Level, Reopening)	OPENING LEADS AND SIGNALS	
Style: Aggressive, always shows appropriate length, may not have strength. We use the Law of Total Tricks.	Lead	NBO (Country): SCOTLAND
Responses: 2 of openers suits is enquiry	Suit Reverse Attitude / McKinnie	Events: All
2NT is good raise to 3	NT As above	Players: Mark Menzies - SCO7930
Jump = support but is weak	Subseq As above	Tam Penman - SCO8229
Reopening: Dbl = Was going to rebid suit but got extra values	Signals can be Reverse Attitude, McKinnie or Count, in that order of preference, depending on what we think partner needs to know	
		SYSTEM SUMMARY
1NT OVERCALL (2nd/4th Live; Responses, Reopening)	L E A D S (vs. Suit & NT)	GENERAL APPROACH AND STYLE:
Shows 5+ card minor & 4+ card major, any strength	Ace: AKx(x), AKQ+, AK, AKJT(x), Ax	Reverse Benji based system: 5-card major, better minor
Then bidding oponents suit is progressive.	King: AKx(x), AKQ+, AKJT(x), KQJ+, KQ, Kx	Weak 2's in Major, strong 2's in minor (3 way)
Jump to 3C shows support in both minotr and weaker	Queen: QJ+, QJT(x), AQJ(x), Qx	(2D can be a good gambling 3NT with an outside card)
2NT = Game invite	Jack: JT, JTx., KJ10, Jx, Jxx	Pre-empts: 7+ card suit 3 opening.
	10: 109, 109x, 10x, 10xx (not from 10xxx – would lead 2 nd highest)	3C/D shows 2 of top 3 honours if partner hasn't passed }
JUMP OVERCALLS (Style, Responses, Unusual NT)	9: 9x, J9xx, 9xxx, 9xx	
Style: Weak, 6+ card suit	Hi-X & Lo-X – Mainly Reverse Attitude else McKenney	
Responses: As opening, 2NT asks for strength.		
	Lead of A&Q asks for reverse attitude. K asks for count	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)	This can be ignored for answer	1NT opening: 14-16
Style: Michaels (wide ranging)		2 over 1 game force (except if responder rebids 2NT) or Opps bid before Partner
Responses: Michaels: natural; jump cue: 3NT with stopper		Inverted raises in Minors.
	SIGNALS IN ORDER OF PRIORITY	Bergen Raises in Majors
VS. NT (vs. Strong / Weak; Reopening; PH)	Reverse Attitude <u>OR</u> McKinnie <u>OR</u> Count depending on situation and if partner has asked for one of these.	All Carding can show Reverse Attitude or McKenney or Count
X = Single suited hand but can be passed so decent hand		Tend to open on all 11 counts, must be shapely to open on 9/10
Any suit = DON'T, so 44 or better.		
2NT = minors but at least 10 cards, game invite	DOUBLES	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3C = Clubs and Major, game invite	TAKEOUT DOUBLES (Style, Responses, Reopening)	1NT overcall, shows 5+ card minor & 4+ card major, any strength
3D = Diamonds and Major, game invite	Style: may be light with shape	
3H = Hearts & Spades, game invite	Responses: natural responses.. Bid of Opponents suit asks for more information (eg NT Stop) and is forcing. Jump bid is forcing & natural.	See additional sheet for Leading & Signals
Reopening:	Reopening: as above	
X is protective as we don't have a penalty double of 1NT		See additional sheet for explanation of Preferred Minor
Passed Hand: as above	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
	Negative double to 3♠;	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	Responsive double to 3♠; competitive double	
X = value showing, suit bid is progressive, NT is natural	Support double to 3♠	
X over weak major shows other major plus values		
We also use lebenzol		
VS. ARTIFICIAL STRONG OPENINGS		
vs strong 1♣: As normal 1♣ opening incl 1NT overcall		
OVER OPPONENTS' TAKE OUT DOUBLE		
We ignore this when bidding so all bids mean the same. XX=values		
Over 1NT (X), XX = 5 card suit. Bid is wriggle.		



Opening	Arti- ficial	Min	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	Preferred Minor, (9) 11-22.	1NT = 9-11; 1D may be relay (if 6-8 balanced with clubs). 2NT = Slam Invite in Clubs; 2H/2S = solid suit missing at most 1 honour (forcing) 2♣ 10+ with clubs, 3♣ weaker with length	1NT = 11-13, Checkback in play 2NT = Game force, Checkback in play 3NT = Support and void in clubs	New suit = NF
1♦		3	3♠	Preferred Minor, (9) 11-22.	1NT = 6-11; 2NT = Slam Invite in Diamonds; 2H/2S = solid suit missing at most 1 honour (forcing) 2♦ 10+ with Diamonds, 3♦ weaker with length 2C = Game force (with clubs),	1NT = 11-13, Checkback in play 2NT = Game force, Checkback in play 3NT = Support and void in clubs	New suit = NF;
1♥		5	3♠	(9) 11-22, 5+♥	1NT = Up to 12 points, any shape 2 over 1 game force. Bergen Raises 2NT = Slam try in opening suit 3S = support with void in spades 3NT = balanced with 12-15 points and support 4 any = void (next suit up is then RKC)	After 2 over 1, 2♥ = weak, 2NT = 13-16, 3♥ = good 6 cards, 3NT = 17+	New suit = NF
1♠		5	3♥	(9) 11-22, 5+♠	As above excep 3H = support with void	As above but in Spades.	New suit = NF
1NT				14-16 Balanced	Stayman {4 suit} / transfers: 2♠→3♣; 2NT→3♦ 3♣ = Minor suits enquiry	Transfer break: Major = good support; Minor = Hxx or better	
2♣	Yes	0	3♠	Unbalanced game force or 23+ balanced;	2♦ = relay 2NT = balanced 10-12 Any suit = good 5 card suit with values	Suit = 5+ card suit; 2NT = 23-24: responses as 2NT opener	
2♦	Yes	0		8 playing tricks in unspecified suit or 21-22 balanced or gambling 3NT with an outside entry	2H = Relay	Suit = 8 playing tricks in that suit; 2NT = 21-22: responses as 2NT opener 3NT = Gambling with outside card	
2♥		6		Weak: 6+ card suit, <11 points	2NT = enquiry. Any other suit = to play	Over 2NT, any suit shows an A or K in that suit and not a minimum	
2♠		6		Weak: 6+ card suit, <11 points	As above	As above	
2NT				19-20 balanced	3C = 5 card Stayman, / transfers (to all 4 suits) 4C = Minor suit Stayman		
3♣		7		Pre-empt with 2 of top 3 honours if partner not passed	New suit is encouraging in suit but can be passed. 4C is RKC in opening suit		
3♦		7		Pre-empt with 2 of top 3 honours if partner not passed	As above. 4C is RKC in opening suit		
3♥		7		Pre-empt	As above. 4C is RKC in opening suit		
3♠		7		Pre-empt	As above. 4C is RKC in opening suit		
3NT	Yes	8		Solid minor, gambling	4♣ pass/convert; 4♦ asks which minor then 4NT is RKC		
4♣		8		Pre-empt	Raise = pre-empt or to make		
4♦		8		Pre-empt	As above		
4♥		7		Pre-empt	4NT = RKC		
4♠		7		Pre-empt	As above		
4NT				No meaning		HIGH LEVEL BIDDING 4C tends to be Ace asking, always is if suit agreed. 2NT over a 1 opener is slam try in openers suit – opener will show a singleton or void RKCB	
5♣		7		Pre-empt	5NT = RKC		
5♦		7		Pre-empt	As above		
5♥		7		Pre-empt	As above		
5♠		7		Pre-empt	As above		

Additional Information

Leading & Signals

We tend to be able to show partner Reverse Attitude or McKenney or Count as our leads and discards are not limited to one of these options. Although won't show count on a lead. We also tend to prefer showing Reverse Attitude and use that most.

For example

- If the bidding goes 1NT – 3NT and we lead the S2 then that it likely to be reverse attitude.
- If the bidding goes 1S – 3S – 4S and we lead the S2 then that is likely to be McKenney.
 - If we held the Spade 2, 3 & 4 then the 2 would suggest Clubs, the 3 Diamonds and the 4 Hearts

If Partner for example leads the SQ to 1NT (this asks for Reverse Attitude). If dummy goes down with A K 10 of the suit then you would ignore the request for Reverse Attitude and use McKenney.

Our lead can vary from the same holding in different circumstances. For example with A K 5 2 we may lead the A to see if P has the Q or we may lead the 2 if no other entries and then P could get in and play it back and we get a favourable break. Or we may lead the K to find out how they are breaking to see if that is worth continuing (as P may be known to have 0 points so I need to see which suit to tackle in earnest).

And from K 9 5 3 2 we may lead the 3 or the 2. Both are encouraging but discarding the 2 later would suggest not so encouraging.

We would lead the 9 from the following “J 9 6 4”, “9 5 2”, “9 5” for example. So discouraging but feel there is a reason to lead the suit.

And we would lead the highest card (if Reverse Attitude) from eg 8765, 876, 87, 6543 etc.

A Reverse Attitude lead of a small card guarantees either the A, K or Q.

Unless the bidding suggests a reason to lead it, the lead of the Q would show either the K or J and the lead of the K would show either the A or the Q

Preferred Minor

As we play 5 card Majors, 1C or 1D can be a 3 Card Suit.

We don't always open the “Best” suit of these.

If we open 1D then this means either:

- We have 4+ Diamonds
- We have 3 Diamonds and 2 Clubs

As if we are 3-3 in the Minors we would open 1C even if Diamonds are eg A Q x x and Clubs are x x x

If we are 4-4 in the Minors we would open 1D even if Diamonds are eg J x x x and Clubs are A Q x x