

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural
Michaels
Unusual 2NT
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
In 2 <sup>nd</sup> 15-18
In 4 <sup>th</sup> if rho has bid 15-18
In 4 <sup>th</sup> after 2 passes 11-14 over a minor opening
In 4 <sup>th</sup> after 2 passes 11-16 over a major opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Unusual NT
3 level cue over opener asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C, 1D for majors 1NT for minors
OVER OPPONENTS' TAKEOUT DOUBLE
Bromad
Bergen

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4 or small from xxx	4 or small from xxx	
Subseq	attitude	attitude	
Other: if supported high from xxx in partner's suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	attitude	attitude	
King	Asks for count	Unblock or count	
Queen	attitude	attitude	
Jack	highest	highest	
10	Highest or 2 higher	Highest or 2 higher	
9	Highest or 2 higher	Highest or 2 higher	
Hi-X	Natural or from 4+ small	Natural or from 4+ small	
Lo-X	3 card or longer suit, or above	3 card or longer suit, or above	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude or count	Count where applicable	udca
Suit 2			
3			
1			
NT 2	Attitude or count	Count where applicable	udca
3			
Signals (including Trumps):			
Smith's peters			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Cue= Forcing until suit agreement			
Single jump 8-10 4 card suit			
Double jump 8-10 5 card suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive doubles			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
EVENT Scottish Swiss Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 udca
1NT 15-17 pts
2NT 20-21 pts
2C gf
2D,2H,2S weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT
Bergen
Drury
Romex
Splinters
Weak 2s
Good bad 2NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11-21pts	2C stronger than 3C		
					Jump shift weak		
1♦		3	3S	11-21 pts	2D stronger than 3D		
					Jump shift weak		
1♥		5	3S	11-21 pts	Bergen, splinters,Baron		Drury 2C 4+, 2D 3 card support
					1NT forcing		
1♠		5	3H	11-21pts	As above		As above
INT				15-17 pts in principal balanced but may hold singleton honour	4 way transfers, stayman ,3C puppet,3D shortage in spades,3H shortage in hearts, 3S transfer to 3NT		
					Showing slam interest in minor(s)		
2♣				Artificial game force	2D +ve at least a king, 2H negative	2C 2D3H/S promises major and longer diamond suit	
					Kokish		
2♦		6		5-9 pts	2NT enquires whether opener has 4 card major		
2♥		6		5-9 pts	2NT asks for feature		
2♠		6		5-9 pts	2NT asks for feature		
2NT				20-22pts n principal balanced but may hold singleton honour	Muppet, 3D/H transfers, 3S as above for 1NT		
3♣		7		Pre-emptive	New suit forcing		
3♦		7		Pre-emptive	New suit forcing		
3♥		7		Pre-emptive	New suit forcing		
3♠		7		Pre-emptive	New suit forcing		
3NT				Gambling, long solid minor	4C pass or correct		
					4D forcing, enquiry		
4♣		7		Solid heart suit			
4♦		7		Solid heart suit			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				Asks for aces			
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		DOPI	
5♥						RKCB 03,41	
5♠							
