

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive NON VUL, sound at 2 level and reopening
Cue bid typically good support
Jump raises generally weak and bid to level of fit
New suit is F1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-17, system on
4th: 11-14, system on
4th Live: (1X) Pass (1Y) 1NT= (16)17 -19
JUMP OVERCALLS (Style; Responses; Unusual NT)
AGGRESSIVE NV (3-9HCP, 5-card suit possible)
GOOD SUIT VUL (6-10 HCP, 6-card suit)
U2NT=LOWEST TWO UNBID SUITS, 5-5, WEAK OR STRONG
Reopen: 6-card suit, 10-16 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE: AT LEAST 5-5, any strength
Jump cue stopper ask
(SHORT 1m) 2m=NAT, 2om=5-5 MAJORS
VS. NT (vs. Strong/Weak; Reopening;PH)
vs WEAK (up to 14): DBL=PEN
vs STRONG (15+) X= 4+M + 5+m
2C=4+H, 4+S, then 2D asks for better major
2D=ONE MAJOR
2M=5M + 4+m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL TAKEOUT (LEBENSOHL OVER WEAK 2)
LEAPING MICHAELS (4m=5+m, 5+unbid M)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural overcalls, WJO, DBL=MAJORS, 1NT=MINORS
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL shows 9+, no primary fit
2NT=LIMIT+ RAISE
3 LEVEL BIDS WEAK

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th from good, 2nd from bad	Same except xxx	
NT	4th from good, 2nd from bad	Same except xxx	
Subseq	4th from good, 2nd from bad		
Other:			
In partner's suit, we lead low from xxx if we have not supported, else top.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev att (LOW=ENC)	Ask for rev att for Q	
King	Asks for count (HI=EVEN)	Asks unblock or STD count	
Queen	Asks for rev att	Ask for rev att	
Jack	J10x(+) KJ10(+)	J10x(+) (A/K)J10(+)	
10	10x (K/Q)109(+)	10x (A/K/Q)109(+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx(+)	Sx xSx(+)	
Lo-X	HxS HxxS(+)	HxS HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW=ENC	HI=EVEN	LOW=ENC
Suit 2	S/P	S/P	HI=EVEN
3	HI=EVEN		S/P
1	Rev att	HI=EVEN	LOW=ENC
NT 2	S/P	S/P	HI=EVEN
3	HI=EVEN		S/P
Signals (including Trumps):			
TRUMP PETER IMPLIES INTEREST IN RUFF OR WAKE UP CALL			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
AGGRESSIVE, CAN BE LIGHT WITH PERFECT SHAPE			
CUE BID FORCING TO SUIT AGREEMENT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT (DBL=PEN) XX=SINGLE-SUITED RESCUE			

W B F CONVENTION CARD	
CATEGORY:	GREEN
NCBO:	SCOTLAND
PLAYERS:	Jim HAY - Derrick PEDEN
EVENT	2020 Teltscher Trophy
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card spade suit, 4-card heart and diamond suits	
3-card club suit only if 4333/3433	
1NT Opening: (11) 12-14	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MULTI 2D (5-11 (5)6M; 24/25 BAL; 28/30 BAL)	
2H = MAJOR TWO-SUITER (5-12 HCP depend on vul/position)	
2S = 8-12, 6S, constructive weak two	
2/1 DOES NOT PROMISE A REBID	
1NT (DBL=PEN) XX=SINGLE-SUITED RESCUE	
1NT (DBL=PEN) 2X=4X + 4 higher suit	
LEBENSOHL (1NT COMP and AFTER DBL OF WEAK 2)	
OTHERWISE 2NT OFTEN NAT IN COMPETITION	
1X-2Y=STRONG JUMP SHIFT	
SPECIAL FORCING PASS SEQUENCES	
After we bid game freely & opps bid on, pass shows extra values	
If opps save at 6 level above our suit pass shows 1 st round control	
After we X NT for penalty, Pass shows values.	
IMPORTANT NOTES	
PSYCHICS: very rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	NAT 12+, 15+ IF BAL OPEN 1C with 44mm and 4C4M and 4333/3433 IF 15+	2NT=10-12 BAL, LIMIT RAISES, SPL STRONG JUMP SHIFTS, NEW SUIT UNLIMITED	1NT REBID=15-17, now 2C=CB 2NT REBID=18-19, now 3C=CB	 Jump new suit by PH = FIT
1♦		4	3S				
1♥		4	3S	NAT 12+, 15+ IF BAL	2NT =15+ w/fit-if very strong can have shortage 3NT=12-14 w/fit, no shortage SPL typically 9-11 HCP	1NT REBID=15-17, now 2C=CB 1M-2x-2NT REBID=15-19, now 3C=CB	 Jump new suit by PH = FIT
1♠		5	3S	NAT 12+, 15+ IF BAL	2NT =15+ w/fit-if very strong can have shortage 3NT=12-14 w/fit, no shortage SPL typically 9-11 HCP	1M-2x-2NT REBID=15-19, now 3C=CB	 Jump new suit by PH = FIT
INT				(11) 12-14 (5M, 6m possible)	2C=STAYMAN; 2D/2H/2S/2NT TRF 3m=NAT, SLAM INTEREST 3M=0-1M, 54mm, FG	BREAK MAJOR TRF WITH MAX 4M/5M BREAK MINOR TRF WITHOUT Hxx 1NT-2C-2D-3M=4M, 5OM, FG	WRIGGLE OVER PEN DBL: XX= SINGLE SUIT RESCUE 2X=4X+4 higher
2♣	*	0		Game forcing or 23+ BAL	2D waiting/negative. HHxxx needed for positive		2C-(Bid)-double weaker than pass
2♦	*	0		MULTI: 5-11 (5)6M OR 24/25 BAL OR 28/30 BAL	2M/3M PASS/CORRECT; 2NT RELAY 4C TF TO MAJOR; 4D BID MAJOR 4M TO PLAY		
2♥	*	5		45/54/55MM 5-12 HCP DEP ON VUL/POS	2NT=RELAY; 3M/4M TO PLAY	2H-2NT=3C=54/45 MM, min; 3D=55MM, min; 3M=5M, 4OM, max 3NT=55MM, max	
2♠	*	5		6 card, 8-12 HCP	2NT=RELAY, new suit F1	2S-2NT- bid features	
2NT				20-21 BAL (5M/6m/SPL poss) OFFSHAPE OK	3C=PUPPET STAYMAN, 3D/3H TRF 3S=minors or 6D, 4C=6C, 4D=6H, 4H=6S		
3♣		6		Pre empt	New suit F1		
3♦		6		Pre empt	New suit F1		
3♥		6		Pre empt	New suit F1		
3♠		6		Pre empt	New suit F1		
3NT				<u>Gambling with long minor</u>	<u>4C/5C PASS/CORRECT; 4D SHORTAGE ASK</u>		
4♣		7		Pre empt			
4♦		7		Pre empt			
4♥		7		Pre empt			
4♠		7		Pre empt			
4NT							
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RKCB 4130, DOPI, ROPI	
5♥		7				xx of x cue bid = 1st round control	
5♠		7				CUE BID FIRST AND SECOND ROUND EQUALLY	