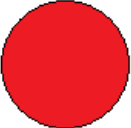



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Simple Overcalls, 8+ HCP with implied suit quality at 1 level
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17HCP, usually with defence of bid suit, responses as opening. 4 <sup>th</sup> : 11-14HCP, responses as opening
Sandwich[(1X)-P-(1Y)-1NT]: 5-5+ in unbid suits. Weak or Strong
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6 card suit, 5-9HCP NV, 7-11HCP Vul
Unusual NT shows 5-5 in lowest two suits over an artificial opening, lowest two unbid suits over a nat (3+card) opening.
Reopen Jump: Intermediate with 6-card suit Reopen 2NT: 19-21HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct: <b>Michaels</b> , 5-5+ in Majors over minor opening. (1M) 2M: 5-5+ in other Major and undisclosed minor. 2NT as minor ask.
Jump: Cue for NT, 20+HCP
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Weak: Multi Landy 8-15HCP, <b>X</b> : Pen Strong: Multi-Landy 11+HCP, <b>X</b> : Pen by unpassed hand 5m + 4M by passed hand
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Up to 3♠, X is Takeout. 4 level apart from ♠ is Transferable. 4♠ and above is Penalty. Bids are all natural after <b>X</b> . 4NT is two suited (Primarily minors) hand. Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣: 2♣ - Natural, 2♦ - Michaels VS 2♣: Bids natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>XX</b> – 10+HCP, denies stop in suit for NT. Bids as uninterfered. Jump Bids – As opening

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> and 2 <sup>nd</sup>	Small from Hxx+, as normal	
NT	As above	As above	
Subseq	Low from H	As above	
Other: 3 <sup>rd</sup> from undisclosed support of P's suit.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+	
King	AK+, KQ+	KQJ+, KQT	
Queen	QJ+, Qx	QJT+, QJ9+	
Jack	JT+, Jx	JT9+	
10	HT9+, T9xx+ (H=K,Q)	HT9+, HJT+ (H=A,K,Q)	
9	T9x, J9xx, 9x	T9x+, J9xx	
Hi-X	xXxx, xXxxx	xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A/Q Rev Attitude K Count	Count	Reverse Attitude
Suit 2			Count
3			
1	A/Q Rev Attitude K Count	Count	Reverse Attitude
NT 2			Count
3			
Signals (including Trumps): Suit preference when switch is obvious and giving ruff.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 3♠, 4♣/♦/♥ Transferable. Multiple Transferable <b>X</b> 's in competition.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In forcing 2NT situation, <b>X</b> means bid was stolen.			
<b>XX</b> of penalty <b>X</b> of 1NT is scramble, showing 5+ suit.			

W B F CONVENTION CARD
<div> <div>CATEGORY: <b>Red</b></div> <div>NCBO: Scotland</div> <div>PLAYERS: <b>Jake Milne</b> <b>Abi Milne</b></div> </div>  
<b>SYSTEM SUMMARY</b>
15-17 NT (Can contain 5cM, be 5-4-2-2 or 6-3-2-2) 2/1 5cM's with short 1♣ and 1♦ Multi 2♣ 2♦ GF Weak 2M's
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Opening 1♣ and 1♦ can both be short as 2 cards. <ul style="list-style-type: none"> <li>1♣ -1X-1NT shows 18-19NT with no 5cM</li> <li>1♦ -1X-1NT shows 12-14NT with no 5cM</li> </ul>
Opening 2♣ shows one of two possible hand shapes: <ul style="list-style-type: none"> <li>20-21HCP with a (semi) balanced hand.</li> <li>5-4/5-5 in Majors 5-9HCP NV, 7-11HCP Vul (11-14HCP in 4<sup>th</sup>)</li> </ul>
<b>SPECIAL FORCING PASS SEQUENCES</b>
Interference over <b>Asking 2NT</b> and <b>Jacoby 2NT</b> , <b>Pass</b> shows bid has been bypassed. FP in action if we are GF – <b>X</b> 's below game level are takeout if bid is nat. <b>XX</b> of <b>X</b> shows cue.
<b>IMPORTANT NOTES</b>
After Penalty <b>X</b> of 1NT, <b>XX</b> shows 5-card suit, forcing 2♣ bid. 2bid shows that suit plus another higher suit. 4-4. <b>Pass</b> is NF
<b>PSYCHICS: Can be light in 3<sup>rd</sup> seat.</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	1		Can be short with 18-19 balanced, or natural (may contain a 5c♦ suit, or be only 1 club if 4-4-4-1 and minimum opening)	1♦ - Negative 0-5HCP, denies 6c suit 1♥/♠ - 6+HCP, 4+ card suit 1NT – 6-9HCP, no 4+cM <b>Inverted Raises</b> (with 5 card support), <b>Weak Jump Shifts</b> (0-5HCP)	1♠-1Y-1NT: 18-19HCP 1♠-1♦-1NT-2X: Responses as 1NT open 1♠-1M-1NT-2♣/♦: <b>Checkback</b> 1♠-2♣-2X: Short suit trial bid 1♠-2♣-3X: Italian Cue Bid	Overcalls - Suit bid shows 5 card suit, <b>X</b> is Negative. Raises are pre-emptive over an overcall <b>X</b> – Bids as normal Reopening <b>X</b> by opener =18-19
1♦	✓	2		Can be short with 12-14 balanced, or natural (may contain a 5c♣ suit)	1NT – 5-9HCP <b>Inverted Raises</b> (with 5 card support), <b>Weak Jump Shifts</b> to Majors	1♦-1M-1NT: 12-14 HCP 1♦-2♣-2NT: 12-14 HCP 1♦-1Y-1NT-2♣/♦: <b>Checkback</b> 1♦-2♣-2NT-3♣: <b>Checkback</b>	As with 1♣. Reopening <b>X</b> by opener =12-14
1♥/1♠		5			1NT – 5-9HCP, <b>Jacoby 2NT</b> , <b>Weak Jump Shifts</b> , <b>Splinters (11-14HCP)</b> 3♣-9-11, 4c support. 3♦ then game try 3♦-7-8, 4c support. 3M - <7HCP, 4c support	Over <b>Jacoby</b> , 3 of other suit shows Singleton/Void, 4 suit is Source of Tricks. 3 Trump suit shows 17-18HCP, 4 Trump suit shows 12-14HCP.	Overcall - <b>X</b> is Negative, Jump fits <b>X</b> – Bids as normal PH – 1 way Drury, Jump fits
1NT		2		15-17HCP, 14-17HCP in 4 <sup>th</sup>	<b>2♣ - Non-Promissory Stayman</b> , <b>3♣ - Puppet Stayman</b> , <b>2♦/♥/♠/NT – Transfers with Breaks</b> available. 4♦/♥ - 6-card <b>Texas Transfer</b> .	<b>Transfer Breaks</b> for Majors: 3M – Maximum with 4c+ support <b>Breaks</b> for Minors: Intermediate bid shows Ax+,Kx+ or Qxx+	<b>Lebensohl (FADS)</b> with doubles for Takeout
2♣	✓	0		20-21HCP semi-balanced or 5-4/5-5 in Majors (5-9HCP NV, 7-11HCP Vul. 11-14HCP in 4 <sup>th</sup> )	2♦- 0-14HCP Relay, 2♥/♠ - Preference for bid Major, 2NT – 15+HCP. 3♥/♠ - 10-14HCP and 5cM. 4♥/♠ - 10-14 HCP and 6c+M	After <b>2NT Inquiry</b> : 3♣/♦- 5/4c♥+4/5c♠, Minimum. 3♥/♠- 5/4c♥+4/5c♠, Maximum. 3NT- 5c♥+5c♠, no m void. 4m – 5c♥+5c♠ with void in bid m. 4NT: 18-19 balanced	Over interference: Pass shows 0-7HCP, 2♦(over a <b>X</b> ) or <b>X</b> (when 2♦ is overcalled) shows 8-14HCP. Systems on otherwise.
2♦	✓	0		Game Forcing (24+HCP)	2♥: 0-4HCP, 2♠: 5-8HCP, 2NT: 9+HCP		
2♥/2♠		6 (5)		5-9HCP NV, 7-11HCP Vul (11-14HCP in 4 <sup>th</sup> )	<b>2NT – Shortage Inquiry</b> , Bids are <b>F1</b>	3♣/♦ - Shorter minor, not minimum. 3M shows minimum, 3OM shows 4 cards in OM and above minimum points.	Raise to level of fit
2NT		1		22-23 Semi-Balanced (Can be 5-4-2-2, 6-3-2-2 or 4-4-4-1)	3♣ - Muppet Stayman, 3♦/♥ - 5-card Transfers. 3♠ - Minor slam try. 4♣ - Gerber, 4♦/♥ - 6-card Transfer.	Slam Try responses: 4♣/♦ Preference in that minor, slam interest. 4♥/♠ Cue bid, acceptance for either minor. 5♣ No interest, Pass or correct	
3♣/3♦		6		Pre-emptive	Bids <b>F</b> , <b>Raises are to play</b>		
3♥/3♠		7 (6)		Pre-emptive	Bids <b>F</b> , <b>Raises are to play</b>		
3NT	✓	0		Gambling	4♣ - Pass or Correct, 4♦ - Slam Try in minor	4♥ - Acceptance of Slam Try in ♣, 4♠ - Acceptance of Slam Try in ♦. 5m – To Play	
4♣/4♦		7		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
4♥		7		To Play		<b>RKCB 1430 with R1P0, D1P0. Italian Cue Bids</b> after agreed suit. Modified <b>Blackout</b> (2NT only) over <b>Reverses</b> : 3♣ shows 16-17HCP or minimum Reverse Hand. 3♦ shows 18+HCP or equivalent top range Reverse, GF. <b>Serious</b> 3NT.	
4♠		7		To Play			
4NT	✓			Specific Ace Ask	5♣=0, 5♦=A♦, 5♥=A♥, 5♠=A♠, 5NT 2As, 6♣=A♣		