

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
7-15HCP, 1-LEVEL may be 4cd (rare), 2-LEVEL 5+cd
Responses: new suit forcing unless by PH; cue F1
Re-opening: may be stretched
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17
Responses: as over 1NT OPEN
4 th (live): 15-17
Re-opening: 12-16, may not have stop
Responses: as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
7-11, 6+cds. Advancer: X is PEN; new suit is F1 unless by PH.
2N overcall is 5+m/5+m or, if minor bid, other m and a major
Reopen: (10)11-14, 6cd (good 5) suit, 2nt = as per overcall
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue of opened minor is 5+M/5+M
Cue of opened M is other M and a minor, 5+/5+
Jump cue: ASK for stop; 4/5♣ = P/C, no stop
If jump cue doubled, 3NT shows stop, pass denies
VS. NT (vs. Strong/Weak; Re-opening; PH)
Vs Strong NT, weak NT and re-opening NT: X = PEN; 2♣ = MM; 2♦ = 1M; 2♥ = ♥+m; 2♠ = ♠+m; 2N = mm or any GF 2-suiter
PH: same no double
VS.PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)
AGAINST WEAK 2: X=T/out with Leb; 2N = 17/20, → Puppet;
cue = 2 places to play; suit natural but limited
AGAINST WEAK 3: X = T/out, suit or 3N to play
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
AGAINST STRONG 1♣ [NOTE 3]
AGAINST STRONG 2 BIDS, bids natural, 2N = 2 places to play
OVER OPPONENTS' TAKEOUT DOUBLE
2N = good raise, XX = 3cd support; new suit natural, F1; 1N = up to 9 with likely stop in highest suit indicated by X and no support for partner's suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (2 nd from bad suit)	Normal card	
NT	4 th (2 nd from bad suit)	Normal card	
Subseq		Low from honour	
Carding methods: King asks for standard count, otherwise we play inverted attitude			
On declarer's lead, usually (but not always) we show standard count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	normally AK(+)	
King	AK, AK+ or KQ(+)	AK(+) or KQ(+)	
Queen	KQ(+) or QJ(+)	KQ(+) or QJ(+)	
Jack	A or KJ10(+), J10(+), Jx	same	
10	A, K or Q109(+); 109(+); 10x	same	
9	109(+), 9x	109(+)	
Hi-x	Even	Usually 2 nd	
Lo-x	Usually Hxx or Hxxx	Usually 4 th from honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1	REV ATT	STD COUNT	REVOLVING then
2	STD COUNT	SP	REM STD COUNT
3	SP		
NT: 1	REV ATT	STD COUNT	REVOLVING then
2	STD COUNT	SP	REM STD COUNT
3	SP		
Signals (including Trumps):			
McKenney when leading card partner is expected to ruff			
In trump, hi-lo suggests ability to ruff			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STYLE: Emphasises M holding.			
May be light with classic shape; may be COMP opposite PH			
RESPONSES: Jump = 8+hcp; CUE/RESP X = 2 places to play; NT = NAT			
RE-OPENING: frequent upgrades			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X through 4♠		SUPP DOUBLES	
RESP X after Partner's T/O X			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS:
Grant HARROWER - SBU 8575
Colin MACDONALD – SBU 8794
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣/1♦ = 3+cards; 3/3 or 4/4, open better minor
1♥/1♠ = 5+cards, 1NT response forcing unless PH
1NT = (14+)15-17
2♣ ART, STRONG
2♦ = 5+/4+ either way in majors, weak
2♥/2♠ NAT, WEAK
2/1 GF unless passed hand or WJS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - 2♣ or 1♦ - 2♦ = INV+, [NOTE 1]
1m – 2M is weak jump shift
1M - 1NT, F1 unless passed hand, up to 11
2-way REV DRURY after 3 rd /4 th hand 1M [NOTE 1]
SPECIAL FORCING PASS SEQUENCES
After 1♣ - 2♣ or 1♦ - 2♦, forcing pass to 2NT
ETERNAL Forcing Pass after 4SF or after 1M-2NT
Forcing Pass after 2♣
Forcing Pass after bidding to game constructively
IMPORTANT NOTES
PSYCHICS: RARE. 3 rd seat opening fav. can be very light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ / 1♦		3	4♠	May be 3cnds, 10-19, open better minor with 3/3 or 4/4	1m-2m INV+, 1m-3m weak both deny major 1m – 2M = weak, 0-4, 6cd suit 1m - 1N = up to 11, no major; 1m - 2N = 17/19, checkback available; 1m - 3N = 12/16, no 4cd M		1N up to 8, no major 2N 9-11, no major
1♥ / 1♠		5	4♠	10-19, can adjust values with shape	1M – 1NT = F1 except by passed hand 1M - 3♣ = 10/12, 4-card raise 1M - 3♦ = 7/9, 4-card raise 1M - 2NT = GF, 4+card support		2-way REV DRURY [NOTE 1]
INT		2		15(14+)-17, can have 5cd M or 6cd minor	2♣ = 5cd Puppet STAY; 2♦/2♥/2♠/2N = TRF		WRIGGLE [NOTE 2]
2♣	√	0	3♠	Any GF or 23+ balanced	Control steps: 2♦ = 0/1, 2♥ = 2, (K=1, A=2)		
2♦	√	5	N/A	5/11hcp, both majors, 5+/4+ either way	2NT ASKS		
2♥/♠		(5)/6	N/A	NAT, WK, 5-11hcp, 5/6cards	2NT ASKS		
2NT		1	3♠	BAL., 20-22, SGL A/K poss.	Baron 2♣, 4-suit transfers		
3♣		6	N/A	NAT PRE, 7cnds (6+cnds in 3 rd)			
3♦		6	N/A				
3♥		6	N/A				
3♠		6	N/A				
3NT	√		N/A	SOL m, no outside A or K			
4m		7/8	N/A	PRE, normally 8cnds			
4M		7/8	N/A	PRE, normally 8cnds	4NT = RKCB	HIGH LEVEL BIDDING	
4NT	√	0		ASK for specific Aces	5♣ = 0, 5♦/♥/♠ = Ace, 5N = ♣ Ace, 6♣ = 2	CUES may be 1 st or 2 nd round CNTRL; if our cue X'd, XX=Ace/VOID	
5m		8/gd7		PRE, normally 8cnds		RKCB (1430), GERBER over 1NT	
5M		8/gd7		ASK for AK of suit		If interference: DOPI/ROPI at 5-level; DEPO/REPO at 6-level	

SUPPLEMENTARY NOTES

1	2-way REV DRURY after 3 rd or 4 th hand 1M opening PH 2♣ = L/R w/3card support; 2♦ = L/R w/4card support = any L/R, then 2 opening M by opener = MIN/SUB-MIN, anything else = full opening
2	1NT-[DBL] - XX is relay to 2♣ for p/c to 5(+) card suit, suit is lowest of 4-card suits
3	DEFENCE TO STRONG 1♣ Second hand: DBL = ♣, 1♦/1♥/1♠ = natural, 1NT = majors, 2♣ = black suits, 2♦ = red suits, 2♥ = ♥+♣, 2♠ = ♠+♦, 2N = minors.