

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide-ranging (mostly constructive) non-jump overcalls Cue of opponent's suit at the 2lvl below our suit promises support Jump raise is preemptive New suit is F1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
[1x] - 1NT (15-18 HCP normally with a stop) → system ON 2NT Lebensohl and 3lvl inv+ transfers over intervention Reopen: 11-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak over 1lvl, mostly sound over 2lvl / 3lvl preempt 2NT - 5+ 5+ lowest in rank unbid suits Leaping Michaels over 2M opening Direct cue in 3 rd level asks stop When partner has passed HCP count can vary more
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2lvl / 4lvl Michaels 3lvl asks for a stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl - penalty (PH - 5+m 4M) 2♣ - both majors 9+cards 2♦ - one major 5+cards 2M - 5M 4+m 2NT - both minors 9+cards
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels over 2M opening Non-leaping Michaels over 3lvl opening Direct cue at 3lvl asks stop 2NT / 3NT bids are natural with a stop Dbls are takeout oriented vs 2lvl-3lvl preempts, values vs 4lvl
VS. ARTIFICIAL STRONG OPENINGS
Over strong 1♣: 1lvl - natural, lead directing 2lvl - same as over 1NT
OVER OPPONENTS' TAKEOUT DOUBLE
Fit jumps after 1M, weak jumps after 1m 1suit - [Dbl] - Rdbl - 8+HCP (mostly BAL) raise, 2suit - 4-7 HCP raise, 2NT - 8+HCP UNBAL raise 2♦ - [Dbl] - Rdbl - forcing to bid 2♥ if a) 2M - [Dbl] - Rdbl - asks to bid the minor, 3m - natural NF

LEADS AND SIGNALS				
OPENING LEADS STYLE				
		Lead	In Partner's Suit	
Suit		1/3/5	1/3/5	
NT		1/3/5	1/3/5	
Subsequent		Mostly 1/3/5	Mostly 1/3/5	
Other: Leading style above may be overridden if deemed appropriate				
LEADS				
Lead (asks for)		Vs. Suit	Vs. NT	
Ace (attitude)		AK(x...); A(x...)		
King (count)		AK(x...); KQ(x...); K(x)		
Queen (attitude)		KQ(x...); QJ(x...); Q(x)		
Jack (attitude)		J10(x...); J(x)	AQJ(x...); J10(x...); J(x)	
10 (count vs suit, attitude vs NT)		KJ10(x...); 10(x)	A/K J10(x...); 10(x)	
9 (count vs suit, attitude vs NT)		K/Q 109(x...); 9(x)	A/K/Q 109(x...); 9(x)	
x (count)		xxxxx(x); xxx(x); x(x)		
SIGNALS IN ORDER OF PRIORITY				
		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Attitude	Smith	Lavinthal
	2	Count	Count	
	3	Lavinthal		
NT	1	Attitude	Smith	Lavinthal
	2	Count	Count	
	3	Lavinthal		
Signals: Reverse count / attitude, Smith at trick 2 by both players unless contextually clear that count has priority or encouragement in the suit led is impossible, 1 st discard Lavinthal				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
May be light with classic shape or when feel like partner is trapping				
Natural responses				
May be light in reopen seat				
May be very light when partner is passed				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
1m - [1♥] - Dbl - 4♠				
1m - 1M - [2suit] - Dbl - 17+HCP, denies 6m, mostly (semi)BAL				
1suit - [Dbl] - Rdbl - 8+HCP (mostly BAL) raise				
1NT - [Dbl] - Rdbl - 5+any suit				

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: SCOTLAND PLAYERS: Stewart Pinkerton, Gints Freimanis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 2 over 1 GF 11-14 HCP / 18-19 HCP BAL hands without 5M open 1♦ with 4♦-4♣ or whenever ♦ > ♣, otherwise 1♣ is opened, in 3 rd seat the minor of better quality may be opened 1NT - 15-17 HCP BAL includes 5M332, may have 5m422 and 6m322 2♣ - a) At most 10 HCP (5)6+♦ b) 22+HCP or at most 4 losers 2♦ - a) At most 10 HCP (5)6+M b) 9 playing tricks in any suit contract 2M - At most 10 HCP 5M 4+m Gazzilli, Jacoby, Bergen raises over 1M opening, Kokish after 2♣-2♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣♦M openings 1M - 2♣ - 4-7 HCP raise in M or 2+♣ GF unless repeated Gambling 3NT opening 2-way Drury raise by a passed hand Fast Arrival Shows Stop in Lebensohl, dbld Stayman / transfer sequences
SPECIAL FORCING PASS SEQUENCES
When GF 1NT - [pass] - 2suit - [Dbl] - pass - no stop in the suit
IMPORTANT NOTES
3 rd seat openings may be light in values and lead-directing BAL raises contain hands with no shortage UNBAL raises contain hands with a shortage PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♠	10-21 HCP 3+♣ Can be light in 3 rd seat	1suit - 4+suit F1, 1NT - 5-10 HCP, no 4M 2♣ - inverted minor 2♦ - 7-9 HCP UNBAL ♣ raise, no 4M 2M / 3M - weak 2NT / 3♣ - 5+♣ weak, cannot / can support 18-19 NT respectively, 3NT - 12-14 HCP 4♣	1♣-1x-1M - natural, UNBAL → 1NT / 2♣ - NF, 2x - 8-11 HCP 6+x, 4 th suit F1 1♣-1x-1NT - any 11-14 HCP (semi)BAL without a 4-card support, does not deny 4 cards in the unbid suits → 2♣ - relay to 2♦ or invitational, 2♦ - GF any 1♣-2♣-2NT - 11-14 HCP BAL (rejects invitation), 3♣ - 5+♣ (rejects invitation), Jumps bids - splinter, Other bids - GF semi-natural	Weak jumps in competition and by passed hand
1♦		3	7♠	10-21 HCP 3+♦ Can be light in 3 rd seat	Same as after 1♣ except 3♣ - 7-9 HCP UNBAL ♦ raise, no 4M	Same as after 1♣	Same as after 1♣ except 1♦-2♣ - 9-11 with 4+♦ 1♦-2♦ - 6-8 with 4+♦
1♥		5	7♠	10-21 HCP 5+♥ Can be light in 3 rd seat and 4+♥	1NT - 6-11 HCP, no 4♠ 2♣ - 4-7 HCP raise in ♥ or 2+♣ GF unless repeated, 2♦ - 5+♦ GF unless repeated 2♥ - 8-10 HCP 3♥, 2♠ - 11-12 HCP 3♥ 2NT - 13+ HCP 3+♥, 3♣ - 7-9 HCP 4+♥ 3♦ - 10-12 HCP 4+♥, 3♥ - 0-7 HCP 4+♥ 3NT - 12-14 HCP 3433	1♥-1♠ / NT-2♣ - 11-15 HCP 4+♣ or 16+HCP, 2NT - 14-16 HCP 6+♥ 4 in any other suit with good playing strength, 3m - 14-16 HCP 5♥ 5m with good playing strength 3♥ - 14-16 HCP 6+♥ with good playing strength 1♥-2♣-2♥ - interested / not interested in game opposite 4-7 HCP raise in ♥, other bids - same as after 1♥-1♠ / NT, but 19+HCP or equivalent playing strength 1♥-2♦-2NT - 18-19 HCP (semi)BAL 1♥-2NT-3m / ♠ - shortage, 3♥ - no shortage, min, 3NT - no shortage, non-min	1♥-2♣ - 8-11 with 3♥ 1♥-2♦ - 8-11 with 4♥ 1♥-2♥ - 4-7 with 3+♥ Fit jumps in competition and by passed hand
1♠		5	7♥	10-21 HCP 5+♠ Can be light in 3 rd seat and 4+♠	Same as after 1♥ except 3♥ - 11-12 HCP 3♠	Same as after 1♥	Same as after 1♥ except 1♠-2♥ - NF
1NT		2	7♠	15-17 HCP (semi)BAL Includes 5M332 and 5m422 May have 6m322	2♣ - Stayman, 2♦♥♠ / NT - transfer 3♣ - Muppet Stayman 3♦ - 5+ 5+ minors GF 3♥ - 3-1-(5-4), 3♠ - 1-3-(5-4) 4♣ - 5+ 5+ majors GF, 4♦♥ - transfer	1NT-2♣-2♦ - no 4M, 2M - 4-5M 1NT-2♣-2♦-2M - NF, 3M - 4M 5OM GF 1NT-2♦-2♠ / 3♣♦ - 4♠♣♦ 4-5♥ max 1NT-3♣-3♦ - at least one 4-card major, 3♥ - no 4M, 3♠ - 5♠, 3NT - 5♥ 1NT-3♥-3♠ - relay to confirm the number of ♠	2NT Lebensohl and 3lvl inv+ transfers in competition 4♦♥ bids are same after intervention of up to 3♣
2♣	✓	0	7♠	a) At most 10 HCP (5)6+♦ b) 22+HCP or at most 4 losers	2♦ / 3♦ - pass / correct 2M / 3♣ - natural NF if a) 2NT - relay	2♣-2♦-2♥ - 5+♥ or 24+HCP BAL 2♣-2♦-3♣ - 6+♣ or 5+♣ 4M, 3♦ - 6+♦, 3M - 5+♦ 4M 2♣-2NT-3♣♦ - 6+♦ min with / without shortage, 3M / NT - 6+♦ max with M♣ shortage, 4lvl - natural and strong	SAME
2♦	✓	0		a) At most 10 HCP (5)6+M b) 9 playing tricks in any suit contract	2M / 3M - passs / correct 2NT - relay, 3m - natural NF if a) 4♣ - asks for transfer to 4M if a) 4♦ - asks to bid 4M if a) 4M - natural, to play if a)	2♦-2NT-3♣ - 6+♥ min, 3♦ - 6+♠ min, 3♥ - 6+♠ max, 3♠ - 6+♥ max, 4suit - 9 playing tricks, natural 2♦-2♠-2NT - max weak 2♥ opening	SAME
2♥♠	✓	5		At most 10 HCP 5♥♠ 4+m	3♣ - pass / correct, 2NT - relay Other non-jump bids - NF	2♥-2NT-3m - 4+m min, 3♥♠ - 4+♣♦ max	SAME
2NT		2	7♠	20-21 HCP (semi)BAL Includes 5M332 and 5m422 May have 6m322	3♣ - Muppet Stayman, 3♦♥ - transfer 3♠ - minor suit Stayman 4m - natural slam try	2NT-3♣-3♦ - at least one 4-card major, 3♥ - no 4M, 3♠ - 5♠, 3NT - 5♥ 2NT-3♠-3NT - no 4m, 4m - 4+m	SAME
3♣♦♥♠		6		Constructive 6+preempt	4♣ (4♦ after 3♣) - RKCB	Over 3suit response, 3NT may be used just to deny support for partner	Response is non-forcing
3NT	✓	0		AKQxxx(+) in a minor, no A / K in other suits	Pass - to play, 4♣ - pass / correct 4♦ - asks shortage	HIGH LEVEL BIDDING When a major has been agreed at the 3lvl, +1 bid is a non-serious slam try, other bids are natural control bids and serious slam tries RKCB 1403 If opponents intervene over 4NT key-card, then pass - even number of key-cards, Dbl / Rdbl - odd number	
4♣♦		7		Destructive 7+preempt	4NT - RKCB		
4♥♠		7		Depends on seat and vul	4NT - RKCB		
4NT	✓	0		Specific ace ask	5♣ - no aces, 5♦♥♠ / 6♣ - specific ace		

