

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Simple overcalls are natural: cue bid response is INV+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17NT 2 <sup>nd</sup> /4 <sup>th</sup> Live, promises cover in the enemy suit. Systems ON
12-14 Re-opening should have enemy suit cover. Systems ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK JUMP OVERCALLS (5-10 HCP, 6+suit, 1+ of top honour)
2NT response is relay (feature response).
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) – 2m = 5+♥, 5+♠, any range (2NT asks for strength, 3♥=min)
(1M) – 2M = 5+OM, 5+m, any range (2NT asks for strength, 3♣=pass or correct)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DOUBLE=PENALTY
2♣=4+♥, 4+♠ (normally 9 cards), then 2♦ asks for better major (2♦ may be inv+ in major)
2♦/2♥/2♠=NAT
2NT=MINOR TWO-SUITER
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out Doubles, 12+ HCP at least two places to play or strong.
Nat overcalls 5+suit 12-15 HCP.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Bids are natural but higher end of range
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Natural. New suit 5+cards F1. Stretch raises.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> from bad 3+suit/4 <sup>th</sup> from H	Highest or protect an honour	
NT	2 <sup>nd</sup> from bad 3+suit/4 <sup>th</sup> from H	Highest or protect an honour	
Subseq	Suit preference if anything	Distribution	
Other: "Bad" 3+ suit includes Jxx; Top of a sequence; Shortage leads v trump; Top of doubleton; Exit leads			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Reverse Attitude	Asks for Reverse Attitude	
King	Asks for Standard Count	Asks for Standard Count	
Queen	Asks for Reverse Attitude	Asks for Reverse Attitude	
Jack	J10(x)(x)/J109(x)	J10(x)(x)/J109(x)	
10	Top of sequence or short	Top of sequence	
9	Top of sequence, short or bad	Top of sequence or bad	
Hi-X	Shortage or bad suit	Bad suit	
Lo-X	Lo from H, short or bad	Lo from H or bad	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Reverse Attitude
Suit 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
1	Reverse Attitude	Standard Count	Reverse Attitude
NT 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
Suit Preference applies in obvious situations			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout double of 1X shows at least one 4-card major or strong hand			
Negative			
Support			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Third double by partnership is for penalty			
Double/Redouble may be used as a "step" in a competitive auction.			

W B F CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> SCOTLAND
<b>PLAYERS:</b> Jamie DAY and John RUSSELL
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5-card MAJORS, 3+ minors
NAT WEAK 2♦/2♥/2♠
2♣ Opening is 8+ Playing Tricks or 23+ HCP BAL
1NT OPENING: 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
CUE is INV+ in comp and by passed hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have freely bid to game / bid to make game
When pass is a "step" in DOPI/ROPI [A2]
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> No



## Jamie Day / John Russell Supplementary Notes

### A Conventions used

#### A.1 Opener's Reverses

A reverse by opener (bidding, at the 2-level, a higher ranking suit than the originally opened suit) shows a hand of quality that did not qualify for a 2♣ opener. Nominally 16+ HCP, but may be less with shape and good playing strength.

After opener's reverse, 2NT is "blackout", indicating a minimum hand. Pass or correct opener's 3♣ bid. Any other bid above 2NT by opener is forcing to game.

#### A.2 RKCB Responses

5♣ shows 1 or 4 keycards. 5♦ shows 0 or 3 keycards. 5♥ shows 2 keycards without the trump queen. 5♠ shows 2 keycards with the trump queen.

After a 5♣ or 5♦ response, the next non-trump suit asks for the trump queen. A response of the cheapest bid denies the trump queen. The second cheapest shows the trump queen.

In the case of intervention DOPI/ROPI applies both to the initial responses and to the queen ask, in which case the "zero" bid being the cheapest, i.e. X or XX and the pass showing the trump queen.

A follow-on 5NT by the 4NT bidder asks partner to cue bid the lowest ranking king, so long as that does not bypass small slam.

#### A.3 Checkback

After 1X-1Y-1NT-2♣:

2♦ denies three-card support for responder's major and denies four cards in the other major

2M shows three-card support when responder's major or a four-card major suit.

Always show hearts before spades (that is, 3-card heart support before four spades or 4 hearts before three-card spade support).

### B Leads and signals

### C Bids that may require a defence

### D Defensive and competitive bidding

### E Doubles/Redoubles

### F Back of card

### G Others

#### G.1 Major suit transfer breaks

In a sequence such as 1NT-(Pass)-2♦-(Pass):

- 2♥ = 2 or 3 hearts
- 3♥ = 4 hearts, minimum 1NT
- 2♠/3♠ = 4 hearts, maximum, feature in suit bid.
- 2NT = 5 hearts, any 1NT strength.

### H Prepared defences