

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: Wide ranging. Can be quite weak at 1-level
Responses: New Suit=F1; Cue bid =SUPPORT; Jump Raise =PRE; Double Jump = splinter. Jump in new suit is weak (0 - 6)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position: 15-17
Responses: As over opening 1NT
4th position: 11-14 NV
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: Weak, usually with 6 card suit. 4 th position - intermediate
Unusual notrump: Only in direct position, = lowest 2 suits
4th position: 2NT = 19-20
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Style: Michaels, 5/5. 2m = both M. 2M = other M + m
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong & Weak: "Multi-Landy". 2C= M/M; 2D = 1 major; 2M= M/m. 2NT = both minors
Responses : 2NT - which minor and 2S interest in game in hearts
4th position: As 2nd
Passed Hand: As unpassed
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout, 2NT/3NT natural. 2/3 level suits natural
3 or 4 level cue (e.g. 2H-3H; 3C-4C) = "Michaels" style
Over weak 2 opening - x = take out, 3 of a suit min, 2NT = 16-19.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1C): DBL=Majors; 1NT=Minors, 1 of a suit natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th; 2nd from bad 3+ suit, 2 from 4 poor but 4th from 5 poor.	Same	
NT	Same	Same	
Subseq	ATT (4th from length)	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude signal	Asks for rev attitude signal	
King	Asks for count	Asks for unblock or count	
Queen	Asks for rev attitude signal	Asks for rev attitude signal	
Jack	J10x(x); KJ10(x)	J10x(x); KJ10(x); AJ10x	
10	K109(x); 109(x); 10x	K109(x); 109(x); 10x	
9	9x	9x	
Hi-X	2 nd or shortage	2 nd or shortage	
Lo-X	usually 4th	usually 4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Count (Hi-Lo = even)	1st disc = attitude
Suit 2	Suit pref if needed		
3			
1	Reverse Attitude	Count (Hi-Lo = even)	1st disc = attitude
NT 2			
3			
Signals (including Trumps):			
* Distributional signals - HI-LO = EVEN no			
* Attitude signals Reverse (Low= ENCOURAGING)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Can be light with good distribution			
Responses: Cue-bid is Forcing to suit agreement			
Double of conventional bid is suit-showing, Negative doubles to 3S.			
Double, then new suit is strong.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Over 4S opening, double for penalties. 4NT - take out, 2 places to play			

W B F CONVENTION CARD
<p>CATEGORY: GREEN</p> <p>NCBO: SCOTLAND</p> <p>PLAYERS: David King/Tad Janowski</p> <p>EVENT National League</p>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE NATURAL
5 Card Majors, Strong NT , 2 over 1 forcing to game
Puppet Stayman over 2NT
2C = strong, GF except 2C- 2H- 2NT
2H /2S/2D - Weak
1NT: 15 -17
Club opening will be at least 3. Inverted Minors
Signals – Standard Count (if applicable) and Reverse attitude
Opening hands will be upgraded with long suits or good shape (i.e. generally open 1M with 6 card major and 10+)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE
Raises are pre-emptive; Redouble = 10+ without fit; 2NT = limit
Raise or better; New suit is natural (F1); Jump in new suit is weak (0 - 6)

IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	ARTIFICIAL	NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	12-19 HCP	Inverted minor. 2♥ shows 5♠/4♥ 6-9, 2♠ shows 5♠/4♥ 10-12, Splinters, 1NT=9 (no 4 card major), 2NT = 11-12 no four card major. 3NT = 13-15 no 4 card major	1♣ - 1M – 1NT - 2♣ is Checkback Stayman	
1♦		3	3♠	12-19 HCP. Only 3 if 4-4-3-2	Inverted minor. 2♥ shows 5♠/4♥ 6-9, 2♠ shows 5♠/4♥ 10-12, , 1NT =6-9 (no 4 card major), Splinters, 2NT – 11- 12 no four card major. 3NT = 13-15 no 4 card major. 2C game forcing. 3C 6 cards+ invitational	1♦ - 1M – 1NT - 2♣ is Checkback Stayman	
1♥		5	3♠	12-19 HCP	3♦ shows 4 card support 6–9, 3♣ shows 4 card support and 10–12, 2♠ shows 10-12 and 3 card support. Splinters. 2NT = 13+ 4 card support game-forcing, responses - 4 level new suit, 3 level singleton or void. 1NT = 6-12, forcing. 2Minor forcing to game	1M-2NT-4m/4OM= 5 card second suit. 1M-2NT-3m/3OM= shortage	
1♠		5	3♠	12-19 HCP	As 1♠ above, except 3♥ shows 10-12 and 3 card support and 2H/minor = forcing to game	As 1♠ above	
INT				15 - 17 HCP	2♣ = Promissory Stayman, 2♦, 2♥ = trf, 2♠ = range ask or trf to ♣ , 2NT = trf to ♦, 3♣ asks for a five card major (3D response denies) other 3-level bids show slam interest.	Transfer can be broken with 4 card support from opener - raise to 3 with min and 2NT with maximum. After 2♠ 2NT shows minimum and 3♣ shows maximum. After 2NT bid, opener will bid 3♦ with 3+ ♦ and 3♣ with doubleton ♦	If 1NT doubled, xx with 5 card suit and bid lower of 2 four card suits.
2♣	Yes			22+ or any game-forcing hand	2♥ = less than K or 2Q, 2♦ is relay (5+) , 2♠ – top 2 six cards, 2NT hearts – top 2 six cards	Over a rebid of 2NT (22-24) - Transfers & Puppet Stayman, 3♠ slam try in minors, 3NT is 5♠ and 4♥. After a 2♣ , 2♥ sequence 2♠ is an unconditional game force	
2♦		6		5 -9 HCP	2NT Forcing	2M – 2NT; 3♣ = weak, poor suit, 3♦= weak,	
						good suit, 3♥ = upper, poor suit, 3♠ = upper,	
						good suit	
2♥		6		5-9 HCP	2NT forcing	As 2♦	
2♠		6		5-9 HCP	2NT forcing	As 2♦	
2NT				20-21 HCP	3♣ = 5-card PUPPET STAYMAN, 3♦/3♥=TRF, 3♠ opener to bid 4 card minor, 3NT without. 4 of a minor is a slam try in named minor, cue or RKCB (4NT) by opener.	After 2NT, 3♠ and a minor response cue bids and/or 4NT is RKCB	
					, 3NT is 5♠ and 4♥		
3♣		7			3X=F1; 3NT = to play		

3♦		7			3M=F1; 3NT = to play		
3♥		7			3♠=F1; 3NT = to play		
3♠		7			3NT = to play		
3NT	Yes			Gambling	4♣ = pass or correct		
4X		8		Pre-emptive			
4NT	Yes			Specific Ace-asking	5♣ =NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		8		Pre-emptive	5NT - 2 aces.	HIGH LEVEL BIDDING	
						1430 KEYCARD BLACKWOOD (DOPI/ROPI)	
						5NT – Specific king ask, excluding trump King	