


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple Overcalls, 8+ HCP with reasonable suit quality at 1 level
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 <sup>nd</sup> : 15-18HCP with defence of bid suit, responses as opening
4 <sup>th</sup> : 12-14
Sandwich: 5-5+ in unbid suits. Weak or Strong
JUMP OVERCALLS (Style; Responses; Unusual NT)
6 card suit, 5-9HCP NV, 7-11HCP Vul
Unusual NT shows 5-5 in either both minors or 1 minor and undisclosed M, any point range
Reopen: Intermediate with 6-card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: <b>Michaels</b> , 5-5+ in Majors over minor opening, 5-5+ in other Major and undisclosed minor. 2NT as minor ask.
Jump: Cue for NT, 20+HCP
VS. NT (vs. Strong/Weak; Reopening;PH)
Weak: Multi Landy 8-15HCP, <b>X</b> : 16+ Strong: Multi-Landy:11+HCP, <b>X</b> : 5m 4M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
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.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: 2♣ - Natural, 2D - Michaels VS 2♣: Bids natural
OVER OPPONENTS' TAKEOUT DOUBLE
<b>XX</b> – 10+HCP, denies stop in suit for NT. Bids as uninterfered. Jump Bids – Weak jump shift 3-7HCP, 6 card suit

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: Can lead Singleton vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+	
King	AK+, KQ+	KQJ+, KQT	
Queen	QJ+, Qx	QJT+	
Jack	JT+, Jx	JT9+	
10	T9+	T98+, T97+	
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	Rev Attitude
Suit 2			Count
3			
1	A/Q Rev Attitude K Count	Count	Rev Attitude
NT 2			Count
3			
Signals (including Trumps): Reverse Attitude (Primary) and Standard Count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 3 ♠, 4 ♣/♦/♥ Transferable.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Doubles			

W B F CONVENTION CARD
CATEGORY: <b>Green</b> NCBO: Scotland  PLAYERS: Jake Milne & Martin Stephens
SYSTEM SUMMARY
15-17 NT (Can contain 5cM or be 5-4-2-2) 3 weak 2's 2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
Interference over <b>Ogust</b> , <b>Asking 2NT</b> and <b>Jacoby 2NT</b> , <b>Pass</b> shows bid has been bypassed
IMPORTANT NOTES
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
PSYCHICS: Extremely Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		Can be short with 12-14 Balanced	1♥/♠ - 6+HCP, 4 card suit 1NT – 5-11 HCP 4 card ♣ suit, <b>Weak Jump Shifts: 0-5HCP</b> with 6+ card suit. 2♣ – Inverted	1♣-1Y-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 <b>X</b> – Bids as normal
1♦		4			1NT – 5-12HCP. <b>Weak Jump Shifts</b> 2♦ – Inverted 2♣ – GF Nat	1♦-1Y-1NT-2♣: <b>Inv Checkback</b> 1♦-1Y-1NT-2♦: <b>GF Checkback</b>	As with 1♣. Raises are pre- emptive over an overcall, UCB showing point-based raise
1♥/1♠		5			1NT – 5-12HCP, <b>Jacoby 2NT, Weak Jump Shifts</b> 2m – GF Nat	Over <b>Jacoby</b> , 3♣ – Minimum, 3 of other suits shows Singleton/ Void, 4 suit is Source of Tricks. 3 Trump suit shows 17-18HCP, 3NT shows 15-16HCP.	2♣ – 8-11, 3 / 4 card support
1NT		2		15-17HCP	<b>2♣ - Non-Promissory Stayman, 3m – Slam try,</b> <b>2♦/♥/♠/NT – Transfers with Breaks</b> available. <b>4♦/♥ - 6-card Texas Transfer.</b>	<b>Transfer Breaks</b> for Majors: 3M - Minimum + 4 card support. New suit: 4 card support, Max and control in suit. 2NT – 5 card support <b>Breaks</b> for Minors: Intermediate bid denies Hx for H=A,K or Hxx for H=A,K,Q <b>1NT - 2♣-2♦ – 3M: Smolen: 4M 5OM</b>	<b>Lebensohl (FASS)</b> with doubles for Takeout
2♣	✓	0		GF Hands	2♦ – Waiting bid 2♥ – Double negative (0-1) 2N – Positive with no 5 card M (8+) 3m – Positive with 6 card suit (8+)	2NT: Balanced GF, System as per 2NT open	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		5-9HCP NV, 7-11HCP Vul (11-14HCP in 4 <sup>th</sup> )	<b>2NT – Ogust</b> , Bids are Non-Forcing	3♣ – not minimum. 3♦ - minimum, 3M shows 4 cards in M and above minimum points.	Raise to level of fit
2♥/2♠		6		5-9HCP NV, 7-11HCP Vul (11-14HCP in 4 <sup>th</sup> )	<b>2NT – Ogust</b> , Bids are Non-Forcing	3♣/♦ - Feature, not minimum. 3M shows minimum, 3OM shows 4 cards in OM and above minimum points.	Raise to level of fit
2NT		1		20-22 Semi-Balanced (Can be 5-4-2-2 or 4-4-4-1 with Singleton A)	3♣ - Puppet 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	3♠ – <b>F1</b>		
3♥/3♠		7		Pre-emptive (Promises Quality of Suit)	Bids <b>NF</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 (Promises Quality of Suit)		<b>HIGH LEVEL BIDDING</b>	
4♥		8		To Play		<b>0314</b> , with <b>R0P1, D0P1. Italian Cue Bids</b> after agreed suit.	
4♠		8		To Play			
4NT	✓			Ace Ask	5♣=0, 5♦=1, 5♥=2, 5♠=3		