


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Style: Aggressive NV; aggressive 1 level, sound 2 level VUL; good 4 card suit at 1 level
Fit-showing jumps except over 1S
Responses: natural
Reopening: aggressive
1NT OVERCALL
2nd position: 15-17 (18)
Responses: as over 1NT opening
4th position: live: 11-14 No Stop guarantee.
Responses: as over 1NT opening
JUMP OVERCALLS
Style: weak NV; intermediate VUL, weak over artificial C
Responses: new suit F1
2NT Unusual 2 lower suits; 4th: 18-20 resp as 2NTopen
DIRECT and JUMP CUE BIDS
Style: Michaels – 1m-2m both M. 1M-2M other M & minor.
1X-2NT lowest pair. Over 1C(=2+), 2D is Michaels, resp natural
Reopening: two suiter 5+/5+
Jump cue: asks for stopper
VS. NT
X weak = penalty; 2C=H+S; 2D=H or S; 2H/S = H/S+m, 2NT asks
2NT = C+D (10+ cards); above applies in 2 nd and 4 th position
Passed Hand/Strong NT: as above except X always 5+m + 4 M
VS. PREEMPTS
X = takeout up to 4S inc, Cue-bid: Good raise; Leaping Michaels over weak 2 (m & other M); Over Multi: X =H or 19+, 2H= S or both m, 2S = 14-16 bal, 2NT = 17-19 bal
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1C: X = S&H; 1NT =D&C; 2C = natural overcall; Also over 1C P 1D: 2D = natural overcall
OVER OPPONENTS' TAKE OUT DOUBLE
New suit = forcing; Jumps = pre-emptive; 1NT = 7-9 balanced; XX = 9+; 2NT = sound raise to 3+M.

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partner's suit	
Suit	3 rd & 5 th	Same	
NT	4 th , 2 nd if weak suit	Same	
Subseq	As above	Same	
Other:			
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AKx(x); Ax	AKx; Ax;	
King	AKQ+; AK; KQJ+; AKJT(x);	AK; KQ; KQJ(x); AKJT(x)	
Queen	QJ+; QJT(x); KQ(x)(x);	KQT+; QJ; AQJ(x); QJ+	
Jack	JT; JT _x ;	JT; JT _x	
10	T9 _x ; KJT+	T9 _x ; A/KJT+	
9	9 _x ; QT9+; KJ9+	9 _x ; KQ9+; HT9 _x (x);	
Hi-X	S _x ; xS _x ; Hx(x)S(x); xS _{xx}	S _x ; xS _x ; Hx(x)S(x); xS _{xx}	
Lo-X as for Hi-X;			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Hi-Lo = Even	Hi-Lo = Even	Hi-Lo = Even*
2 nd	Lo = Encourage	Lo = Encourage	Lo = Encourage
3 rd	Suit preference	Suit preference	Suit preference
NT: 1 st	Hi-Lo = Even	Hi-Lo = Even	Hi-Lo = Even*
2 nd	Lo = Encourage	Lo = Encourage	Lo = Encourage
3 rd	Suit preference	Suit preference	Suit preference
In Trumps; Hi-Lo = Odd			
Lavinthal; Lead of A/Q & 1st discard Lo = Encourage*			
Smith Peters v NT (both Hi-Lo to encourage)			
DOUBLES			
TAKEOUT DOUBLES			
Style: may be light with classic shape			
Responses: natural responses, cue FG by unpassed hand			
Reopening: as above			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double to 4H; 1C/1D - (1S) - X suggests 4H and 8+;			
Responsive double to 3S; competitive double; Lightner double;			
Support double to 3H for both suit of responder and overcaller			

WBF Convention Card		
Category: GREEN		
NBO (Country): SCOTLAND		
Event: All 2022		
Players: Harry SMITH SCO4070 Roy BENNETT SCO1454		
SYSTEM SUMMARY		
Version of March 2022		
GENERAL APPROACH AND STYLE:		
ACOL based system: 5-card S, 4-card H; 44Mm, open minor		
Open light if unbalanced		
Pre-empt: loose NV; sound Vul		
Specialised 2D opening;		
Weak 2H/2S openings – 6-card OR 5-card with minor		
Frequent non-penalty doubles		
INT opening: 11-14 NV, 12-14 Vul;		
2 over 1 Response: forcing 1 round (not passed hand);		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Openings:		
2D opening		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE		
Lower of 4th suit or 2NT warn-off after 2-level reverse or jump		
Completion after double of Stayman/Transfer or other artificial ask shows no stop in asking suit		
Psychics: Very infrequent, but frequent light openings in 3rd seat		

Opening	Arti-- ficial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1C		3/4	4H	10-22. Only 3-card if 4S-3-3-3 and 15 – 19.	Mainly up the line but may have D if H/S response and weak; 1NT = 8-10; 2NT = GF bal; 2C 10+(H/S possible if FG, 4+C (subsequent 3C NF); fit jumps	1NT = 15-17, Checkback (2-way; 2C forces 2D). 2NT = 18-19, Checkback.	New suit = NF
1D		4	4H	10-22	Up the line; 1NT = 5-8; 2NT = GF bal; 2D 10+, 4+D (subsequent 3DNF); fit jumps	As above; after 2 level response: 2NT over 2C= 15-19	New suit = NF;
1H		4	4D	10-22; may be 4H + 4S	Up the line; 1NT = 5-8; 2NT = GF support; 3S = unknown void; 3NT = singleton S, 4C, 4D = singleton splinter; fit jumps, 2S 9-11 3H. All Splinters 13-	As above; Over 2NT, 4H poor, 3H 18-19 but no shortage, 3NT 15=-17 bal, 3 suit shortage, 4 suit good suit	New suit = NF
1S		5	4H	10-22	1NT max 8 (10/11 if passed), 2NT GF support, 2S 5-8, 3H 9-11 both 3-card S. 3C/D/S 4-card S 10-12/7-9/6- respectively. 3NT unknown void; All Splints 13-	As above.	3♣ fit jump, 2NT/3♦/3♥ Fit. Other NF
1NT				11(NV)12(V)-14 balanced; 5M or 6m OK	Stayman (non-promissory) with special 5M responses; 4 suit transfers: 2S(C); 2NT(D); 3C/D set suit SI+; 3H/S =5+5+ minors: H SI, S FG; 4 suit = Transfer or RKC; 4NT = NF	Transfer break: M = xxxx; m = Qx or better; break major to values, m transfer then 3M FG; Stayman then 3m NF	Same as for UPH except 3m = 6 cards to AK, AQ, KQ
2C	Yes	0	4H	Unbalanced game force or 24+ balanced;	2D = neutral; 2H neg; 2S thro' 3D = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = same in H; 3NT = solid suit	Suit = 8/9 playing tricks; 2NT = 25+: responses as 2NT opener	As for UPH
2D	Yes	0		1 st – 3 rd . S&H 5-9 5+4+ or 20-21 balanced.	2NT asks; 4 C/D slam try in H/S	Over 2NT, 3C max equal or min unequal; 3D min equal, 3H/S/NT max	Good minor or 20-21 balanced
2H		5	3S	Weak: 5-9; If 5-cards will have minor(1 st /2 nd); Better or worse 3 rd ; good suit and outside card 4 th	2S = enquiry <5S; 2NT enquiry 5+S; 3H, 4H = pre-empt or to make	3C/D = 5-card H/S & this suit; 2NT = min 6-card suit; 3S/NT = max/shortage; 3H= max/no shortage	As for UPH
2S		5	3H	As 2H	As 2H, but 2NT enquiry	Similar to 2H	As for UPH
2NT				22-23 balanced; 5M or 6m OK	Puppet Stayman; transfers; 3NT = 5S/4H NF; 4suit Transfer or RKC; 4C/4NT/5NT as 1NT	Puppet Stayman; Show non-M over 3D response. Transfer break: HHx/Hxxx	As for UPH
3C		6		Pre-empt: loose NV; sound VUL	Raise = pre-empt or to make; new suit = F1,	Over new suit: 3NT denies doubleton support, while new suit = Hxx support and shortage.	As for UPH
3D		6		As 3C	As above	As above	As for UPH
3H		7		As 3C	As above	As above	As for UPH
3S		7		As 3C	As above	As above	As for UPH
3NT	Yes	7		Solid minor	4C pass/convert; 4D ask		As for UPH
4C		8		Pre-empt: sound NV/ VUL	Raise = pre-empt or to make		
4D		8		As 4C	As above		
4H		7		As 4C	New suit = F1		
4S		7		As 4C	As above		
4NT	Yes			Ace asking	See HLB	HIGH LEVEL BIDDING 4NT opening; 5C = no Ace; 5D = DA; 5H = HA; 5S = SA; 5NT = 2 A; 6C = CA; Cue 1 st round before 2 nd round; RKCB: 1 st step = 1 or 4; 2 nd step = 0 or 3; 3 rd step = 2 no TQ; 4 th = 2 with TQ; DOPI; GSF; Lightner Double	
5C		8		Pre-empt: sound NV/ VUL	As above		
5D		8		As 5C	As above		
5H				Solid suit lacking AK with no losers outside	Raise per trump holding		
5S				As for 5H	As above		