

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural- rarely 4 cards
Fit Jumps
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>nd</sup>/4<sup>th</sup> Live:</b> 15+ HCP; system on
<b>Reopening:</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suiter:</b> Intermediate-opening bid strength, 6 cards or 5 & good suit
<b>2-suiter:</b> Unusual NT shows 5-5 in lowest two unbid suits, any range
<b>Reopen:</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels ; over minor = 5-5 in majors, unlimited HCP
Over major = 5-5 in other major and a minor, unlimited HCP
Unassuming cue bid – simple raise of opponent’s overcall = good raise in Partners suit (4 cards, 10+ points)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi Landy
DBL=Penalty
Others - natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=Takeout of pre-empts up to 4♦
Over weak 2s 2NT=15+ system on
4NT over 4♥/4♠ opener (or 4♥/4♠ response to weak 2♥/2♠) = T/O
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
In response to 1 of a suit doubled, RDL = 9+HCP
After double of 1 of a suit by RH opponent strengths of single and double raises are switched

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner’s Suit	
Suit	4 <sup>th</sup> ; 2 <sup>nd</sup> from bad 3+ suit	Normally highest	
NT	Same	Normally highest	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) AKQx	AKx(+) Ax(+) AKQx	
King	AK KQ(+) KQJ(+) KQ10	AK KQ(+) KQJ(+) KQ10	
Queen	AQJ(+) QJ10(+) QJ(+)	AQJ(+) QJ10(+) QJ(+)	
Jack	J10(+) (A/K)J10x(+)	J10(+) (A/K)J10x(+)	
10	109(+) (A/K/Q)109x	109(+) (A/K/Q)109x	
9	9x 98x(+)	9x 98x(+)	
Hi-X	Even	Poor suit	
Lo-X	Odd		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Reverse Attitude		McKenney
Suit 2			
3			
1	Reverse Attitude		McKenney
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles of up to 2♠, pre-empts up to 4♦, and 3 level 1st response to weak 2s			
If partner not bid = T/O, promising ability to play in at least 2 of unbid suits			
If partner has bid, DBL shows holding in doubled suit EXCEPT			
DBL of 1♥/1♠ overcall = 6-9 HCP, no stop in doubled suit			
DBL of 2♣ overcall of partner’s 1NT = Stayman			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
DBL of artificial bids usually shows holding in doubled suit, or invites lead			
Bidding opponents suit in response to non-penalty double = forcing 1 round			
After opps double our 1NT, Rdbl= TRF to 2♣			

W B F CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> SCOTLAND
<b>PLAYERS:</b> Adrian Eastwood & Kay Robertson Sept 2021
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, better minor (min 3 cards)
Benji Twos
<b>INT:</b> 12-14 (may include 5-card major)
Non-Promissory Stayman
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1NT doubled by opposition - 2♣/2♦/2♥ = TRF
Fourth suit forcing
<b>PSYCHICS:</b>

opening	Artificial	Min no of cards	Neg Double thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	3		10-19 HCP No 5-card major	Bid 4+card Maj (♥ before ♠) in preference to 4+♦ suit, 1NT denies 4 card major New suit double jump is pre-empt – 7+ cards 2NT=10-12 Bal, no 4-card major suit	If ♣ agreed at 3 level or below, unbid major = NT probe, showing stopper	
1♦	Yes	3		10-19 HCP	Bid 4+ card Major (♥ before ♠) 1NT denies 4 card major, can be <6 pts Pass = 4+♦, <6 points. 2NT=10-12 Bal, no 4 card major suit New suit double jump is pre-empt – 7+ cards	If ♦ agreed at 3 level or below, unbid major = NT probe, showing stopper	
1♥		5		10-19 HCP	Limit raises; Splinters; Jacoby 2NT Single jump in new suit is game forcing showing 5 cards in bid suit, 4 cards in partners suit 2NT=10-12 balanced if passed hand	1♥-2♥-3X=shortage in X, invitational	Fit Jumps
1♠		5		10-19 HCP	As for 1♥	1♠-2♠-3X=shortage in X, invitational	Fit jumps
1NT				12-14 No 6 card suit No 5/4 in 2 suits No singletons or voids	2♣=Non-Promissory Stayman; 2♦, 2♥, 2♠, 3♣=TRF; 2NT=Invitational; 4♣=Gerber, 4NT = quantitative	Escape from 1NT-X : RDL/2♣/2♦/2♥ = TRF 1NT-P-P-X-P-P-RDL promises 5 card suit then 2♣ is pass or correct; 1NT-P-P-X-P-P-2x=lower of two 4 card suits – pass with 3+cards, or bid next suit up, -then pass or correct to other 4 card suit 1NT-2♣-2NT shows both majors	
2♣	Yes			21-22 Bal or 8 pl tr	2♦=negative (<AK or 8 pts); 2NT=10+ BAL		
2♦	Yes	6		23+ or Game Force	2♥=negative (<AK or 8 pts);	2♦-2x-2NT = 23/24 balanced	
2♥		6		5-10 HCP	Minimum bid in new suit is escape to safer contract 2NT=OGUST (describe strength and suit)	2♥/2♠-2NT: 3♣=Min, poor suit; 3♦=Min, good suit; 3♥=Good pts, poor suit; 3♥=Good pts, good suit	
2♠		6	5-10 HCP				
2NT				19-20 Bal	3♣=Non Promissory Stayman; 3♦/3♥=TRF; 3♠= 5 card minor, singleton or void , no 4 card major	2NT-3♠-3NT =T/P; 2NT-3♠-4♣ =either minor: 2NT-3♠-4♦=strong pref for ♦	
3♣		7			3NT = to play; 2+ cards in bid suit  Raise = 1+ trumps; game or preemptive sacrifice	<b>HIGH LEVEL BIDDING</b>	
3♦		7		1430 Keycard Blackwood (DOPI/ROPI)			
3♥		7		Cue Bidding			
3♠		7		Rolling Gerber: Next suit after response asks for Kings. If next suit = trumps bid 1 more up to ask for Kings			
3NT	Yes			Gambling			
4X		8		Pre-emptive			
4NT	Yes			Specific Ace asking	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5 minor		8		Pre-emptive			