


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: aggressive NV; aggressive 1 level, sound 2 level VUL; good 4 card suit at 1 level;
Responses: natural;
Reopening: aggressive;
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2nd position: 15-17;
Responses: as over 1NT opening;
4th position: (live): 11-14 No Stop guarantee; (reopen): 10-12;
Responses: natural;
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: weak NV/VUL;
Responses: new suit F1; 2NT enquiry;
Unusual notrump: 2nd position: Unusual – near GF;
4th position: 18-20; as over 2NT opening
Reopening: Unusual
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Over 1M: strong Michaels; over 1m: Michaels near GF;
2NT response = enquiry; jump cue asks for stopper;
Responses: Michaels: natural; jump cue: 3NT with stopper;
Reopening: two suiter 5+/5+
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong NT: X = 5+m + 4M (10-14); Weak NT: X = penalty; otherwise 9+ cards in 2 suits: 2♣ = ♥ + ♠; 2♦ = ♥ or ♠; 2♥ = ♥ +m; 2♠ = ♠ + m; 2NT response = suit and/or range enquiry;
2NT = ♣ + ♦ (10+ cards) or v/strong 2-suiter;
Reopening: : as above except X always 5+m + 4 M;
Passed Hand: as above except X always 5+m + 4 M;
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = takeout up to 4♠; Cue-bid: as above; Leaping Michaels
over weak 2s; over 2♦ (multi): 2♥/2♠ = takeout of other major and may be 4 cards; NT bids are natural;
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: X = M; 1NT = m; 2♣ = natural overcall;
also over 1♣ P 1♦: 2♦ = 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; Raises = pre-emptive;

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partner's suit	
Suit	4 th ; highest affordable;	Lowest if odd number;	
NT	As above	4 th ; highest affordable;	
Subseq	As above	4 th ;	
Other:			
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AKx(x); Ax; AKJT(x);	AKx; Ax; AKJT(x);	
King	AK; KQ(x); KQJ9(x);	KQ; KQJ(x); KQT9(x);	
Queen	AKQ(x); QJ; QJT(x);	QJ; AQJ(x); QJT(x);	
Jack	JT; JTx; KJT(x);	JT; JTx; A/KJTx(x);	
10	Tx; KT9(x); QT9(x);	Tx; HT9x(x);	
9	9x; T9x(x); 98x(x);	9x; T9x(x); 98x(x);	
Hi-X	Sx;xSx; Hx(x)S(x);xSxx;	Sx;xSx; Hx(x)S(x);xSxx;	
Lo-X as for Hi-X;			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Hi-Lo = Odd	Hi-Lo = Odd	Hi-Lo = Odd
2 nd	Suit preference	Suit preference	Suit preference
3 rd	Lo = Encourage	Lo = Encourage	Lo = Encourage
NT: 1 st	Hi-Lo = Odd	Hi-Lo = Odd	Hi-Lo = Odd
2 nd	Suit preference	Suit preference	Suit preference
3 rd	Lo = Encourage	Lo = Encourage	Lo = Encourage
In Trumps; Hi-Lo = Odd;			
On Ace lead, Lo = Encourage			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: may be light with classic shape;			
Responses: natural responses;			
Reopening: as above;			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double to 4♥; 1♠/1♦ - (1♠) - X suggests 4♥ and 8+;			
Responsive double to 3♠; competitive double; Lightner double;			

WBF Convention Card	
	
Category: Red	
NBO (Country): SCOTLAND	
Event:	
Players: Roy BENNETT SCO1454 David LIGGAT SCO1760	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
ACOL based system: 4 card majors;	
Open light if unbalanced (5431);	
Pre-empts: loose NV; sound Vul;	
Specialised 2♣/2♦ openings; natural weak 2♥/2♠ openings;	
Frequent non-penalty doubles;	
INT opening: 12-14;	
2 over 1 Response: forcing 1 round (not passed hand);	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
2♣ = (a) Acol 2 in any suit, may be 2-suited; (b) 22-23 bal; (c) 26-27 bal; (d) weak 2♦.	
3NT = solid or 1-loser major.	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics: Very infrequent;	

Opening	Arti- ficial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1 ♣		4	4 ♥	10-20;	Up the line; 1NT = 8-10; 2NT = GF - no 4+M;	1NT = 15-17; 2NT = 18-19; Two Way Checkback;	New suit = NF; Jump shift = fit;
1 ♦		4	4 ♥	10-20;	Up the line; 1NT = 5-8; 2NT = GF – no 4+M;	As above; after 2 level response: 2NT = 15-19;	New suit = NF; Jump shift = fit;
1 ♥		4	4 ♦	10-20; may be 4 ♥ + 4 ♠;	Up the line; 1NT = 5-8; 2NT = 4 card value raise with no singleton or void; 3 ♠ = 4 card support and any void; 3NT(♠), 4 ♣, 4 ♦ = splinter;	As above; after 2 level response: 2NT = 15-19; after 3NT: 4 ♣ = ask: 4 ♦ = ♦ = void etc;	New suit = NF; Jump shift = fit;
1 ♠		4	4 ♥	10-20;	As 1 ♥; except 3NT = 4 card support and any void; 4 ♣, 4 ♦, 4 ♥ = splinter;	As above; after 2 level response: 2NT = 15-19;	New suit = NF; Jump shift = fit;
1NT			n/a	12-14 balanced; 5M or 6m OK;	NF Stayman (non-promissory); 4 suit transfers: 2 ♠ → 3 ♣; 2NT → 3 ♦; 3 ♣ = 5+♣/4+ ♦ FG; 3 ♦ = 5+♦/4+♣ FG; 3 ♥/3 ♠ = limit 6 cards to AK,AQ,KQ; 4 ♣ = Gerber; 4NT = NF; 5NT = Baron;	Transfer break: M = Hxxx; m = HHx or Hxxx;	Same as for UPH except 3m = 6 cards to AK,AQ, KQ;
2 ♣	Yes	0	4 ♦	Strong 1/2-suiter; 22-23 or 26-27 balanced; weak 2 ♦;	2 ♦ = relay; 2 ♥/2 ♠ = NF good 5/6 cards opening values; 3 ♣/3 ♥/3 ♠ = GF; 2NT = relay; 3 ♦ = to play opposite weak 2 ♦, forcing over Acol 2;	Suit = 8/9 playing tricks; 2NT = 23-24: responses as 2NT opener; over 2NT: 3 ♣ = max 2 ♦; 3 ♦ = min 2 ♦;	As for UPH
2 ♦	Yes	0	n/a	GF 1/2/3 suiter or 25+ balanced;	2 ♥ = 0 or 1 control; 2 ♠ = 2 controls; 2NT = 3 controls; 3 ♣ = 4 controls etc.	Suit = natural GF; 2NT = 25+: responses as 2NT;	As for UPH
2 ♥		5	n/a	Weak: 5-9; 6 cards (1 st /2 nd)	2NT = range enquiry; 3 ♥, 4 ♥ = pre-empt or to make;	3 ♣ = min; 3 ♦ = non-min/poor suit; 3 ♥ = non-min/good suit; 3 ♠ = max/good suit; 3NT = AKQxxx;	As for UPH
2 ♠		5	n/a	As 2 ♥;	As 2 ♥;	As 2 ♥;	As for UPH
2NT			n/a	20-22 balanced; 5M or 6m OK;	Stayman; transfers; 3NT = 5 ♠/4 ♥ NF; 4 ♦ = 5 ♠/5 ♥; 4 ♣/4NT/5NT as 1NT;	Stayman responses: 3NT = 4 ♥/4 ♠; 3 ♠ = 5 ♠; 3 ♥ = 4/5 ♥; 3 ♦ = other; transfer break: HHx/Hxxx;	As for UPH
3 ♣		6	n/a	Pre-empt: loose NV; sound VUL;	Raise = pre-empt or to make; new suit = F1;	Raise or splinter = Hxx; otherwise rebid suit;	As for UPH
3 ♦		6	n/a	As 3 ♣;	As above;	As above;	As for UPH
3 ♥		6	n/a	As 3 ♣;	As above;	As above;	As for UPH
3 ♠		6	n/a	As 3 ♣;	As above;	As above;	As for UPH
3NT	Yes	7	n/a	Solid or 1-loser major with some defence	4 ♣ = opener bids suit below; 4 ♦ = singleton ask with 5NT repeat ask for void; 4 ♥ = P/C; 4 ♠ = P/C with ♥ opener treats as RKC; 4NT = RKC for ♠;	4 ♦: 4 ♥/4 ♠ = singleton or void; 4NT = singleton or void in other minor; 5 ♣/5 ♦ = no singleton or void;	As for UPH
4 ♣		8	n/a	Pre-empt: sound NV/ VUL;	Raise = pre-empt or to make;		
4 ♦		8	n/a	As 4 ♣;	As above;		
4 ♥		7	n/a	As 4 ♣;	New suit = F1;		
4 ♠		7	n/a	As 4 ♣;	As above;		
4NT	Yes		n/a	Ace asking;	See HLB;	HIGH LEVEL BIDDING 4NT opening: 5 ♣ = no Ace; 5 ♦ = ♦ A; 5 ♥ = ♥ A; 5 ♠ = ♠ A; 5NT = 2 A; 6 ♣ = ♣ A; Cue 1 st round before 2 nd round; RKCB - Kickback: 1 st step = 0 or 3; 2 nd step = 1 or 4; 3 rd step = 2 no TQ; 4 th = 2 with TQ; 6-Ace Kickback: Q ask 1 st step = 0; 2 nd step = lower ranking Q; 3 rd step = higher ranking Q; 4 th step = 2Q DOPI; GSF; Lightner Double;	
5 ♣		8	n/a	Pre-empt: sound NV/ VUL;	As above;		
5 ♦		8	n/a	As 5 ♣;	As above;		
5 ♥			n/a	Solid suit lacking AK with no losers outside;	Raise per trump holding		
5 ♠			n/a	As for 5 ♥;	As above;		
5NT							