

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 a new suit is weak (0 - 6)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position: 15-18
Responses: As over opening 1NT but 4 card Stayman and transfers
4th position: 10-15
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: Weak, usually with 6 card suit
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(4). 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
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)

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	(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 = rev attitude
Suit 2	Suit pref if needed		
3			
1	Reverse Attitude	Count (Hi-Lo = even)	1st disc = rev 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 – bid 3 card suits ascending			

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: SCOTLAND
PLAYERS: Willie Clemie (9212) & Kevin McCullough (9210) EVENT National League
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE NATURAL
5 Card Majors, Strong NT
Puppet Stayman over 1NT & 2NT
2C = strong, GF except 2C- 2D- 2NT
2D – Ekren, 2H /2S/ - Weak
1NT: 15 -17
Club opening will be at least 2
Signals - Reverse attitude on lead of A/Q; Count on lead of K
Reverse attitude discards
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	3♠	10-19 HCP	Limit raises, Weak Jump Shifts to 2♥ 2♠ (0–6), Splinters, 2NT = 16/+ 5 card support, no 4 card major. 3NT 13-15 no 4 card major	1♣ - 1M – 1NT - 2♣ is Checkback Stayman 1NT response 8-10 Opener rebid 2NT =18/19	
1♦		4+	3♠	10-19 HCP. Only 3 if 4-4-3-2	Limit raises, Weak Jump Shifts to 2♥ 2♠ (0–6), Splinters, 2NT = 16/+ 5 card support, no 4 card major. 3NT 13-15 no 4 card major	1♦ - 1M – 1NT - 2♣ is Checkback Stayman 1NT response 8-10 Opener rebid 2NT =18/19	
1♥		5	3♠	10-19 HCP	Limit raises, Splinters, 2NT=16+, game forcing responses 4 level singleton or void, 3 level is suit. Bergen Raises 3♣ 10 –12, 3♦ 7–9 & 4 card support (only if no intervening bid)	1M-2NT – 3m or other M = 2cnd suit 1M – 2NT - 4m or other M = Cue bid	
1♠		5	3♠	10-19 HCP	As for 1♥ above	1M-2NT – 3m or other M = 2cnd suit 1M – 2NT - 4m or other M = Cue bid	
INT				15 - 17 HCP	2♣ = Puppet Stayman, 2♦, 2♥ = trsf, 2♠ = trsf to ♣ – pass or correct to 3♦, 2NT = 8/9 points 3m = 6+ & inv to 3NT, 3M invitational to slam	Transfer can be broken with 4 card support from opener - raise to 3 with min and 2NT with maximum.	
2♣	Yes			22+ or any game-forcing hand	2♥ = 0 to 4 2♦ is relay (5+)	Over a rebid of 2NT (22-24) – Maj Transfers & Puppet Stayman, 3♠ slam try in minors, 3NT is 5♠ and 4♥	
2♦		6		5 -9 HCP	Ekren – Majors 5/5 (4/4 min) - 2NT strong enquiry. Responses - 3♣ – minimum, 3♦ = 5/5 Maj, 3♥ = max and 5♥/4♠, 3♠ = max and 4♥/5♠	Responses to 2♦ - 2♥/♠ = sign off, 3♣ natural 6 cards NF 3♦ = 3/3 min Majors, 3♥/♠ = pre-empt raise, 3NT/4♥/4♠, to play	
2♥		6		5-9 HCP	2NT = Ogust (enquiry – 15+ points)	3♣ = weak, poor suit, 3♦ = weak, good suit, 3♥ = upper, poor suit, 3♠ = upper, good suit	
2♠		6		5-9 HCP	2NT = Ogust (enquiry – 15+ points)		
2NT				20-21 HCP	3♣ = 5-card Puppet Stayman, 3♦/3♥=TRF;		
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		HIGH LEVEL BIDDING	
						3041 KEYCARD BLACKWOOD (DOPI/ROPI)	
						5NT – King ask, excluding trump King	