

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Normal style, 8-15ish, (4)5+. Can be light reopening
UCB: good 3+ card raise, jump UCB: mixed raise
2N over M: good 3+ (or 4+ if UCB available) card raise
New suits are NF. Fit jumps by PH
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18; System on
Reopening: 11-14 over 1m; System on
11-16 over 1M
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (5-10), 6+ cards
2NT Response to 2-level jump overcall: feature ask
Unusual NT: lowest 2 unbid suits, 5-5 +
In 4 <sup>th</sup> seat: Suit = Intermediate. 2N = 19-20 bal
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2-cue (minor): 5-5 +, both majors, wide ranging, not poor if vul
2-cue (maj.): 5-5 +, other maj. & a minor, wide range, not poor if vul
2N constructive suit enquiry. 3C P/C
Jump cue asks for stop for NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X: Penalty; 2C: Majors; 2D: 6+ Major; 2M: 5M 4+m;
2NT: minors or big 2-suiter; 3x: natural
(X in 4 <sup>th</sup> seat vs. strong is single-suited)
By PH: X = 4M 5+m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X: T/o thru 4H (2N response = puppet to 3C). Action X over 4S
3-cue asking for stop. 4-cue 5+-5+ in majors or other major & minor
2NT: 16-18; 3NT to play; 4 minor = minor + a major
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. 1C – X: 16-18 bal & system on, 1D: 4S 6m, 1N: 5H 5m,
2C: Majors, 2D: H, 2H: 5S 5m, 2S: 6+S, 2N: minors
Vs. 2C – X: Majors, 2N: minors, 3C: nat
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble: (9)10+ (with xx or worse over 1M), further X are penalty by either player
1M (X) ? 2C -> 3M-1 except 2M are transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , 2 <sup>nd</sup>	3 <sup>rd</sup> , 5 <sup>th</sup>	
NT	4 <sup>th</sup> , 2 <sup>nd</sup>	4 <sup>th</sup> , 2 <sup>nd</sup>	
Subseq	Attitude	Attitude	
Other: A or Q for reverse attitude, K for count or unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AK, A	
King	AK, KQ	AK, KQ	
Queen	KQ, QJ	KQ, QJ	
Jack	AJ10, KJ10, J10	AJ10, KJ10, J10	
10	H109, 10x	H109, 10x, 109x	
9	109x, 9x	9x, (109x)	
Hi-X	Xx, xXx	Xx, xXx	
Lo-X	xXx, HxX, HxxX	xXx, HxX, HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Reverse Attitude
Suit 2	Standard Count	Suit Preference	Standard Count
3	Suit Preference		Suit Preference
1	Reverse Attitude	Reverse Smith	Reverse Smith
NT 2	Standard Count	Standard Count	Reverse Attitude
3	Suit Preference	Suit Preference	Standard Count
Signals (including Trumps): Reverse Attitude, Standard Count,			
Reverse Smith (low = like); Lavinthal in various situations			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasise majors, can be light with classic shape or in reopening			
Courtesy raise with 4M in (1x) X (any) 1M (<2M) ? situations			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles below 2M (guarantees 7-card fit)			
1m-(1H)-X = 4 spades			
2 <sup>nd</sup> step or even over RKCB interference			
1N (X)[pen] XX = 5m or MM; 1N (X)[not] XX = values, others = system on			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>Green</b>
<b>NCBO:</b>	<b>Scotland</b>
<b>EVENT:</b>	<b>Camrose 2022</b>
<b>PLAYERS:</b>	<b>Paul Barton</b>
	<b>Jun Nakamaru-Pinder</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
15-17, 2/1, 5 card majors, minors 3+ cards	
3 Weak Twos	
1NT Opening: <b>15-17</b>	
2 Over 1 Responses: GF	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1x-1M-1N-? 2C = art. inv., 2D = art. GF; 2N = wk minor or GF	
1H-2S and 1S-3D = inv. raise of openers major	
1NT-2D = Marionette to 2H: hearts or various GF hands	
Gambling 3NT	
2N puppet to 3C (Lebensohl) – Fast Arrival Shows Stop	
Bad 2NT – 2N rebid over 4 <sup>th</sup> chair bid: artificial, competitive	
demands 3C unless responder is GF,	
e.g. opener has 6+ card suit, less than invitational	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When we have shown GF values; when opponents sacrifice	
at favourable vulnerability; when we open & opponents pre-empt	
4H+ favourable & responder had not yet made a negative call	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b>	Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	10+HCP 3+C	1D = (3)4+D, 1M = 4+M, Walsh style, 1NT = 6-10	1x-1M-1N-?: 2-way checkback	Fit jumps by PH
					2C = 10+, 2D = 5-9 5+S 4+H, 2M = 0-8 (5NV)6 M		
					2NT = 11-12 nat, 3C = 6-9HCP, 4D = RKCB		
1♦		3	4H	10+HCP 3+D	1M = 4+M, 1NT = 6-10		
					2C = GF, 2D = 10+, 2M = WJS, 0-8 (5NV)6 M		
					2NT = 11-12 nat, 3C = 9-11 IJS, 4C = RKCB		
1♥		5	4D	10+HCP 5+H	1S = 4+S, 1NT = 5-11(12) and includes 9-11 3M	1M-1N-3C = GF nat or 6M with a short or	P-1M-2C = 3+M Drury
					2C = 3+C GF, 2D = 4+D GF, 2H = 5-9,	5S 4H (if M=S)	1M (X) ? then 2C -> 3M-1
					2S = (3)4+H inv, 2N = 4+H GF, 3C = IJS, 3D = IJS	1M-2N-? 3C = min, 3D/H/S = step shortage,	(except 2M) are transfers
1♠		5	4H		3S = unspecified spl, 3N/4C/D = step spl, slam try	3N = non-min no short	
				10+HCP 5+S	1NT = 5-11(12) and includes 9-11 3M	1M-2N-3C-3D-? 3N = no short, 3H/S/4C = step	
					2C = 3+C GF, 2D = 4+D GF, 2H = 5+H GF		
					2S = 5-9, 2NT = 4+M GF, 3C = IJS		
					3D = 9-11(12) (3)4M, 3H = IJS		
1NT		–	4H		3N = unspecified spl, 4C/D/H = step spl, slam try		
				15-17 Balanced	2C = stayman, 2D = H or various GF, 2H = S	1N-2D-2H-? 2S = Marionette cont. relay to 2N,	2N puppet > 3C if interference
					2S = inv bal or C, 2N = D, 3C = 5cd stayman	Others = hearts	2N > 3C > 3x = NF
					3D = MM, 3H/S = shortage GF, 4D/H = transfers		Immediate 3x is GF
2♣	√	0	4H	22+ Semi-Balanced Any GF	2D = Relay no positive, 2M/3m = nat positive	2H = H or strong bal, 3M = 4M and longer D; Next suit by responder = second negative	
2♦		(5)6	-	5-10, (5)6+D	2M = F1, 2N = Feature ask	After feature ask, 3 opened suit = min	
2♥		(5)6	-	5-10, (5)6+H	2S = F1, 2N = Feature ask, 3m = NF		
2♠		(5)6	-	5-10, (5)6+S	3S = invitational nat		
2NT		–	4H		2N = Feature ask, 3m = NF, 3H = F1		
				20-21 Semi-Balanced			
				May include offshape/singleton	3C = Stayman, 3D/H = transfer; 3S = pup 3N		
3x		6	-	0-11HCP, Pre-emptive	3N = 5/5 minors NF, 4C = Majors,		
3NT	√	–	-	Running minor, no outside A/K	4D/H = transfer, 4S = range ask		
4x		(6)7	-	0-11HCP, Pre-emptive	4C (4D if x=C) = pre-empt KC, 4H/S = nat		
4NT	√		-	Blackwood	4C/D/5C = P/c, 4H/S = nat	<b>HIGH LEVEL BIDDING</b>	
5m		7	-	0-11HCP, Pre-emptive	4D or 4N = pre-empt KC; Others = nat	RKCB 1430 if 4N else 0314. Over interference, Pass = 1 <sup>st</sup> /odd, X/XX = 2 <sup>nd</sup> /even	
5M		(7)8	-	Trump Suit Ask	5C = 0, 5D = 1, 5H = 2, 5S = 3	If trumps=m then next available non-playable 4x above 4m is often keycard	
5NT			-	Slam try	6M = 1 of top 3 honours, 7M = 2 of top 3 honours	Various last train style tries in situations where natural cues unavailable	
6M		(7)8	-	Trump Suit Ask	6NT = an A/K/Q, 7NT = 2*6NT	Natural cue bidding 1 <sup>st</sup> /2 <sup>nd</sup> round controls	
6NT			-	Grand slam try	7M = 1 of top 2 honours	3NT = non-serious slam try in some Major auctions	
					7NT = an A/K	Exclusion keycard	
						3D/H/S-4C or 3C-4D = pre-empt KC, step responses are 0 bad, 0, 1, 1+Q, 2, 2+Q	