

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural.
Aggressive at fav vul. In 2 <sup>nd</sup> posn.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> posn. 15-17 against weak NT
11-14 in 4 <sup>th</sup> posn.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Equal vul. Natural; Fav Vul weak; Adv vul strong
UNT Minors or other 2 suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump cue asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalty
2♣= majors; 2♦= a major, 2♥= ♥ + minor
V Strong NT, X = single suited major

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	2 <sup>nd</sup> & 4th	Low from an honour	
NT	same	same	
Subsequent	same	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK <sub>x</sub> ( <sub>x</sub> ); Ax	same	
King	AK; AKQ( <sub>x</sub> ); AKJ( <sub>x</sub> )	same	
Queen	QJT, QJ( <sub>x</sub> )	KQJ <sub>x</sub> ; QJ; AQJ <sub>x</sub>	
Jack	JT <sub>xx</sub> ; JTX; JT;	same	
10	T9 <sub>xx</sub> ; KJT( <sub>x</sub> )	T9 <sub>xx</sub> ; AK/KQT/KJT	
9	9 <sub>x</sub> ; T9 <sub>xx</sub>	AKJ9; T9 <sub>x</sub> ; 9 <sub>x</sub>	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Hi-lo = even	Hi-lo = even	Hi-lo = even
Suit 2			
3			
1	Hi-lo = even	Hi-lo = even	Hi-lo = even
NT 2	Hi-lo = even	Hi-lo = even	Hi-lo = even
3			
Signals (including Trumps):			
Discards – Lo = suit below; Hi = suit above			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: Jim Brown 7189</b> <b>Isobel Brown 8149</b>
EVENT Version January 2021
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
ACOL, Based, 4 card majors, weak NT
Can Open light if unbalanced and/or 3 <sup>rd</sup> position
Pre-empts loose NV. Sound Vul
Special 2♦ opening
Weak 2♥; 2♠ 4-9HCP
1 NT opening 11-14 NV; 12-14 Vul
2 over 1 response forcing 1 round
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ opening. = 5:4/5 majors or 19-20
o/call. 2 cue = 2 Higher suits 5:4/5
o/call 2 NT = 2 lower suits 5:4/5
0/call 3♣ = Higher and lower suits 5:4/5

	After lead of A/Q lo = encourage; After lead of K show count lo = odd no	
	DOUBLES	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
X = t/o; new suit natural	Up to 4♥ normally	
NT to play	Balancing in pass out position	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	SPECIAL FORCING PASS SEQUENCES
Natural	Balancing in 4 <sup>th</sup> posn.	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
Jump raise – weak; 2NT = good raise to 3		
		PSYCHICS: rare

OPEN ING	TIC K IF AR TIF ICI AL	MIN. NO. OF CAR DS	NEG .DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♥	10-19	Up the line. 1NT = 6-9, 2♣ strong, 3♣ weak	1NT = 15-17; 2NT = 18	New suit NF
					2NT GF no 4 card major	Checkback	
1♦		4	4♥	10-19	Up the line. 1NT = 6-9, 2♦ strong, 3♦ weak	As above	New suit NF
					2NT GF no 4 card major	As above	
1♥		4	4♦	10-19	Up the line. 1NT 5-9. 2♥ with 3 cards. 2NT Bal GF		New suit NF
					splinters		
1♠		4	4♥	10-19	As 1♥		New suit NF
INT				11-14NV; 12-14NV	Stayman; 4 suit transfers, 4♣ Ace asking, 4NT quantitative	Transfer break = 4 card support max values	
				5 cd Major; 6 cd Minor OK			

2♣	Yes	0		Unbal GF or 23+ balanced	2♦relay; 2♥<5 HCP		
2♦	Yes	0		Weak both Majors or 19-20	2♥weak; 2NT asks		
2♥		5		5-9 HCP	2NT asks	3♣ 5-7 poor suit;3♦ good suit 3♥ 8-9 poor suit; 3♠ 8-9. Good suit	
2♠		5		5-9 HCP	As 2♥	As 2♥	
2NT				21-22bal	Puppet Stayman; 3♠ transfer to 3NT; 3NT = 5♠:4♥		
3♣		6		Pre-empt. Sound vul	Raise pre-empt or to make		
3♦		6		Pre-empt. Sound vul	Raise pre-empt or to make		
3♥		6		Pre-empt. Sound vul	Raise pre-empt or to make		
3♠		6		Pre-empt. Sound vul	Raise pre-empt or to make		
3NT	Yes	7		Solid minor			
4♣		8		Pre-empt			
4♦		8		Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
4NT	Yes			Ace asking			
5♣		8				HIGH LEVEL BIDDING	
5♦		8				4NT ask RKCB 5♣= 1/4 ; 5♦ = 0/3; 5♥ 2/5 no Q trump; 5♠ 2/5 Q trump	
5♥				Solid suit missing AK		4NT opener asks specific A; 5♣ = none	
5♠				Solid suit missing AK			

