

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple (6/15)
Jump = Weak
Ghestem - Jump in lower minor=unbid suits, Cue bid = extremes, 2NT = lowest
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 <sup>nd</sup> = 15/18, 4 <sup>th</sup> =11/15 (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except 1C-2D, 1S/H/D-3C (Ghestem)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = Ghestem
Jump Cue asks for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Weak NT – Don’t – Double = single suited hand, 2x = that suit and a higher suit (could be just 4-4)
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=Takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS’ TAKEOUT DOUBLE
After 1M – X – 2M (3 card raise)
After 1m – X – 2NT shows good raise, Pre-emptive raises
XX= 10+, 2 or less in partner’s suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /2nd	Hxx	
NT	4 <sup>th</sup> /2nd	Hxx	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Shows K or length, asks rev att	As v suit	
King	Asks count, shows A or Q		
Queen	Shows J or K, asks rev att		
Jack	Shows 10		
10	Denies J	Strong 10's	
9	98 or short	Strong 9's	
Hi-X	Even/Suit pref		
Lo-X	Odd/suit pref		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A/Q rev att	Count	Rev att
Suit 2	K count		
3	Suit pref		
1	A/Q rev att		
NT 2	K count		
3	Suit pref		
Signals (including Trumps): Suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Lebensohl (slow shows) follows takeout doubles of weak 2's			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg doubles thru 4H			
Support doubles and re-doubles			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: Scottish Bridge Union PLAYERS: Liz Elsdon (12212) Claire Hargan (12388)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card major
2 over 1 GF
15/17 NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak 2’s in S/H/D
X of 1N = single suited major
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H		1H/1S – may be 4M + 5D (Walsh) if only one bid 2C – inverted (4+ C’s good raise to 3C) Jumps = Weak	1C-1H-1S (Walsh) – may be weak NT opener 1C-1D-1N (Walsh) – opener may have 4CM 2C = checkback (after 1N rebid by opener)	
1♦		3	4H	Only 3 if 4/4/3/2	2D – inverted (4+ D’s good raise to 3D) Jumps = Weak	As above	
1♥		5	4H		2NT – 4+ card support, 8+ points	After 2NT – 3 level = shortage	2N – 8+ 4 card support (incl after intervening bid)
					2S – 3 card support, invitational+	4M min no shortage, 3M = max, no shortage 2C = checkback (after 1N rebid by opener)	
1♠		5	4H		2NT - 4+ card support, 8+ points 3H – 3 card support, invitational+	As above	2N – 8+ 4 card support (includes after intervening bid)
INT				15/17 (may contain 5-card major)	2C=Stayman, 2D/H/S/NT = transfers, 3C = Puppet Stayman.	Transfer breaks: major shows 4, minor shows Qxx or better	
2♣		0		23+ Balanced or GF	2D = relay, 2H = 4 or less (not an Ace)		
2♦		6		5/9	2NT=asks for high card feature if non-min, COS = F1		
2♥		6		6/10 Vul  May be less non-vul	2NT asks for shortage if non-min COS = F1	3C/D/S – shortage, non-min, 3N – no shortage, non-min	
2♠		6		6/10 Vul May be less Non-vul	As above	As above	
2NT				20/22	3C= Puppet, 3D/H = transfers, 3S = minors (slam try)		
3♣		7		Pre-emptive	COS = F1		
3♦		7		Pre-emptive	COS = F1		
3♥		7		Pre-emptive	COS = F1		
3♠		7		Pre=emptive	COS = F1		
3NT				Solid minor, no outside stops	4C = pass/correct, 4D = asks shortage (4H/S = short M, 4NT= no shortage, 5m = shortage other m)		
4♣		7+					
4♦		7+					
4♥		7+					
4♠		7+					
4NT				Specific Ace asking	5C = 0, 5D/H/S – shows that A, 5N = AC		
5♣		7+				HIGH LEVEL BIDDING	
5♦		7+				Gerber after any natural NT bid 14/30	
5♥		7+			Bid 6/7 with A/K trumps	RKCB 14/30	
5♠		7+			As above	4C/4D – minorwood in GF auction, 1430 responses	
						DOPI/REDOPI	

