

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
1 level wide ranging 7-17 usually 5(+) card suit	
2 level good hand usually 6(+) cards especially in minor	
UNT = two lowest suits. Michaels (M/M or M/m)	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> – 15/18 System On	
4 <sup>th</sup> - 10/14 System on	
Reopening 18/19	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak 6 card suit – aggressive - upper range Vul: raises are	
Preemptive: New suit F1: Cue values and support	
Reopen: strongish good suits	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Immediate Jump Cue asks for stop for 3NT	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
X = penalty orientated: good hand + source of tricks	
2C = both majors > 2D = equal length	
2D = single major > 2H = pass or correct 2S = to play	
2H/S = 5/4 M/m	
After we X – 2 <sup>nd</sup> X by our side = take out 3 <sup>rd</sup> X = Penalty	
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
X = Take out: Bids Natural and aggressive: Jumps invit +	
X After P X's opps weak 2 2NT = Lebensohl, other bids show values	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
1C 16+: X = Clubs 1D/H/S natural 1NT/2C/2D 2 suited Colour/Rank/Shape	
1C >2: X = 12/15 Balanced. 1 Level suits and 2C are Natural: 2D Michaels - majors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New suit nat F1: XX = good hand 10+:	
Inverted Minors Off	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq			
Other:Low implies an Honour			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Attitude	Unblock or attitude	
King	Asks for Count KQ or AK	Standard Count	
Queen	Asks for Attitude KQ or QJ	Asks for Attitude KQ or QJ	
Jack	Denies the Q, may have higher Card	Denies the Q, may have higher Card	
10	T9x(x), Tx, HT9(x), T	T9x(x), Tx, HT9(x), T	
9	9x or 9	9x or 9	
Hi-X	Doubleton or Mud	Doubleton or Mud	
Lo-X	Implies Honour or singleton	Implies Honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Reverse Attitude	Reverse Attitude
Suit 2	Current count	Current Count	Current count
	Suit Preference	Suit Preference	Suit Preference
1	Reverse Attitude	Reverse Attitude	Reverse Attitude
NT 2	Current Count	Current Count	Current Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps): Suit Preference where appropriate			
Hi Low = Odd in Trumps Low High = Even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X shows tolerance for other suits or a strong hand: usually has 4 of other major: Jump shift response to X = 8/10 NF : Cue = good hand F1: 2NT = Natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X thru 4D Responsive X thru 4D			
Competitive X = game try Lightener X = lead directing			
X of Cue of own suit discourages lead – X cue of P's suit = Kx or better			

W B F CONVENTION CARD	
<b>CATEGORY: Green:</b>	
<b>NCBO: Scotland</b>	
<b>PLAYERS: JOHN DICK (3939)</b>	
<b>KEVIN STRATHERN (11900)</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
12/14NT with 4 Card Majors	
All 2 level suit openers are artificial	
Inverted Minor Raises in uncontested auctions	
Weak Jump Overcalls	
2NT = 20/21	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2D = 2 Way Multi (wk 2 M, 22/23 Bal/semibal)	
2H = 5/4 Hearts and a minor	
2S = 5/4 Spades and a minor	
2C = all strong hand types suitable for in 2NT or 2D	
2NT Response is Baron Style	
After 1NT is X'd 2nd X is Take out 3 <sup>rd</sup> X is penalty	
Minor suit stayman over 2NT openers	
After an opener's rebid of 1NT/2NT 2C/3C is checkback	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
See Supplementary Notes	
PSYCHICS: Very Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	Natural	3C = 5 – 8 1NT = 6/9 4 card minor 2NT = 16+ Baron Style	1NT rebid = 15/17 FSF at 2 level GF	Change of suit NF
					Strong Jump Shifts Shifts3C = 0 – 6	2NT 18/19	jump shift shows fit
1♦		4	4D	Natural	As1C	As1C	As1C
					1NT = 5 – 10 (occasionally 11)	1NT rebid = 15/17	
1♥		4	4D	Natural	Simple Raise may be 3 Card Support 2NT= 16+ Baron Style – (See Note 1)	2NT rebid = 15/19 after 2 level response	As1C
1♠		4	4D	Natural	As 1H	As 1H	As1C
INT		2		May contain 5cM or 6cm	4 card non promissory Stayman – Low level and Hi Level transfers	After hi level transfer all responses are RKCB or Voidwood	
					4 Suit Transfers (See Note 2) – 4C = Gerber 4D/H Trfs Natural Raise to 2NT thru Stayman	If 1NT is X'd System On If Overcalled – Lebebsohl (slow Shows) Smolen Retransfers	
2♣		0		GF except 2C – 2D – 2NT	2D – relay may have some values – 2NT	2NT – 24/25 System On	
					Nat. 8-10 Suit bids Natural +ve usually 5		
2♦		0		3-Way Multi 22/23 Bal/6/9+6 Card Maj/or Strong 2minor	2H neutral no game if Hearts: 2s Invite if Hearts: 2NT enquiry: 3H pre-empt	2NT = 22/23 System On	If weak 2 10/12 in 4 <sup>th</sup> .
2♥		5/4		5-10 at least 5/4 H/m	2S 6 Carder:2NT/3C enquiry14+/ NG:..	After 2M 2NT 3C: 3C/3D =Nat min	
2♠		5/4		5 – 10 at least 5/4 S/m	2NT/3C enquiry: 3S preempt.	3H Clubs and Max: 3S Diams and Max	
2NT		2		20/21 may have 5cM or 6cm	Transfers and 5 Card Stayman	After 2NT 3C 3D = no 5 Card M but at least 1 4cM.	
3♣		7( 6)		Aggressive Preempt		2NT – 3NT = 5/4 S/H	
3♦		7( 6)		As 3C			
3♥		7( 6)		As 3C			
3♠		7( 6)		As 3C			
3NT		7cm		Solid 8/9 Trick Major	4C = bid the suit below: 4D show a void		
4♣		7		Aggressive Preempt	Change of suit = Cue	Cue Control	
4♦		7		Aggressive Preempt	As 4C	As 4C	
4♥		7		Preempt broken suit	4NT = RKCB (1430)		
4♠		7		Preempt broken suit	4NT = RKCB (1430)		
4NT		0		Asks specific Aces	5C = 0 5NT = 2 5D/H/S = Ace 6C = Ace		
5♣				Aggressive Preempt		HIGH LEVEL BIDDING	
5♦				Aggressive Preempt		RKCB – (1430): DOPI:ROPI	
5♥/5		7		Asks P - bid 6 with one top H	and 7 with 2 top Hons	If Cue Bid is X'd XX = 1 <sup>st</sup> Round control	
5♠		7		As 5H		Gerber over 1NT and 2NT	
5NT				Invite to 7NT	Responder bids 6nt with poor values		