

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple overcalls are natural. Opening strength at the 1 level; 9+ at the 2 level over the 1 level (non-jump). RESP CUE INV+.
Weak Jump Overcalls 5-10 HCP 6+suit. RESP CUE INV+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17NT 2 nd /4 th Live, promises cover in the enemy suit. Systems ON
12-14 Reopening should have enemy suit cover. Systems ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO 5-10 HCP 6+suit, 1+ of top 3 H. 2NT response is enquiry [A9]
Unusual 2NT over a 1 level opening: at least 5-5 in 2 lowest unbid suits. NV 6+, V 10+ HCP
Reopen: 10-15 HCP 6+card suit. 2NT response is enquiry [A9].
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1x)-2x shows MIN 5-5 in 2 highest unbid suits. NV 6+, V 10+ HCP
Unassuming Cue Bids show good raise INV+ in partner's suit
VS. NT (vs. Strong/Weak; Reopening; PH)
[D5] Penalty Doubles of 13-15NT and weaker NT Openings
Double of a strong 1NT Opening shows 5+♠ and 4+♦
2♠ over a strong 1NT Opening shows 5+♠ and 4+♣
2♠ over a weak 1NT Opening shows 5+♠ and 4+m
2♣ at least (54) MM; 2♦ single suited; 2♥ shows 5+♥ and 4+m;
2NT shows at least 55 mm.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out Doubles, 12-14 or strong, at least two places to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Bids are natural but higher end of range
Special defence to 3-way 1♣ systems (e.g. Polish) [H1]
OVER OPPONENTS' TAKEOUT DOUBLE
Natural. New suit 5+cards F1. Stretch raises. RD 10+ HCP.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from bad 3+suit/4 th from H	Highest or protect an honour	
NT	2 nd from bad 3+suit/4 th from H	Highest or protect an honour	
Subseq	Suit preference if anything	Distribution	
Other: "Bad" 3+ suit includes Jxx; Top of a sequence; Shortage leads v trump; Top of doubleton; Exit leads			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Reverse Attitude	Asks for Reverse Attitude	
King	Asks for Standard Count	Asks for Standard Count	
Queen	Asks for Reverse Attitude	Asks for Reverse Attitude	
Jack	J10(x)(x)/J109(x)	J10(x)(x)/J109(x)	
10	Top of sequence or short	Top of sequence	
9	Top of sequence, short or bad	Top of sequence or bad	
Hi-X	Shortage or bad suit	Bad suit	
Lo-X	Lo from H, short or bad	Lo from H or bad	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Reverse Attitude
Suit 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
1	Reverse Attitude	Standard Count	Reverse Attitude
NT 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
Suit Preference applies in obvious situations			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout Double of 1 of a suit opening shows a 4 card M or strong hand [E2]			
Takeout Double of a Weak 2 initiates Lebensohl			
Negative			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most Doubles of NT and 3 rd double by partnership is for penalty [E3]			
See "VS.NT" for artificial doubles of OPPT opening NT.			
Redouble when our 1NT opening is doubled shows a 5 card minor [D1]			
Double/Redouble may be used as a "step" in a competitive auction.			
Double/Redouble in contested 2M opening sequence asking for second suit.			
Double after simple overcall of our 1M shows void or singleton in M [E4]			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland (SBU)
PLAYERS: Alisdair McLeod (12152)
Steven Pomeroy (11203)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17NT; 2/1-style; 5 card MM; 1m may be 3 cards
2M – weak 2-suiter, min 54 – bid suit and any other
2♦ Opening MULTI - Wk 2M or 22-23 HCP BAL or 8 PT m
2♣ Opening is 8+ PT M or 9+ PT m or 24+ HCP BAL
2/1 GF; 1M-1NT F1
WJO; WJS
1M-2NT GF w/4cd SUPP
Bergen-style raises
INV+ CUE in comp and by passed hand [D3][D4]
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
WJO
WJS
Wk 2-suiter 2M [A4][C1]
SPECIAL FORCING PASS SEQUENCES
When our opening or overcall 1NT is doubled. [D1] [E1]
When our opening 1M is overcalled by a X or simple overcall [D6][E4]
When Pass is a "step" showing values in a competitive auction
When Pass used to deny stop [G2] [G3]
When we have freely bid to Game / bid to make Game
IMPORTANT NOTES
Lebensohl (FADS) when our opening 1NT is overcalled [D2] and opposite partner's X of OPPT Wk2
PSYCHICS: No

Alisdair McLeod / Steven Pomeroy Supplementary Notes

A) Conventions used

1 Opener's Reverses

A reverse by opener (bidding, at the 2-level, a higher ranking suit than the originally opened suit) shows a hand of quality that did not qualify for a 2C opener. Nominally 16+ HCP, but may be less with shape and good playing strength.

After opener's reverse, 2NT is "blackout", indicating a minimum hand. Pass or correct opener's 3C bid. Any other bid above 2NT by opener is GF.

2 RKCB Responses

5C shows 1 or 4 keycards. 5D shows 0 or 3 keycards. 5H shows 2 keycards without the trump queen. 5S shows 2 keycards with the trump queen.

After a 5C or 5D response, the next non-trump suit asks for the trump queen. A response of the cheapest bid denies the trump queen. The 2nd cheapest shows the trump queen.

In the case of intervention DOPI/ROPI applies both to the initial responses and to the queen ask, in which case the "zero" bid being the cheapest, i.e. X or XX and the pass showing the trump queen.

A follow-on 5NT by the 4NT bidder asks partner to cue bid the lowest ranking king, so long as that does not bypass small slam.

3 Jacoby 2NT Major Suits

A sequence such as 1S-(P)-2NT shows 12+ HCP and 4+ card support for opener's suit.

Opener bids 3new suit to show a shortage, bids 4suit as a cue (slam interest), bids 3 of the opened suit with 16+ HCP (without shortage). Otherwise bids 4 of the opened suit.

Minor Suits

A sequence such as 1D-(P)-2NT shows 10+ HCP, 4+ card support for opener's suit and no 4-card major. Opener's rebid of 3new suit is natural or cheapest to bid stop (F1), 3NT is to play, 3 of the opened suit is minimum and can be passed.

4 2H/2S Opening

Introduces a hand containing at least 5 cards in the bid suit and a side suit of at least 4 cards, 6-10 HCP. Position at table and vulnerability affect use of bid. Singleton or void in hand preferred but not required.

Raises are pre-emptive and to play. Non-jump new suit bid is to play. 2NT F1 for opener's second suit. Note that 2H – 2NT – 3H is low range 5+ hearts and 4+ spades; 2H – 2NT – 3S is same shape but upper range. Opposite all other sequences, return to first suit by 2NT bidder is game invitational.

5 Multi 2 Diamonds

3-way. Either a weak 2 in a major (6-10 HCP), 8 playing tricks in a minor or 22-23 HCP balanced. 2H response is pass or correct with weak major option.

2NT F1. With a low range weak 2, opener bids 3m (3C – hearts; 3D – spades). With the upper range, bids 3M in his suit and with AKQ in his suit, bids 3NT. With a strong minor suit hand, opener bids 4m (in his suit) and with the strong balanced option bids 6NT.

6 **“Minorwood”-Style Responses**

A bid of 4C, when a minor suit has been agreed explicitly or implicitly is a Minorwood-style asking bid. Responses are 14-03 (i.e. 4D is 1/4, 4H is 0/3 etc.).

After a 4D/4H response, the next suit up is Q ask. 5m denies. 4NT shows the Qm but denies any side suit K below the level of the agreed minor. Any other bid shows the lowest ranking side suit K.

After a 4D/4H/4S response, 4NT is to play!

After any response, 5 of one suit higher ranking than the trump m asks for Ks. Responses are 6 of trump suit for no side-suit K, bid below 6 of trump suit for 1 K, bid above 6 of trump suit for 2Ks.

7 **Inverted Minors**

1m-1NT	5-9 HCP. Denies 4 card M. May have 4cd m support.	
1m-3m	5-9 HCP. Denies 4 card M. Either 5+cd support or pre-emptive with 0-4 HCP and 4cd support.	
1m-2m	10+HCP. Denies a 4cd M. 5+cd support. F1. We are either going to play in 2NT, 3m, 5m, 3NT or slam.	
	1m-2m-new suit	Non-minimum. GF. Values in the bid suit.
	1m-2m-2NT	Minimum. Only a 3cd m. NF. Responder can Pass, bid 3m to play or bid a new suit to show game values and a stop in the bid suit, or 3NT to play.
	1m-2m-3m	Minimum 4+cd suit. No desire to play in NT. Generally an obstructive bid.
	1m-2m-3NT	18-19HCP bal. Probably 3cd m.

8 **2-Way Checkback**

After 1suit-1suit-1NT:

2M (NAT) is S/O sequence.

2C (ART relay to 2D) or 2NT (ART relay to 3C) are INV sequences.

2D ART GF.

Jump bid GF - quality suit(s).

9 **2NT Enquiry**

Opposite our jump overcall, 2NT is an enquiry as to the quality of the overcall.

Responses are:

3C = Min with 1 top honour in the suit

3D = Min with 2 top honours in the suit

3H = Max with 1 top honour in the suit

3S = Max with 2 top honours in the suit

3NT = AKQ in the suit

B) Leads and signals

C) Bids that may require a defence

- 1 **2H/2S Opening**
 See [A4].

- 2 **Multi 2 Diamonds**
 See [A5].

D) Defensive and competitive bidding

1 **Double of our 1NT Opening**

When opponents penalty double our 1NT, systems are on, but note the following:

- 1NT-(X)-2C shows tolerance of all three higher ranking suits. Opener chooses their best one.
- 1NT-(X)-XX shows a 5+card minor in responder's hand. Opener relays by bidding 2C which may be passed or corrected to responder's 5 card suit.
- 1NT-(X)-P is forcing. Opener bids his 5 card suit, if he has one, otherwise redoubles. As responder didn't bid 2C, there is one of spades, hearts or diamonds that he cannot tolerate – so responder rebids the lowest suit he can tolerate. Opener passes with 3-card or better support or bids the next suit up, which responder passes or corrects to the other suit he can tolerate.

2 **Intervention of our 1NT Opening**

Lebensohl (FADS) sequences apply.

- If the intervention is conventional and identifies a specific suit, that is taken as the anchor suit for Lebensohl.
- If the intervention is conventional and doesn't identify a specific suit, the bid suit is taken as the anchor suit for Lebensohl.
- If a conventional double is used that does not identify a specific suit (e.g. both majors), spades is taken as the anchor suit.
- A double by partner where a Lebensohl bid could be made shows an awkward hand with values that doesn't have a Lebensohl sequence bid.

3 **Cue bid of opponent's suit opposite Opener**

1suit-(OPPTsuit)-2OPPTsuit* has the same meaning and responses as 1suit-(P)-2NT.

4 **Cue bid of opponent's suit opposite Overcaller**

For example, (1D)-1S-(P)-2D* shows 3+ card support and 10+ HCP. Overcaller can bid a change-of-suit to show game interest and a shortage.

5 **Versus Opponent's Opening 1NT**

Over an opponent's 1NT opening:

1. If opponent's 1NT is strong (top of range is 16+ HCP), X shows S + D; 2S shows S + C. Min shape 5+S & 4+m.
2. If opponent's 1NT is weak (top of range is <16 HCP), X is penalties; 2S shows S + m. Min shape 5+M & 4+m.
3. 2C = MM. Min shape (54). In response partner can:
 - Bid 2D with equal length.
 - Bid 2M to play.
 - Bid 2NT as a strength enquiry. Responses are:
 - 3m shows less than an opening hand with C showing preference for H and D showing preference for S.
 - 3M shows opening hand or better with preference for the bid suit.
4. 2D = either a poor single-suited (6+) hand (<10 HCP) or a strong single-suited hand (16+ HCP). In response, partner can bids 2H (P/C); 2NT F1 to ask for suit. With the strong hand, the 2D bidder jumps on the next round or bids 3NT or Doubles opponent's intervention.
5. 2H = H + m. Partner's 2NT asks for the minor. Partner's 3H INV.
6. 2NT = mm. Partner is expected to bid 3m to play; 3NT to play; 4m INV.
7. 3suit with an intermediate (10-15 HCP or equivalent) hand with 6+ card suit.

6 **Simple Intervention of our 1M opening**

When we open 1M and opener's LHO makes a takeout X or a natural simple overcall (defined as anything up to and including 2D over a 1H opening or up to 2H over a 1S opening), responder has the following options:

1. X or XX = Any hand with void/singleton in opener's M.
2. Pass = Any hand with a doubleton in opener's M.
3. 1NT/2m = 6-9 HCP & 3cd supp. If a choice of bids, may have feature in bid suit.
4. Raise to 2M = 0-5 HCP & 3cd supp.
5. Raise to 3M = 0-5 HCP & 4cd supp.
6. Raise to 4M = 5cd supp. No slam interest.
7. Single jump in other M = 6-9 HCP & 4cd supp.
8. 3C = 10-12 HCP & 3cd supp.
9. 3D = 10-12 HCP & 4cd supp.
10. 2NT = GF & 3+cd supp.

Opener's actions opposite responders Pass when RHO passes:

1. Pass.
2. 1NT (if available) = 12-14 balanced natural.
3. X = 12-14 keeping bidding open.
4. 2NT = 18-19 balanced.
5. XX = 18-19.
6. 2 opened suit = <15 HCP 6+ card suit.
7. 3 opened suit = <15 HCP. 7+ card suit.
8. 4 opened suit = <15 HCP. Long suit to play.
9. New suit = 15+HCP. Min 5-4 shape.
10. UCB = 15+HCP, 6+ card opening suit.

Opener's actions opposite responder's Pass when RHO makes simple bid:

1. Pass = 12-14 HCP, 5 card suit.
2. X = 15+HCP. 5card suit. RHO bid my second suit.
3. X of RHO's 1NT = Penalty – likely 18-19 HCP.
4. 1NT (if available) = 18-19 HCP balanced.
5. Other bids as above.

Opener's actions opposite responder's Pass when RHO make a jump call:

1. 3 of opened M = <15HCP. 6+ card suit.
2. Pass = <15HCP. Likely only 5 card suit, but may be unwilling to bid.
3. X = Strong hand. 5 card suit.
4. Other bid = Strong hand. 6+ card suit. Feature in bid suit.

E) Doubles/Redoubles

- 1 **Redouble of opponent's double of our 1NT opener**
1NT-(X)-XX shows a 5-card suit in responder's hand. Opener relays by bidding 2C which may be passed or corrected to responder's 5 card suit. See also [D1].
- 2 **Action opposite partner's T/O Double**
(1suit)-X-(P)-1suit: NF. <10HCP.(1suit)-X-(P)-1NT: NF: <10HCP.(1suit)-X-(P)-2suit: F1, 8+HCP with 5+card suit or 11+HCP with 4-card suit.(1suit)-X-(P)-2opener's suit*: Either good hand with 4-card major or 10+HCP without control in opener's suit.

(1suit)-X-(1NT)-X: 11+ HCP. T/O. No preference for a specific unbid suit.

(1suit)-X-(1suit)-X: 11+ HCP. Holding in RHO's suit.
- 3 **The 3rd double by the partnership is always a penalty double.**
- 4 **Where our 1M opening has been overcalled or X – see [D6].**
- 5 **Where an opponent's 1NT is doubled for penalties, we do not let the opponents play in an undoubled contract.**

F) Back of card

G) Others

1 **1NT Transfer Responses**

In a transfer sequence into a major such as 1NT-(P)-2D*-(P):

- 2H = 2 or 3 hearts, any 1NT strength.
- 3H = 4 hearts, minimum 1NT.
- 2S/3C = 4 hearts, maximum, feature in suit bid. Note – do NOT bid the transfer suit (3D in this case), as partner needs that for a re-transfer.
- 2NT = 5 hearts, any 1NT strength.

In a transfer sequence into a minor such as 1NT-(P)-2S*-(P), we break the transfer sequence by making the cheapest available bid with less than Hxx or xxxx in the target suit.

2 **Double of our Conventional Response to 1NT**

In a sequence such as 1NT-(P)-2suit*-(X):

- Pass = No stop in the doubled suit.
 - If opener's LHO passes, XX by partner re-asks the original request. So, if the original response was a 2C Stayman bid, re-asks the Stayman question and if it was a transfer bid, requests the transfer again.
 - If opener's LHO bids, pass by partner shows intent to stop in part score, X shows game invitational hand or better, re-asks the question and can be passed for penalty.
- The normal response shows a stop in the doubled suit.

3 **Overcalls of our Conventional Response to 1NT**

In a sequence such as 1NT-(P)-2suit*-(2 or 3 othersuit):

- Pass = No stop in the overcalled suit.
 - If opener's LHO passes, X by partner re-asks the original request.
 - If opener's LHO bids, pass by partner shows intent to stop in part score, X shows game invitational hand or better, re-asks the question and can be passed for penalty.
- The normal response shows a stop in the doubled suit.

In the case of an overcall over a Stayman sequence, 2NT by opener shows a stop and no 4-card major.

4 **Distributional Bids in response to a 1NT Opener**

Opposite partner's 1NT Opening bid:

- 3D = Slam try in minors
- 3H/S = singleton in the bid major, 3 cards in the other, 5-4 in the minors, GF

H) Prepared defences

1 **Defence to Strong/3-way Club Systems**

Where the opponents play a strong 1C system or a 3-way (Polish-style) club system:

- (1C)-X shows both majors.
- (1C)-1D* shows a single suited hand (6+ card suit).
- (1C)-1H* is hearts and a minor.
- (1C)-1S* is spades and a minor.
- (1C)-1NT* is both minors.
- (1C)-2suit is 5 card suit with 10-15HCP.

2 **Defence to Multi 2 diamonds and other similar conventional openings**

Any 2 level conventional opening bid that conceals either a weak spades OR weak hearts within its options (but not weak in BOTH) is handled by our multi defence.

As the first to act after the multi, e.g. 2D - ?

- 2H/2S - opening 1H-1S type hand. Responses are natural at the forced higher level.
- Double shows either a 12-14 NT type of hand or very strong hand. Responses are:
 - 2H or 2S if the 2D opener's partner passes is weak 5+ cards in that suit to play. (Obviously if opener's partner bids and you are weak you can just pass to get out of the auction).
 - 2NT is a Lebensohl-ish bid asking partner to bid 3C which you pass or correct to 3D (weak transfer to minors).
 - Responses at the 3 level are the same as if you'd opened or overcalled 2NT (3C puppet, 3D/H major transfers.).
- 2NT - 15-17 balanced. Standard 2NT responses.
- 3C/3D - Opening hand with a good minor suit, should be 6+ or a very good 5 card suit.

When the multi is only weak in one suit

Just treat the multi as if they've opened a weak 2 in the suit (that their convention identifies) for the purpose of overcalling, thus double shows other major with Lebensohl responses etc.

3 **Defence to Transfer Walsh type systems**

Where the opponents 1-level suit response to his partner's 1C opening is a transfer to the next higher ranked suit:

- X of the 1-level suit response indicates an overcall in the suit bid.
e.g. (1C)-P-(1H)-X
would show a heart overcall.
- 1 of the transferred into suit is for takeout.
e.g. (1C)-P-(1H)-1S
would be a takeout of spades.