

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Light style. New suit NF except when they open @ 2+ level.
Cue of opponent's suit at the 2lvl below our suit promises support.
Jump raise is preemptive
New suit is F1
2N= LR+ in 1MAJ overcall, 2N=NAT over 1M when RHO Passes.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
[1x] - 1NT (15-18 HCP normally with a stop) → system ON
2NT Lebensohl and 3lvl inv+ transfers over intervention
Reopen: 11-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak over 1lvl, mostly sound over 2lvl / 3lvl preempt
2NT - 5+ 5+ lowest in rank unbid suits
Leaping Michaels over 2M opening
Direct cue in 3rd level asks stop
When partner has passed HCP count can vary more
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2lvl / 4lvl Michaels
3lvl asks for a stop
VS.NT (Doubles; Cue-bids; Jumps; NT Bids)
X - penalty (PH - 5+m 4M)
2♣ - both majors 9+cards
2♦ - one major 5+cards
2M - 5M 4+m
2NT - both minors 9+cards
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O thru 4♥, cards higher. Cue=Michaels. 2MAJ-4♠=MINS,
4♦=strong 1 MAJ. 2♦/3♣-4♦=MAJS strong.
LEB 2N after our TO X (2MAJ only).
Other jumps=strong,
NT=NAT w/Stayman & TFERs (system ON)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣:
1lvl - natural, lead directing
2lvl - same as over 1NT
OVER OPPONENTS' TAKEOUT DOUBLE
1suit - [Dbl] - Rdbl - 9+HCP raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2,4	2,4	
NT	2,4	2,4	
Subseq	4th/ATT. Can lead 2nd		
Other: 3 rd from Hxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace (Attitude)	AK(x...); A(x...)	AK(x...); A(x...)	
King (Count)	AK(x...); KQ(x...); K(x)	AK(x...); KQ(x...); K(x)	
10 (count vs suit, attitude vs NT)	H109(x...); 10(x)	H109(x...); H10x; 10(x)	
9 (count)	109x(x...); 9(x)	109x(x...); 9(x)	
Hi-X (count)	Hxxx(x...); Hxx; xxx(x...); x(x)	Hxxx(x...); Hxx; xxx(x...); x(x)	
Lo-X (count)	Hxxx(x...); Hxx; xxx(x...); x(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Reverse Count	Reverse Attitude
Suit 2	Reverse Count		Reverse Count
1	Reverse Attitude	Reverse Count	Reverse Attitude
NT 2	Reverse Count		Reverse Count
Signals (including Trumps): UDCA			
Rev Smith (trump echo also) first oppot. after opening lead versus NT or suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape or when feel like partner is trapped			
Natural responses			
May be light in reopen seat			
May be very light when partner is passed			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X through 4♥, Support XX, after our overcall XX=2fit and values,			
Pass/X Inversion in high-level forces (usually after our 1♣ opening) see Forcing pass ,			
1suit - [Dbl] - Rdbl - 9+HCP raise			
1NT - [Dbl] - Rdbl - 5+any suit			

WBF CONVENTION CARD
CATEGORY:
NCBO: Scotland
PLAYERS: Martin Bateman/Callum McKail
EVENT:
CARD DATE: NOV 2020
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION, 2/1GF OVER 1M OPENER
1♣=16+; 1♦= 2+♦ 10+ -15; 5-card Majors (4 possible 3 rd , but with AKQx), 1NT=14-16
2♦ opening =10+ -15, short ♦, 4414/4405/4315/3415 exactly.
Openings may be done 'light' on HCP, but with compensating distribution.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. 2♦ opening = 10+ -15, 3-suiter, short ♦
2. 1♦ opening = 10+ -15, 2+♦'s (or stiff honour)
3. 1♣ opening = 16+ (17+ balanced) any distribution artificial
4. Artificial responses to 1♣ opening (1♥+=FG).
5. LEB and T/O NT bids (i.e. 2 places to play inference).
6. 2♣ response to 1MAJ open = FG but 2+ cards.
SPECIAL FORCING PASS SEQUENCES
After 1♣ opening, 2/1 and GF established, @ 4-level+, X = T/O or fit, Pass requests X.
1♦-X-Pass might be INV+ with ♦ or BAL.
IMPORTANT NOTES
PSYCHICS: light 3rd seat, distrib openings at all times

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	NO	16+ (17+ BAL) ART, F1, undefined shape	1♦=0-7, everything else FG. 1♥=8-11 1N=12+HCP BAL, 1♠/2♣/2♦/2♥=5+ 12+HCP, 2♠=(4441) then 2NT asks for singleton.	After 1♦ response, opener always bids 1M (F1) with 4 before longer 5 card MIN; 2MIN is 6+MIN (or 5+4+MIN) <GF – responder can pass with 0-5(-); 3MIN same but GF; 2M is GF, 5+M; 1NT=17-19; 2NT=22-24; 3NT=25-27.	If 1♣ is overcalled at 1 or 2 lvl, pass =0-5, x=6-7. If at 3 lvl, pass=0-6, x=7+.
					If passed hand, 1♥/1♠/2♣/2♦=5 cards, 8-10 FG. 1NT=8-10 BAL, FG. 2♠ = (4441) 8-10 FG) then 2NT asks for singleton.	After 1♥ response, non-jump bids NAT. 1NT=17-19; 2NT=22-24, 2♠ is (4441). 3any is NAT, slam interest	
1♦	√	2 (1)	3♣	2+, <16HCP, stiff honour possible	1M=NAT, 4+, F1; 1N=7-11; 2MIN=F1 4+MIN; 2♥/♠=5-4+ ♠/♥ weakish/INV; 2N=11/12 INV, no 4M; 3♣=MINS (5/4) weak; 3M=weak jump shift;	Responder always bids 1M (F1) with 4 before longer 5 card MIN. Opener's 1NT rebid is then 11-13, no 4 card support for M.	
				Can be light in 3rd seat	3NT=13-16 no 4M, 4♣=55 MINS (weak), 3/4♦+=PRE. 4M to play.	1♦-2MIN is usually GF, 4+MIN. After 1♦-2MIN-2♥ is ART, 11-13 BAL.	
1♥		5	3♣	<16HCP, 5+♥ Can be light in 3rd seat and 4+♥ (AKQx)	1NT=6-11 HCP F1, no 4♠; 2♣=4+♣ GF or GF ♥; 2♦=9+ HCP raise in ♥ or 5+♦ GF; 2♥ / 3♥=6-8 HCP 3♥ / 4+♥; 2♠ = 5-8 HCP constructive 6+♠; 2NT=16+HCP BAL 3+♥; 3m = 10-12 HCP 6+m; 3♠=singleton in any suit; 3NT / 4m – ♠/m void	After 2NT, 3♣ = 14/15 and is control ask. Then 3♦ = 3 controls, 3♥ = 4 controls, 3♠ = 5 controls etc. After 2NT, any bid other than 3♣ is <14 and is a control response i.e. 3♦ = 0-3 controls, 3♥ = 4 controls, etc.	
						After control responses, non trump suit below game is shortage, lowest trump suit or NT denies shortage (NT implies no side suit, trump suit suggests more shape).	
1♠		5	3♣	<16HCP, 5+♠ Can be light in 3rd seat and 4+♠ (AKQx)	Same structure as 1♥	As for 1♥	
1NT		2	3♣	14-16HCP (semi) BAL. Includes 5M(332) and 5m(422). May have poor 6m(322)	2♣=5-card Stayman; 2♦/♥ = transfer; Puppet, 2♠ = weak MIN or GF with one or both MIN; 2NT = control ask 16+ BAL; 3♣= GF (43)15; 3♦=GF(43)51; 3♥/♠=(14)44 with singleton ♥/♠		If 1NT is x, xx forces 2♣. All other bids are system on.
2♣		6		10+ -15HCP, 6+♣'s, may be light (treat as weak 2) in 3rd seat.	2♦=enquiry; 2MAJ=5+cards, 10+ HCP, F1; 2NT =4+ card limit raise or better in ♣; 3♦/3♥/3♠ = 4+ card ♣ support and sngl/void in suit bid; 3NT/4M=to play; 4♣/5♠ = to play; 4♦ =RKCB in ♣.	After 2♣-2♦: 2MAJ=4+cards; 2NT=no 4CM, max; 3♣ = no 4CM, min; 3♦/M=max, short in suit bid. After 2♣-2MAJ: 2NT=max, not 3 card support; 3♣ = min, not 3 card support, 3/4MAJ=4 card support min/max.	
						After 2♣-2NT: 3♣ = bal min; 3NT = bal max.	

2♦	√	0		10+ -15, short ♦, 4414/4405/4315/3415 exactly.	Pass/2M/3♣= to play; 3♦=INV, 6+ ♦; 3MAJ=5+cards, 7-9HCP, NF; 2NT=enquiry.	With exactly 4315 opener corrects 2♥ to 2♠. After 2NT: 3♣ is all min hands – then 3♦ asks for shape (bid 3M to show 3 card MAJ, 3NT with 44 in MAJ); 3♦ = 4414 max; 3♥ =4315 max; 3♠ = 3415 max; 3NT = 4405	
						After any response to 2NT enquiry, 4♣= puppet to 4♦ then responder makes nat slam try; 4♦=puppet to 4♥ and next bid must be passed; 4♥=RKCB for ♣; 4♠ = RKCB for ♥; 4NT is RKCB for ♠.	
2♥		6		4-10, 6-7 cards, vul/seat dependent HCP range.	Suit=NF, 2NT=enquiry, raise is pre-empt	After 2NT: 3M is min; 3other is feature; 3NT=non-min, no feature.	
2♠		6		As per 2♥	As per 2♥	As per 2♥	
2NT		2		20-21HCP same shape as 1NT	3♣= GF Puppet; 3♦/♥ = transfer; 3♠=MINS slamish; 3NT=to play; 4♣/♦/♥/♠ =2 under slam try, 6+ cards	After Puppet: 3♦ =no 5CM but have 4CM; 3♥=no 4/5CM; 3♠=5♠s ; 3NT=5♥s.	
						After 3♦Puppet response, responder bids 4CM they don't have. With both M, 4♣ =mild slam int; 4♦ = just game int. After 3♥ denying 4/5CM: 3♠ says I don't have 5♠ and 3NT says I have 5♠.	
3♣		7		PRE, Vul dependent.	3suit - natural F1		
3♦		7		Same as 3♣	Same as 3♣		
3♥		7		Same as 3♣	Same as 3♣		
3♠		7		Same as 3♣	Same as 3♣		
3NT	√	0		AKQxxxx(+) in a minor, no A / K in other suits	Pass = to play; 4♣ = pass / correct 4♦ = asks shortage		
4♣		7		Same as 3♣			
4♦		7		Same as 3♣			
4♥		7		Same as 3♣			
4♠		7		Same as 3♣			
4NT				MINS (xx6+6+ shape)			
5♣						HIGH LEVEL BIDDING	
5♦						If opponents intervene over 4NT key-card, then pass - even number of key-cards, Dbl / Rdbl - odd number	
5♥						RKCB 1403	
5♠						Cuebids can be 1st/2nd round controls	
5NT							