

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level wide ranging (8-17) normally 5+ card suit
2 level will be a good hand and a likely 6 card suit
New Suit responses are Constructive and Not forcing
Cue = Support and likely game interest
UNT + 2 lower suits
Michaels M/M or m/m
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Position – 15/18 (System On)
4 th Position – 10/14 (System On)
Re-opening – 18/19
New Suit responses are Constructive and Not forcing
Cue = Support and likely game interest
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6 Card Suit – Aggressive – Upper range Vul – Raises are pre-Emptive: Cue bid = Support and game interest
Reopen: 18/19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Immediate 3 level Cue asks for Stop for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
When NT is weak – X = Penalty orientated with good hand + a
Source of tricks: 2C = Both Majors >2D shows equal length:
2D = Single major>2H = Pass or correct: 2D – 2S = playable in Hearts
2M = 5/4 M/m
All overcalls deny the values to X and can be quite weak
When 1NT is strong – X = single suit
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O: Overcalls natural and aggressive: Jumps Invitational +
After P X's a weak 2 2NT = Lebensohl, other bids are F1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1C 16+ X = Clubs: 1D/H/S = Natural: 1NT/2C/2D = 2 Suited Colour,
Rank, Shape
1C >2: X = 12/15 Bal: 1D/H/S Natural: 2C = Nat 2D = Michaels
OVER OPPONENTS' TAKEOUT DOUBLE
New suit nat F1: XX = Good hand 10+
Inverted minors are off

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks Reverse Attitude	Unblock or reverse attitude	
King	Asks Count (KQ or AK)	Standard Count	
Queen	Asks Attitude (KQ or QJ)	Asks Attitude (KQ or QJ)	
Jack	Denies the Q may have higher card	Same	
10	T9x(x),Tx,HT9(x), T	T9x(x),Tx,HT9(x), T	
9	9x, 9	9x, 9	
Hi-X	Doubleton or Mud	Doubleton or Mud	
Lo-X	Implies an Honour or singleton	Implies an 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
3	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):			
HELO. In Trumps Hi- lo =odd Lo – hi + even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X shows tolerance for other suits or a strong hand: usually has 4 of unbid			
Major: Jump Shift response to X shows 8/10 NF: Cue == good handF1			
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 bid of own suit discourages the lead: X of P's suit = Kx or better			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS: JOHN DICK AND KEVIN STRATHERN
EVENT ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
12 – 14 NT: 4 Card Majors – 4 Card Suits bid in ascending order
All 2 level suit opening bids are artificial
Non Prom. Stayman & Low and Hi Level transfers over 1NT
4 Suit Transfers over 1NT: RST and Minor Stayman over 2NT
5 Card Puppet Stayman over 2NT:
Inverted minor sui raises in uncontested auctions
Weak Jump Overcalls
2NT response to 1x is 16+ Baron style
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = 2 way multi (weak 2M or 22/23 Bal or Semi Bal)
2H = 5/4 H/m (less than opening values)
2S = 5/4 S/m (less than opening values)
2C = All strong hand types not suitable for 2D or 2NT
After opps 1NT is X'd 2 nd X is take out 3 rd X is penalty
Weak Jump Shifts are strong G/F
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very Rare

