

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Standard. 5 card, may be 4 card in suitable hand at 1 level
New suit F1 by un-passed hand, NF by passed hand.
Standard protective re-opening, may be light in suitable hands.
Fit jumps in competitive auctions <b>esp after passed hand</b>
AFTER STRONG CLUB SEE SUPP ***
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17
<b>4 card Stayman after 1NT overcall</b>
4 suit transfers. Transfer into ‘impossible’ suit =GF 3 suited
4 <sup>th</sup> position Reopen 13-15 NV 15-17 VUL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
NV = Weak. VUL = Intermediate to Strong
(1m): 2m = Michaels (5+♥ & 4+♠). 2NT = UNT (5♥ & 5+ other m). All either weak or strong.
(1M): 2M = Michaels (5oM & 5+♣/♦). 2NT = UNT (5+♣ & 5+♦). All either weak or strong.
Reopen: Intermediate-strong.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
As above : 1m-2m 2 suited, 1M – 2M 2 suited
UCB shows quality raise
<b>VS. NT (vs. Strong/Weak; Re-opening ;PH)</b>
Wk/Strg Dble promises any 6 card suit relay 2 clubs or 17+ points.
Breaking the relay at two level is to play.
2♣ = majors. 2♦/2♥/2♠ shows 5 plus another 4/5 card suit
2NT=both minors.
.Over (1NT) Pass (transfer): X of suit is lead directing
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=takeout
Over 4M : 4NT=2 places to play
Cue bid = 2 suited
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = majors; NT =minors; Jump Overcalls: Weak NV, INT VUL.
(1♣) 2♣ = black suits
(1♠) 2♦ = red suits
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
Pre-emptive raises. 2NT = stronger raise. 1NT = 9-10.
Fit jumps after passed hand promising 4 card support
Bid of implied suit is natural, but longer

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> and 4 <sup>th</sup> , may be Hxx	2 <sup>nd</sup> and 4 <sup>th</sup> , may be Hxx	
NT	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup> , may be Hxx	
Subseq	natural		
Other: Xx unusual			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A or AK if Reverse Attitude signal is required.	Same	
King	KQx or AK if Standard Count signal is required.	Same	
Queen	QJx or KQ if Reverse Attitude signal is required.	Same	
Jack	JTx, Jx or J (denies a higher Honour)	Same	
10	AJT, KJT, T9x, Tx or T (0 or 2 higher Honours)	Same	
9	AT9, KT9, QT9, 9x or 9 (0 or 2 higher Honours)	Same	
Hi-X	Xx or xXxx or JXx	Same	
Lo-X	Usually from Hxx or more Middle up down	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A or Q: rev attitude	Count if relevant	Reverse attitude
Suit 2	K : standard count		
3	Count if table wins		
1	A or Q: rev attitude	Count if relevant	Reverse attitude
NT 2	K : standard count		
3	Count if table wins		
Signals (including Trumps):			
SPS on singleton, ruff etc.			
Hi disc low encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1M-X promises 4 other M. 1m-X promises 4 both M, otherwise overcall 4 card suit if 2 honours in suit (but double may be only option)			
Standard responses			
Protective reopening may be light.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X to 3♣			
Competitive X to 3♣			
3NT X = lead directing if 1nt 3nt double asks for Spade lead			
4♣ and above = value showing, except over 4 level pre-empt			
Slam X = Lightner Partner may have a void in a long suit in your hand			
Support X by opener promises 3 in responder's suit after overcall			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b> SBU
<b>PLAYERS:</b> Angus MacDonald 6930
John Hamilton 6999
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors, Short Club Diam always 4
1NT : 15 17
When bidding 2 clubs over 1NT you must have >= 8 points
5 card Puppet Stayman over 1 and 2NT (non-promissory).
Leads: 2 <sup>nd</sup> and 4 <sup>th</sup> .
Coded Tens & Nines. Either 2 Hons above or none
Signals: Reverse Attitude on lead of A or Q, Count on K.
Discards: First reverse attitude
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
We may pass for penalty if our 2♣/2♦ openings are doubled.
Bergen Raises: 1M raise to 2M = 6-9, 3 card support.
1M raise to 3M/4M = weak 4/5 card support.
1NT = 6-9 HCP, no 3 card support.
2NT = 4 card support, 16+ HCP, slam int
3♣/3♦ = 4 card support, 10/12 / 7/9 HCP.
3NT = 13-15 BAL, 3 card support.
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LEBENSOHL where appropriate: Fast shows, Slow No.
<b>SPECIAL FORCING PASS SEQUENCES</b>
When game force has been established
<b>IMPORTANT NOTES</b>
None
<b>PSYCHICS:</b> Not systemic

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♣	Natural or BAL	1NT = 9-10. 2NT = 5 card support, 16+ HCP. 2♦/2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♣ 2♣ = 5 card suit, 6-8 HCP. Checkback after NT rebids.	Natural
1♦		4	3♣	Natural	1NT = 8-10. 2NT = 4 card support, 16+HCP 2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♦-2♦ = 5-7 HCP. Checkback after NT rebids.	Natural
1♥		5	3♣	Natural	1NT = 7-9, 2♣/2♦ = NAT, 10+ HCP, 2♠ = WJS. 2/5 2NT = 16+ with 3/4 card support. Bergen raises. Splinters.  3NT = 13-15 BAL with 3 card support.	NAT, SPL, 4M = min. 3NT = 15-17 BAL. Long Suit Trial Bids below 3M. Cue bids below 4M. Slam try in a suit with features above 4M: cue bid accepts.	Natural, Still Bergen
1♠		5	3♣	Natural		Pass, correct or cue bid.	
1NT			Penalty	15-17	2♣ = 5 card Puppet Stayman (non-promissory).must have 8 points to bid 2 clubs 4 suit transfers	2NT/3NT = no 4 or 5 card major (min / max).  Major suit t/f breaks to 4 card suit with max & 4 card support (3NT if 4333). Retransfers. New suit by responder = GF. Minor suit t/f breaks: in-between bid is stronger.	
2♣	✓	0	Penalty	Strong 2 in any suit (8.5 PTs) or GF	2♦ = Relay, 4+ HCP, GF. 2♥ = NEG (0-3 HCP). 2NT = 5+ ♥ suit. With 2 top honours	New suit = strong with 2 of top 3 Honours. Single raise suggests Q.	
				2NT rebid 23/24		As for opening 2NT	
2♦	✓	0	3♣	Multi. Weak 2M Or 19/20	2♠/poss game in hrts. 2nt enq - 3c wk hrt 3d wk spd 3♥ max spds 3 spds max hrts		
2♥		5	3♣	Weak 5♥ & any other 5 card suit (may be ♠).	2♠ = P/C. 2NT = ENQ (3♠ / 3♦) 3♥ = ♠ max, 3♠ = ♠ min, 3♥ = PRE. (weakish)		
2♠		5	3♣	Weak 5♠ & 5 card minor.	2NT = ENQ (3♣/♦ min 3♥ max Club 3♠ = P/C. .		
2NT			Penalty	21 – 22 BAL	3♣ = 5 card Puppet Stayman. 3♦/3♥ = Transfers. 3♠ = Slam Try either minor. 3NT = 5♠ & 4♥. 4♣/4♦ = NAT, Slam Try: Q to agree, 4NT to play.		
3♣/3♦		6/7	3♣	Pre-empt			
3♥/3♠		7	3♣	Pre-empt			
3NT	✓	7	Values	Gambling Solid minor	4♣/5♣ = Pass or Correct. 4♦ = singleton enquiry. (4NT = no singleton. 5♠/5♦ = my minor, singleton in other). 4♥/4♠ = to play. 4NT = Slam Try.		
4♣/4♦		8/9	Weak	Pre-empt		<b>HIGH LEVEL BIDDING</b>	
4♥/4♠		8	Values	Pre-empt		RKCB: 0/3; 1/4; 2 without Q; 2 with Q	GERBER over 1NT opening.
4NT	✓	0		Specific Ace Asking	5♣ none etc 5NT = 2 Aces. 6♣ = ♣A.	Next suit up for Q below trump: cue king.	D0P1/R0P1 (X/XX = 0/3, Pass =
5♣/5♦		8/9	Values	Pre-empt		5NT after 4NT for specific kings (bid lowest)	1/4, 1st/2nd step = 2-Q/2+Q)
5♥/5♠		8/9	Values	Pre-empt	Bid 6 with 1 trump honour (A or K); or 7 with both.	Jump to 5NT Grand Slam try. 6♣ =1 top Hon.	Jump to 5M. slam try suit quality?
						If game force has been established, all passes forcing	

Sequences over 1NT :

1NT – 2D/H – 2H/S – 2NT : 5 card major and invitational

1NT – 4H/S – game bid protecting holdings

1NT – 3H/S – slam try. Q accepts. 3 Nt to play

1NT – 3C/D – slam try. Cue bid accepts 3nt to play

1NT – transfer – complete – new suit=GF. New major = 5 card

1NT – 2C – 5 card puppet stayman :

2H/S (5): -- 4c/d/h– splinter

2NT no major minimum ( 15 points )

3NT – no major max.

2NT min No 4 card -- 3C/D/H/S – 6 card, forcing

3NTmax No 4 card

2D (4 either major ) -- 2H (spades) -- 2NT min no fit // 3NT max no fit, 2S min. fit, 3S max controls fit strongest response, 4S max fit,

3 diams both major invitational, 4D both GF, 3C/D 4+ card max no fit

2S (hearts) -- 2NT min no fit. 3NT max no fit, 3H min fit 4H max fit, 3 diams both major invitational, 4D both GF, 3C/D 4+ card max no fit

If transfer sequence is broken partner takes control

After 1NT 4 NT any suit bid by opener at 5 level shows at least 4 card suit and if 4/4 found slam in that suit maybe best rather than 6 NT

Defence to Multi 2 diams

2<sup>nd</sup> Seat dble 13/15 or 18+ 2nt 17 19 Balanced

4<sup>th</sup> Seat Double is 2 suited 2nt 17 20 balanced

all other bids are natural

Over 2 suited 2 bids where the anchor suit is not known i.e. they have to keep bidding to find out where the contract rests :

2NT -19-20 both majors stopped.

3NT -21-22 both majors stopped.

2H -natural very good 5+ suit <16hcp

2S -natural very good 5+ suit <16hcp

3C/D -good suit, <16hcp

3H/S -strong hand, good 6+ suit.

Over 2 suited 2 bids where the anchor suit is known (Lucas) :

Pass ==pass

X -takeout of the anchor suit

2NT -16-18 stop in the anchor suit. System on.

New suit - natural NT

Over Strong CLUB Dble shows majors 1NT MINORS bid at 1 level natural 2 clubs BLACKS 2 Diams REDS 2H/2S 9/10 Non Vul 6 card suit

Def to Opening 4 BIDS of Major ----- 4 spds and above penalty orientated 4 hrts dble T/Out but optional shows 4/5 spds and another suit 4NT 2 places to play

After our 1NT Dble if 4333 pass ( partner may redble if bottom of range with 5 card suit ) ReDBLE has 5 card suit opener bids 2 clubs ( pass or correct )

Therefore bid of a suit shows 4 card plus another suit above.

After opponents opens and partner bids 1nt system on except 2 clubs is 4 card Stayman