

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
WIDE RANGING
NEW SUIT=F1; CUE=SUPPORT
JUMP RAISE=PRE;
FIT JUMPS; DOUBLE JUMP=SPL
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18- HCP; SYSTEM ON
Reopening: 11-14 HCP; SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: WEAK
2-suiter: UNUSUAL NT SHOWS LOWER TWO UNBID SUITS; 3♣ SHOWS LOWEST + HIGHEST
Reopen: INTERMEDIATE; 2NT=19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE BIDS (5-5, WEAK OR STRONG)
JUMP CUE ASKS FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=♥+♠, THEN 2♦ ASKS FOR BETTER MAJOR
DBL=PEN (vs WK); 6-CARD MINOR (vs STR)
2♦= 6-CARD MAJOR
2♥=♥+ MINOR (5-4)
2♠=♠+ MINOR (5-4)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=TAKEOUT (2NT=LEBENSÖHL, SLOW SHOWS STOP)
(WK2)-2NT=15-18 (SYSTEM ON)
(WK2X/3X): 3X=MICHAELS; 4♣/♦=♣/♦+UNBID MAJOR
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣): DBL=♥+♣; 1NT= ♦+♠
OVER OPPONENTS' TAKEOUT DOUBLE
RAISES PRE; 2NT SHOWS LIMIT RAISE OR BETTER
FIT JUMPS
REDOUBLE SHOWS PEN INTEREST

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th ; 2 nd from bad 3+ suit	Same except high from xxx	
NT	Same	Same except high from xxx	
Subseq	ATT (4 th from length)	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) AKQx	AKx(+) Ax(+) AKQx	
King	AK KQ(+) KQJ(+) KQ10	AK KQ(+) KQJ(+) KQ10	
Queen	AQJ(+) QJ10(+) QJ(+)	AQJ(+) QJ10(+) QJ(+)	
Jack	J10(+) (A/K)J10x(+)	J10(+) (A/K)J10x(+)	
10	109(+) (A/K/Q)109x	109(+) (A/K/Q)109x	
9	9x 9xx(+)	9x 9xx(+)	
Hi-X	Sx xSx xSxx xSxx(+)	Sx xSx xSxx xSxx(+)	
Lo-X	HxS HxxS HxxSx HxxSxx	HxS HxxS HxxSx HxxSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENCRG (ex K)	S/P	REVOLVING
Suit 2	Hi/lo=Even (on K)	Hi/lo=Even	
3	S/P		
1	Lo=ENCRG (ex K)	S/P	REVOLVING
NT 2	Unblock or Hi/lo=Even (on K)	Hi/lo=Even	
3	S/P		
Signals (including Trumps): SUIT PREFERENCE IN TRUMPS			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
EMPHASIZE MAJORS, SUPPORT FOR UNBID MINOR UNCLEAR			
MAY BE LIGHT WITH CLASSIC SHAPE			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
INT (X=PEN) XX=RELAY TO 2♣			
DOUBLES ARE T/O EXCEPT IN THESE PENALTY SITUATIONS:			
– DBL OF INT OVERCALL AND ALL LATER DBLES			
– AFTER A PENALTY REDBL LATER DBLS ARE PEN			
– DBL WHEN PARTNER HAS OPENED A WEAK TWO OR PRE			
– 3RD DBL BY THE PARTNERSHIP			

W B F CONVENTION CARD	
CATEGORY:	GREEN
NCBO:	SCOTLAND
PLAYERS: DAVID WELSH & IAN BROOKES EVENT	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
4-CARD MAJORS	
THREE WEAK TWOS	
INT: 12-14	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
INT (X=PEN) XX=RELAY TO 2♣, 2♠=RELAY TO 2♦, ETC	
FOURTH SUIT GAME FORCING EXCEPT AT 1-LEVEL	
PSYCHICS:	

opening	Artificial	Min no of cards	Neg Double thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♦	10-22 HCP OPEN LOWER WITH 4-4	INVERTED RAISES, 2NT=16+ BAL (NO MAJ) STRONG JUMP SHIFTS, SPLINTERS	CHECKBACK OVER 1NT	FIT JUMPS
1♦		4	4♦	10-22 HCP OPEN LOWER WITH 4-4	INVERTED RAISES, 2NT=16+ BAL (NO MAJ) STRONG JUMP SHIFTS, SPLINTERS	CHECKBACK OVER 1NT	FIT JUMPS
1♥		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=4+♥ 16+; 3NT=4+♥ 13-15 STRONG JUMP SHIFTS, SPLINTERS	CHECKBACK OVER 1NT 1M-2NT-3m/3OM=SHORTAGE	FIT JUMPS
1♠		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=4+♠ 16+; 3NT=4+♠ 13-15 STRONG JUMP SHIFTS, SPLINTERS	CHECKBACK OVER 1NT 1M-2NT-3m/3OM=SHORTAGE	FIT JUMPS
1NT			4♦	12-14	2♣=STAYMAN; 2♦=TRF	TRF BREAK WITH SUPPORT (♥/♠)	
					2♥=TRF; 2♠=WEAK MINOR	LEBENSÖHL (SLOW SHOWS STOP)	
					2NT=INV; 3X=NAT, SLAM TRY		
					4♣=GERBER		
2♣	Yes		4♦	23+ BAL OR ANY FG	2♦=WAITING; 2NT=10+ BAL		
2♦		6		4-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	3♣= WK w 1 OF AKQ; 3♦ = WK w 2 OF AKQ; 3♥=STR w 1 OF AKQ; 3♠=STR w 2 OF AKQ; 3NT = AKQxxx	
2♥		6		4-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	OGUST RESPONSES AS ABOVE	
2♠		6		4-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	OGUST RESPONSES AS ABOVE	
2NT				20-22 BAL	3♣=5-CARD STAYMAN, 3♦/3♥=TRF;		
						HIGH LEVEL BIDDING	
3♣		6			3X=F1; 3NT=T/P	1430 KEYCARD BLACKWOOD (DOPI/ROPI)	
3♦		6			3M=F1; 3NT=T/P	CUE BID KINGS AFTER QUEEN ASK	
3♥		6			3♠=F1; 3NT=T/P	FIRST AND SECOND ROUNDS CUE BIDS EQUALLY	
3♠		6			3NT=T/P;	MINORWOOD IF MINOR SUIT HAS BEEN BID AND SUPPORTED	
3NT	Yes			GAMBLING	4♣=P/C		
4X		6		PRE-EMPTIVE			
4NT	Yes			SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		7		PRE-EMPTIVE			