

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Wide-ranging (mostly constructive) non-jump overcalls The lower bid of (cue of opponent's suit / 2NT) is 9-11 HCP raise, the higher bid is 12+HCP raise [1X] - 1Y - [pass / bid that is <2X] - 2X through 2(Y-1) - transfer [1X] - 1Y - [X] - XX through 2(Y-1) - transfer Jumps are natural and with a fit, jump raises are preemptive In non-transfer sequences new suit is natural and F1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
[1m] - 1NT → system on [1M] - 1NT → 2♣ - forcing 2♦, 2♦ - 5+OM inv+, 2M / OM - 4OM FG / inv, 2NT / 3♣ - 6+♣♦ inv+, 3♥♠ - 1M-3OM-(5-4) Direct: 15-18 HCP, Reopen: 11-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak over 1lvl, sound over 2lvl / 3lvl preempts When partner has passed HCP count can vary more [1suit] - 3suit - asks for a stop if 1suit promises 3+cards, otherwise it is natural and preemptive Natural responses 2NT / 4NT - 5+ 5+ lowest in rank unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Wide-ranging (mostly constructive) cue-bids 2lvl / 4lvl - Michaels [1suit] - 3suit - asks for a stop if 1suit promises 3+cards, otherwise it is natural and preemptive
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl - 13(16)+HCP vs weak (strong) NT (PH - 5+m 4M) 2♣ - both majors 9+cards, Direct: 9+HCP, Reopen: 6+HCP 2♦ - one major 5+cards, Direct: 9+HCP, Reopen: 6+HCP 2M - 5M 4+m, Direct: 9+HCP, Reopen: 6+HCP 2NT - both minors 10+cards, Direct: 9+HCP, Reopen: 6+HCP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbls are take / out oriented vs 2lvl-3lvl preempts, values vs 4lvl Over natural 2lvl (3lvl) preempts: (non-)leaping Michaels Over multi 2♦ that contains a weak option : Dbl - 13+HCP, usually (semi)BAL, jump bids are strong and natural Sound jump overcalls 2NT / 3NT bids are natural with a stop
VS. ARTIFICIAL STRONG OPENINGS
Suit bids are natural, Dbl is majors, 2NT is minors
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1suit - [Dbl]: Rdbl and bids up to 2(suit-1) are transfers Jumps are natural and weak if 1♣ is opened Jumps are natural and with a fit if 1♦M is opened

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th / 2 nd	4 th / 2 nd	
NT	4 th / 2 nd	4 th / 2 nd	
Subsequent	Attitude	Attitude	
Other: 3 rd from Hxx			
LEADS			
Lead (asks for)	Vs. Suit	Vs. NT	
Ace (attitude)	AK(x...); A(x...)		
King (count)	AK(x...); KQ(x...); K(x)		
Queen (attitude)	KQ(x...); QJ(x...); Q(x)	AQJ(x...); KQ(x...); QJ(x...); Q(x)	
Jack (count)	KJ10(x...); J(x)	HJ10(x...); HJx; J(x)	
10 (count)	H109(x...); 10(x)	H109(x...); H10x; 10(x)	
9 (count)	109x(x...); 9(x)		
x (count)	Hxxx(x...); Hxx; xxx(x...); x(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	Smith	Attitude
	2 Count	Count	Count
	3		
NT	1 Attitude	Smith	Attitude
	2 Count	Count	Count
	3		
Signals: Reverse attitude, reverse count and reverse Smith			
Typically reverse Smith at trick 2 by both players unless count deemed to have a higher priority			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape [1X] - Dbl - [1Y] - 2X - artificial F1, 2Y - natural NF May be light in reopen seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ - [Dbl] - pass - [pass] - Rdbl - 2-4♣, asking for another suit to be bid			
1m - [1♦♥] - Dbl - transfer to ♥♠			
1m - [pass] - 1M - [bid / Dbl] - Dbl / Rdbl - 17+HCP			
1suit - [Dbl] - Rdbl - transfer			
1NT - [Dbl] - Rdbl - 5+any suit if Dbl is for penalties			

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: SCOTLAND PLAYERS: Martin Bateman, Gints Freimanis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1NT - 15-17 HCP BAL includes 5M332, 5m422 and may have 6m322 1M - 5+M 1♣ - 2+♣, includes 11-14 HCP / 18-19 HCP BAL hands without 5♦M, 11-18 HCP 4-(4-1)-4 and 17-18 HCP 1-4-4-4 hands 1♦ - 5+♦ or 11-18 HCP 4-4-4-1 or 11-16 HCP 1-4-4-4, includes 11-14 HCP / 18-19 HCP BAL hands with 5♦ 2♣♦♥ openings contain a preempt in the suit above and a strong option 3NT opening is a solid minor 1♦M-2♣ - includes 9-12 HCP raise in ♦M 1M-2(M-1) - includes 13-15 HCP BAL raise in M 1suit-2NT - 16+HCP BAL (with a fit if 1♦M is opened)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ - a) At most 10 HCP (5)6+♦ b) 22+HCP or FG 2♦♥ - a) At most 10 HCP (5)6+♥♠ b) 19+HCP 4441 with a singleton in (♣ or ♠) (♦ or ♥) 2♠ - 8.5+ playing tricks in any suit Gambling 3NT opening
SPECIAL FORCING PASS SEQUENCES
1NT - [pass] - 2suit - [Dbl] - pass - no stop in the suit
IMPORTANT NOTES
Upgrades / downgrades are permitted at all times 3 rd seat 1suit openings may be light in values
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	7♠	11-21 HCP 2+♣	1♦ - 4+♦ or 6-9 HCP BAL without 4M 1NT - 10-12 HCP BAL without 4M, 2♣ - 6-8 HCP 5+♣ 2♦ - 7-9 HCP 5♥ 4♠, 2♥ - 7-9 HCP 5♠ 4♥ 2♠ - 9+HCP 6+♣ or FG 5♣ 4♦, 2NT - 16+HCP BAL 3♣ - 6-8 HCP 6+♣ with 2 out of top 3 honours 3♦M - 6-8 HCP 6+♦M, 3NT - 13-15 HCP BAL 4-5♣	1♣-1x-1M - natural, UNBAL, 1NT - 11-14 HCP BAL without a 4-card support (if x=M), does not deny 4 cards in the unbid suits 1♣-1♦-2♦ - 17-18 HCP (441)4 / 17+HCP 6+♣ or 5♣ 4♦ 1♣-1M-2♦ - 17-18 HCP (441)4 / 17+HCP 6+♣ or 5♣ (4♦/4M) 1♣-1suit-2NT - 14-16 HCP 6♣ 4♦ with good playing strength 1♣-2♦M-2NT - 6+♣ to play 3♣ or FG, 3♣ - 6+♣ invite to game	Weak jumps in competition
1♦		4	7♠	11-21 HCP 5+♦ or (4)-4-4-(1)	1NT - 6-12 HCP 5+♣, 2♣ - 9-12 HCP 3+♦ or 4+♣ FG 2♦ / 3♦ - 6-8 HCP 3+♦ / 4+♦ 2M - 5-8 HCP constructive 6+M, 2NT - 16+HCP BAL 4+♦ 3♣ / (3M / 4♣) - 4+♦ unspecified (M♣) shortage, looking for perfect 14+ (11-13) HCP for slam, 3NT - 13-15 HCP BAL 4-5♦	1♦-1M-1NT - 11-15 HCP 5+♦ or 16+HCP, 2♦ - 11-15 HCP 5+♦ 3M, 2NT - 14-15 HCP 6♦ 4♣ with good playing strength 1♦-2♣-2♦ - 11-12 HCP / 13-14 HCP 4♦, 2M 15+HCP 5+♦ 4M, 2NT - 15+HCP 5♦ 4♣ or 6+♦, 3♣ - 15+HCP 5♦ 5♣ or 6♦ 4♣, 3♦ - 13-14 HCP 5+♦, 3M - 14+HCP 6♦ 5M	1♦-2♣ - 9-11 with 3+♦ 1♦-2♦ - 6-8 with 3+♦ Fit jumps in competition
1♥		5	7♠	11-21 HCP 5+♥	1NT - 6-11 HCP, no 4♠, 2♣ - 9-12 HCP 3+♥ or 4+♣ FG 2♦ - 13-15 HCP BAL 3+♥ or 5+♦ FG 2♥ / 3♥ - 6-8 HCP 3+♥ / 4+♥, 2♠ - 6-8 HCP constructive 6+♠ 2NT - 16+HCP BAL 3+♥, 3m - 11-12 HCP 6+m, short ♥ 3♠ / (3NT / 4♣♦) - 4+♥ unspecified (♠♣♦) shortage, looking for perfect 14-16 (11-13) HCP for slam	1♥-1♠ / 1NT-2♣ - 11-15 HCP 6+♥ or 16+HCP, 2♥ - 11-15 HCP 5♥ 4+♣, 2NT - 14-15 HCP 6♥ 4any with good playing strength, 3m - 14-15 HCP 5♥ 5m with good playing strength 1♥-2♣-2♦ - 11-14 HCP, 2♥ - 15+HCP 6+♥, 2NT - 15+HCP 5♥ 4m or 6+♥, 3♥ - 15+HCP setting trump suit	Same as after 1♦ except 1♥-2♦ - NF
1♠		5	7♥	11-21 HCP 5+♠	Same as after 1♥ except 3♥ - 11-12 HCP 6+♥, short ♠	Same as after 1♥	Same as after 1♥ except 1♠-2♥ - NF
1NT		2	7♠	15-17 HCP (semi)BAL Includes 5M332 and 5m422 May have 6m322	2♣ - 5-card Stayman, 2♦♥ - transfer 2♠ - 6+cards in either minor or 5+ 5+ minors 2NT - asking for controls and 4-card suits 3m - 1m-5Om and 4-3 in the majors, 3M - 1M-4OM-4-4 4♣ - 5+ 5+ majors 4♦♥ - 6♥♠ 4♠♥	1NT-2♣-2♦ - no 5M, 2M - 5M 1NT-2♣-2♦-2M - 4OM invite to game or 4-5OM FG 1NT-2♣-2♦-3M - 4M 5OM FG 1NT-2♦-2♠ / 3♣♦ - (3)4+♠♣♦ 4-5♥ max, 3♥ - 4-5♥ min 1NT-2♠-2NT / 3♣ - better ♦ / ♣ 1NT-2NT-3♣♦♥♠ / NT / 4♣ - 0-3 / 4 / 5 / 6 / 7 / 8 controls	2NT Lebensohl and 3lvl inv+ transfers in competition
2♣	✓	0	7♠	a) At most 10 HCP (5)6+♦ b) 22+HCP or FG	2♦ / 3♦ / 4♦ / 5♦ - pass / correct, 2NT - relay 2M / 3♣ - F1, 3M / 4♣ - NF	2♣-2♦-2♥ - 5+♥ or 24+HCP BAL 2♣-2NT-3♣ - a) min, 3♦ - a) max, other bids - b) natural	SAME
2♦	✓	0		a) At most 10 HCP (5)6+♥ b) 19+HCP 4441 with a singleton in ♣ or ♠	2♥ / 3♥ / 4♥ - pass / correct, 2NT - relay 2♠ / 3m - F1 3♠ / 4m - NF	2♦-2♥-2♠ / 2NT - 19-21 HCP 4-4-4-1♠♠, 3♣♦ - 22+HCP 4-4-4-1♠♣ 2♦-2NT-3♣ - a) min, 3♦ - a) max, 3♥♠ - 19+HCP 4-4-4-1♠♣	SAME
2♥	✓	0		a) At most 10 HCP (5)6+♠ b) 19+HCP 4441 with a singleton in ♦ or ♥	2♠ / 3♠ / 4♠ - pass / correct, 2NT - relay 3m♥ - F1 4m♥ - NF	2♥-2♠-2NT / 3♣ - 19-21 HCP 4-4-4-1♦♥, 3♦♥ - 22+HCP 4-4-4-1♥♦ 2♥-2NT-3♣ - a) min, 3♦ - a) max, 3♥♠ - 19+HCP 4-4-4-1♦♥	SAME
2♠	✓	0		8.5+ playing tricks in any suit	2NT - 0-2 controls, 3suit - 3+controls including A in the suit	2♠-2NT-3suit - natural NF	SAME
2NT		2	7♠	20-21 HCP (semi)BAL Includes 5M332 and 5m422 May have 6m322	3♣ - Puppet Stayman, 3♦♥ - transfer 3♠ - minor suit Stayman 4m - natural slam try	2NT-3♣-3♦ - at least one 4-card M, 3M - 5M, 3NT - no 4M 2NT-3♠-3NT - no 4m, 4m - 4+m	SAME
3♣♦♥♠		6		Constructive 6+preempt	4♣ (4♦ after 3♣) - RKCB	3NT rebid may be used just to deny support for partner	SAME
3NT	✓	0		AKQxxx(+) in a minor, no A / K in other suits	Pass - to play, 4♣ - pass / correct 4♦ - asks for a shortage	HIGH LEVEL BIDDING	
4♣♦♥♠		7		Depends on seat and vul	4NT (4♦ after 4♣) - RKCB	When a major has been agreed at the 3lvl, the bid simultaneously asks for the number of controls with spiral sans applying thereafter RKCB 1403. If opponents intervene over 4NT, then pass - even number of key-cards and Dbl / Rdbl - odd number of key-cards	
4NT	✓	0		Specific ace ask	5♣ - no aces, 5♦♥♠ / 6♣ - specific ace, 5NT - 2 aces		