

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
Overcalls will have minimum 7, 9, 11 HCP at favourable , = and unfavourable VUL respectively. Overcall of 1♠ over a minor may be a 4-card suit with opening values.	
<b>Rosenkrantz, raise of partner's overcall usually denies 1 of top 2 honours.</b>	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-17	15-17
Responses SYSTEM ON	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak Jump Overcalls	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
. Michaels Weak & Strong	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Double Weak No Trump is for penalty, 14 + high card points with a 5 + Minor and a 4-card Major	
2 C 5-4 or 4-5 in both Major suits	
<b>2 D single suit in a Major see note 17</b>	
2 H/S 5 plus H/S suit with unspecified Minor suit (usually 5-5)	
2NT both Minor suits, either 5-4 or 4-5 or 5-5	
3 C/D 6-card plus 10-15 high card points	
3 H/S Preemptive	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Take-Out Double 2NT 15/17	
Suit Bids Natural and Forcing	
Leaping Michaels See Note 13	
Defence to Multi 2 ♦ see note 14	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
Over 1♣: X = ♣+♥, 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+Minor 1NT = ♣+♦. Over 1♥, X = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+Minor, 1NT = ♣+♦, 2♣ = ♣+♥,	
Over 2C: Bids natural	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Re-double 9 + Points	
New Suit Forcing	
Jump in New Suit Intermediate	
Jump Raise Pre-emptive	
<b>2 NT 10-12 HCPs</b>	
Over 1 M Splinter, Drury , Bergen still apply	
See Notes 1,2	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> & 4 <sup>th</sup>	Low from 3 small/MUD	
NT	2 <sup>nd</sup> & 4 <sup>th</sup>	Low from 3 small/MUD	
Subseq	Att	Att	
Other : A/Q ask for attitude; K asks for count; strong 10 vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK AKx KQx	AKxx KQx	
Queen	KQ10 QJ10 QJx	KQ10 QJ10	
Jack	J10x	J10x	
10	KJ10 K109 1098	AJ10x KJ10 K109 1098	
9	9xx 9xxx	9xxx	
Hi-X	2 <sup>ND</sup> Best	2 <sup>nd</sup> Best	
Lo-X	4 <sup>th</sup> Best	4 <sup>th</sup> BEST	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High Enc	Nat	Suit Pref
Suit 2	Count	Count	Count
3	Suit Pref		
1			
NT 2	High Enc	Nat	Suit Pref
3	Count	Count	Count
Signals (including Trumps): High Low / Suit Pref			
Versus Suit Italian Discards Odd Enc Even Mckenney			
Versus NT McKenney			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLs			
ROSENKRANTZ , X AFTER PARTNER HAS OVERCALLED AND RHO BIDS, SHOWS 1 OF TOP 2 HONOURS. IF RHO DOUBLES, THEN REDOUBLE SHOWS 1 OF TOP 2 HONOURS			
Double of overcall after 1M opening will normally imply that Bid			

W B F CONVENTION CARD
NCBO Scotland
PLAYERS: Emily Garden Jim Mason BBO Egg46 Masonjr SBU No 4314 9407
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SAYC Rule of 20 Opening
5 Card Major Strong NT 15/17
Better Minor
2D 2 Way Multi 2H & 2S Weak
Weak jump 2 level responses
WALSH
Weak Jump responses
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Sandwich 1NT showing 55 in un bid suits
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
4SF 2level for 1 round 3 level GF DAB asking for stop /half stop LEBENSOHL (THRU 2NT SHOWS STOP)., UCB, SPLINTER SHOWING SINGLETON OR VOID DOPI/ROPI 2WAY Check back 2 over 1 Forcing to 2NT. (1M-2D-2M doesn't need 6). Long Suit Trial Bids See Note 12 Minorwood Exclusion Blackwood

WayOPENIN G	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	3	2S	11-19HCP 12+ if Bal	Inverted Minors; 2C=4+card support 9+Points ; 3C=5 cards 6		
1♦							
1♥		5	2S	10-19HCP	SplinterWeak Jump		1 level Response NF Double Take Out Unbid Hand Forcing
1♠		5					1 level Response NF Double Take Out Unbid Hand Forcing
INT			2S	15-17HCP May have 5 Card Major	2C = NP Stayman 2D2H2S2NT Transfer to 2H2S2C2D	Transfer Break	After X Pass=request to XX. Then 4-card suits up if weak
2♣	√			23 + GF or 23/24 Bal	2Major 5 cards in, with at least two of the top three honors, 2 DIAMONDS (waiting).	Puppet/ Stayman after 2NT (23 24) 3C after suit shows bust	
2♦	√			2Way Multi	2 Major to Play	2NT 19/20 Bal	Puppet/ Stayman after 2NT
2♥		6		5-9 Weak	2NT enquiry, New suit forcing 3 of Bid Major Pre-emptive	New suit showing Max and Feature Rebid of Major Weak	
2♠		6		5-9 Weak			
2NT	√			21-22 BAL	Puppet		
3♣	√	6		Pre emptive			
3♦	√	6		Pre emptive			
3♥	√	7		Pre emptive			
3♠	√	7		Pre emptive			
3NT	√	7		9-10 points =AKQ(J)xxx(x) Minor	3 NT To Play		
4♣	√	7+		7 + Transfer to H 8-8½ Playing Tricks	See Notes		
4♦	√	7+		7 + Transfer to S 8-8½ Playing Tricks			
4♥		8		0-9 Weak Pre-Emptive			
4♠		8		0-9 Weak Pre-Emptive			
4NT	√			Specific Ace Asking	5♣=0 5♦/5♥/5♠/6♣ 1 of bid suit 5nt 2 Aces		
						HIGH LEVEL BIDDING	
						RKCB Gerber	1 4 0 3 / 2,5 Without Q / 2,5 With Q 0, 4 / 1 / 2 / 3 (NT); 30/41/CRO (Suit).

