

**DEFENSIVE AND COMPETITIVE BIDDING****OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)**

Wide-ranging (mostly constructive) non-jump overcalls  
 Over a minor suit overcall cue bid of opponent's suit is a limit+ raise, 2NT is natural  
 Over a major suit overcall cue bid of opponent's suit is a limit+ raise without shortage, 2NT is a limit+ raise with a shortage  
 Jumps in a new suit are natural and with a fit, jump raises are preemptive

**1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)**

[1m] - 1NT → system on  
 [1M] - 1NT → 2♣ - forcing 2♦, 2♥ - 5+OM weak or FG,  
 2M / OM - 4OM FG / inv, 2NT / 3♣ - 6+♣♦ weak or FG,  
 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  
 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 4+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	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>
NT	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>
Subsequent	Attitude	Attitude
Other: Top from nothing in a suit where partner has been raised		

**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)	
Jack (count)	J10(x...); J(x)	AQJ(x...); J10(x...); J(x)
10 (count)	KJ10(x...); 10(x)	A/K J10(x...); 10(x)
9 (count)	K/Q 109(x...); 9(x)	A/K/Q 109(x...); 9(x)
x (count)	xxxxx(x); xxx(x); x(x)	

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	Smith	Attitude
	2 Count	Count	
	3 Lavinthal		
NT	1 Attitude	Smith	Attitude
	2 Count	Count	
	3 Lavinthal		

**Signals: Reverse attitude, reverse count and reverse Smith at trick two by both players**

**DOUBLES****TAKEOUT DOUBLES (Style; Responses; Reopening)**

May be light with classic shape  
 May be light in reopen seat  
 Natural responses  
 [1X] - Dbl - [1Y] - 2X - forcing to suit agreement, 2Y - natural NF

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**

1m - [Dbl] - 1♦♥ - [Dbl] - Rdbl - 16+HCP 3♥♠  
 1m - [pass] - 1suit - [Dbl] - Rdbl - 16+HCP  
 1suit - [Dbl / 1♦♥] - Rdbl / Dbl - transfer  
 1suit - [pass] - 1M - [bid] - Dbl - 3M  
 1NT - [Dbl] - Rdbl - 5+any suit if Dbl is for penalties

**W B F CONVENTION CARD**

**CATEGORY: GREEN**  
**NCBO: SCOTLAND**  
**PLAYERS: Glen Falconer, Gints Freimanis**

**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

2 over 1 FG unless repeated  
 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 without 5♦M  
 1♦ - 5+♦ or 1-4-4-4 / 4-4-4-1, includes 11-14 HCP / 18-19 HCP BAL hands with 5♦  
 2♣ - strong, contains 20-21 HCP (semi)BAL hands  
 2♦ - either major, weaker than 2M opening  
 2♥♠ - 9-11 HCP preempt  
 3NT - solid minor

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

2♦ opening  
 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<sup>rd</sup> 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+♣	1NT - 6-10 HCP 4+♣ 2♣ - 4+♣ FG 2♦ - 6-8 HCP constructive 6+M or 6+♣ FG 2♥ - 10-12 HCP 5♣, 2♠ - 10-12 HCP 6+♣ 2NT / 3NT - 11-12 / 13-15 HCP 3-3-3-4 3♣ - 6-8 HCP 6+♣ 3♦M - 6+♦M weak	1♣-1x-1M - natural UNBAL → 1NT / 2♣ - NF, 4 <sup>th</sup> suit FG 1♣-1x-1NT - any 11-14 HCP (semi)BAL without a 4-card support, does not deny 4 cards in the unbid suits 1♣-1M-2♦ - 14-16 HCP UNBAL 3M / 17+HCP 6+♣ / 18-19 HCP BAL without 4M, 2NT - 17+HCP 4M, 3♣ - 14-16 HCP 6+♣ with good playing strength, 3♦ - 11-14 HCP 6+♣ 4M	Weak jumps in competition
1♦		4	7♠	11-21 HCP 5+♦ or (4)-4-4-(1)	1NT - 6-10 HCP 4+♣, 2♣ - 9-12 HCP 3+♦ or 4+♣ FG 2♦ - 4+♦ FG, 2M - 5-8 HCP constructive 6+M 2NT - 11-12 HCP 3-3-2-5 3♣ - 11-12 HCP 6+♣, 3♦ - 6-8 HCP 4+♦ 3NT - 13-15 HCP BAL 4-5♦	1♦-1M-1NT - 11-15 HCP 5+♦ no 3M or 16+HCP, 2♦ - 11-15 HCP 5+♦ 3M, 2OM - 14-16 HCP 4M with shortage, 2NT - 17+HCP 4M, 3♣ - 14-16 HCP 5♦ 5♣ with good playing strength, 3♦ - 14-16 HCP 6+♦ with good playing strength 1♦-2♣-2♦ - 11-15 HCP, other bids - natural non-min	1♦-2♣ - 9-11 with 3+♦ 1♦-2♦ - 6-8 with 3+♦ Fit jumps in competition
1♥		5	7♠	11-21 HCP 5+♥	1NT - 6-12 HCP 2♣ - 2+♣ FG 2♦ - 5+♦ FG 2♥ - 6-8 HCP 3+♥ 2♠ - 9-11 HCP 3+♥ 2NT - 4+♥ FG 3m - 11-12 HCP 6+m 3♥ - 6-8 HCP 4+♥ 3♠ - 13-15 HCP 4+♥ unspecified shortage 3NT / 4m - 16-18 HCP 4+♥ ♠m shortage	1♥-1♠ / NT-2♣ - 11-15 HCP 6+♥ or 16+HCP, 2♥ - 11-15 HCP 4+♣, 2NT - 14-15 HCP 6+♥ 4 in any other suit with good playing strength, 3m - 14-15 HCP 5♥ 5m with good playing strength, 3♥ - 14-15 HCP 6+♥ with good playing strength no 4-card side suit 1♥-2♣-2♦ - 4+♦ any strength, 2♥ - 11-14 HCP no 4♦, 2♠ - 18+ HCP no 4♦, 2NT - 15-17 HCP 4♣, 3♣ - 15-17 HCP 3♣, 3♦ - 15-17 HCP 6+♥, 3♥ - 15-17 HCP 4♠, 3♠ - 15-17 HCP 5+♣, 3NT - 15-17 HCP 4522 1♥-2NT-3♥♥♠ - 17+HCP ♣♦♠ shortage, 3♦ - 14-16 HCP, 3NT - 17+HCP no shortage	Same as after 1♦ except 1♥-2♦ - NF
1♠		5	7♥	11-21 HCP 5+♠	Same as after 1♥ except 3♥ - 9-11 HCP 3+♠	Same as after 1♥	Same as after 1♥ except 1♠-2♥ - NF
1NT		2	7♠	15-17 HCP BAL, includes 5M332, 5m422 and may have 6m322	2♣ - Stayman, 2♦♥ - transfer 2♠ - asking for range or 6+♣ 2NT - 5-card Stayman 3♣ - 6+♦ weak or FG, 3♦ - 5+ 5+ minors FG 3M - 1M-3OM-(5-4), 4♦♥ - transfer	1NT-2♣-2♦ - no 4M 1NT-2♦-2♠ / 3♣♦ - 4♣♦♦ 4-5♥ max 1NT-2♠-2NT - min, 3♣ - max 1NT-2NT-3♣ - no 5M, 3♦ - no 4M with 5m, 3M - 5M	2NT Lebensohl and 3lvl inv+ transfers in competition 4♦♥ bids are same after intervention of up to 3♣
2♣	✓	0	7♠	a) 20-21 HCP (semi)BAL b) 22+HCP or FG	2♦ - relay 2M - to play if a)	2♣-2♦-2♥ - 5+♥ or 20-21 HCP BAL	SAME
2♦	✓	0		At most 8 HCP (5)6+M	2M / 3M - pass / correct, 2NT - forcing 3♣, 3m - natural F1 4♣♦ - asking for transfer to M / to bid M, 4M - to play	2♦-2♠-2NT - max with ♥	Response is non-forcing
2♥♠		6		9-11 HCP 6+♥♠	Non-jump new suit - F1, 2NT - shortage ask Jump new suit - natural with a fit	Over a non-jump response, a raise shows a 3-card support, NT bid shows a 2-card support	Response is non-forcing
2NT		2	7♠	22-23 HCP (semi)BAL	3♣ - Stayman, 3♦♥ - transfer, 3♠ - minor suit Stayman 4♣♦ - 5+ 5+ majors slam try / game only	2NT-3♣-3♦ - no 4M, 3M - 4-5M 2NT-3♦-3♥ - 3♥, 3♠ - 5♠ 2♥, 3NT - 2♥ no 5♠, 4m - 4♥ m cue	SAME
3♣♦♥♠		6		Constructive 6+preempt	3suit - natural F1, 4♣ (4♦ after 3♣) - RKCB	3NT rebid denies support, a new suit shows support and shortage	Response is non-forcing
3NT	✓	0		AKQxxx(+ in a minor, no A / K in other suits)	Pass - to play, 4♣ - pass / correct 4♦ - asks shortage	<b>HIGH LEVEL BIDDING</b> RKCB 1403. If opponents intervene over 4NT key-card, then pass - 1 or 4 key-cards, Dbl / Rdbl - 0 or 3 key-cards When bypassing 4NT RKCB, 5 of our suit + 1 is RKCB	
4♣♦♥♠		7		Depends on seat and vul	4NT (4♦ after 4♣) - RKCB		
4NT	✓	0		Specific ace ask	5♣ - no aces, 5♦♥♠ / 6♣ - specific ace, 5NT - 2 aces		