

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level=4+ cards; 2-level=5+ cards; Aggressive style
Wide range (can be light)
New Suit=F1;
Cue Bid=Support (3+cards for m, 3 cards exactly for M)
Jump Raise=Pre-emptive
Jump Shifts=Fit Showing Jumps
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2nd/4th Live:</b> 15-18- HCP; System On
<b>Reopening:</b> 11-14 HCP; System On
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suiter: Pre-emptive, 5-9
2-suiter: Unusual NT shows 5+/5+ In Lowest Unbid Suits,
Sound when vulnerable
<b>Reopen:</b> Natural, Intermediate; 2NT=19-21 Balanced
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Cue Bid (5+/5+) Sound when Vulnerable
Jump Cue Asks for Stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>MULTI-LANDY:</b>
2♣=♥+♠; 2♦= Single-Suited Major; 2♥=♥+m; 2♠=♠+m
2NT=♣+♦ or GF 2-suiter; 3X=Pre-emptive
Double=Penalty
<b>Passed Hand:</b> X=M+Longer Minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = Takeout (then Lebensohl - FASS)
(WK2)-2NT=15-18 (SYSTEM ON)
(WK2/3): 4m= Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Over 1♣/2♣/2♦=Strong:</b> X=♥+♠, 1NT/2NT=♣+♦
<b>Over 1♠=2+♠; 2♠=Natural; 2♦=Michaels</b>
<b>Over (1♣)/(2♣)-P - (1♦)/(2♦):</b> X=♥+♠; 1NT/2NT=♣+♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Raises Pre-emptive
Jump Fits for Majors
2NT=Good 4 card raise or better for ♦/♥/♠, PRE Raise for ♣s
RDBL=10+ (forcing to 2 of opener's suit or penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same except xxx	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Same except xxx	
Subseq	Reverse Attitude	Same	
Other: 2nd from three or more small in NT contracts			
Lead low from xxx if we have not supported, else top.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace asks for Rev Att	Ace asks for Rev Att	
King	King asks for Rev Count	King asks for Count/Unblock	
Queen	QJx(+)	QJx(+)	
Jack	J10x(+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+)	
9	9x	9x	
Hi-X	Sx xxS xxSx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxSx HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Reverse Count	Reverse Attitude
Suit 2	Suit Preference	Suit Preference	Suit Preference
3	Reverse Count		
1	Reverse Attitude	Reverse Smith	Reverse Attitude
NT 2	Suit Preference	Suit Preference	Suit Preference
3	Reverse Count		
Signals (including Trumps):			
Suit preference in trumps			
Reverse Smith Peter in NT: Low=Encouraging from both sides			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize majors, Minors unclear			
Cue-Bid=Forcing to Suit Agreement			
May be light (9+), Off-shape okay at higher levels			
Doubles generally take outs			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX To 2 Level only including ♦;			
1NT (X=Penalties) XX=5-card suit;			
XX by Opener shows 5+ Suit and Suggests Rescue			

W B F CONVENTION CARD
<b>CATEGORY:</b> <b>GREEN</b>
<b>NCBO:</b> Scotland
<b>EVENT:</b> Junior Camrose 2021
<b>PLAYERS:</b> Athena <u>CHOW</u> Glen <u>FALCONER</u>
SYSTEM SUMMARY
5 Card Majors (1NT=Wide Ranging);
2/1 Forcing to Game
1♣=2+♣, Either Balanced or Natural
1♦=4+♦ (Only 4 if 4441, not usually a Weak NT)
Weak Only Multi 2♦
2♥ Opening Showing Both Majors at least 5-4 either way
2♠ Opening Showing Both Minors at least 5-5
1NT Opening: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Bergen Styled Raises:
1♥: 3♠=9-12; 3♦=6-9; 3♥=3-6 – all showing 4♥
1♠: 3♦=6-9; 3♥=9-12; 3♠=3-6 – all showing 4♠
2♦=5+ Card Major, 5-9 HCP, Sound when Vul
2♥=4+♥, 4+♠, 5-9 HCP, More Likely 5+/4+, Sound when Vul
2♠=5+♠, 5+♦, 5-9 HCP, Sound when Vul
1♥-2♠=3♥, Invitational; 1♠-3♣=3♠, Invitational
2-Way Reverse Drury: 1M-2♣=9-11, 3M
1M-2♦=9-11, 4+M
1♣-1M-2M: 2M+1=RELAY
SPECIAL FORCING PASS SEQUENCES
When forced to a certain level, PASS is stronger option and is Forcing
IMPORTANT NOTES
We do not PASS when unclear
<b>PSYCHICS:</b> Third hand openings may be light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Athena CHOW & Glen FALCONER; SCOTLAND; JUNIOR CAMROSE 2021			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	Natural or Balanced 11-14/18-19 (Can contain 4♦ if Balanced)	1M=Natural; 1NT=5-10 HCP; 2m=4+m, F1; 2NT=11-12 Balanced; 3m=Mixed Raise; Double Jump=Shortage; 3NT=12-15, 4+m <b>Over 1♣:</b> 2♦=6M, 5-9; 2♥=5♥+4♣, 5-9; 2♠=6♣, 10+ <b>Over 1♦:</b> 2M=6M, 0-7; 3♣=6+♣, 9-11	3-Way Checkback; <b>1♣-1X-2NT:</b> 3♣=Puppet to 3♦; 3♦=GF 1m-2m: 2m+1=Natural or Weak Balanced <b>1♦-1M:</b> 1NT=5+♦, 11-15 or 16+; 2♣=Natural 11-15; 2♦=3 card support, 11-15; 2NT=4M, 16+; 3♣=5♦-5♣, 13-15; 3♦=6+♦, 13-15 <b>2/1:</b> 2♦=Bucket, 2♥=4441, Higher=Stronger	<b>1m-(2X):</b> 2NT/3X=Transfers <b>1♣-(X):</b> 2/3♣=Mixed Raise; 2NT=Pre-emptive Raise <b>1♣-(2X):</b> 2NT/3X -Transfers <b>1♣-(1NT):</b> Multi-Landy Advance System off after interference over 1♦ Opening
1♦		4	4♣	Natural, or Balanced (with 5♦) 11-14/18-19 (Only 4 if 4-4-4-1)			
1♥		5	4♣	Natural, Rule of 19	1NT=Up to 11; 2M=Simple Raise 2over1=Natural, GF; 2NT=4+M, GF 3♦=Mixed Raise with 4M; 3M=Pre-emptive Raise with 4M; <b>1♥:</b> 2♣/3♣=Limit Raise with 3/4♥ Respectively; <b>1♠:</b> 3♣/♥=Limit Raise with 3/4♠ Respectively; 3M+1=Mini-Splinter; Higher Jumps=Voids (3NT= ♠ Void over 1♥)	3-Way Checkback applies to 1♥-1♠-1NT <b>1M-1NT:</b> 2♣=Natural or 16+; 3m=5M, 5+m, 13-15; 3M=6+M, 13-15 <b>1M-2X:</b> 2X+1=Bucket Bid, 2M Usually 6 <b>1M-2NT:</b> 3♣=Any Minimum; 3♦=Non-Minimum, No Shortage; 3♥=♣ Shortage; 3♠=♦ Shortage; 3NT=Shortage in Other M; 4X=Void	1NT=Natural New suit is Non-Forcing 2♣=3 Card Support, 9-11 2♦=4 Card Support, 9-11 2NT=Mixed Raise by PH Transfers over 1M-(Double) <b>1M-(1NT):</b> 2♣=2M, 5oM; 2♦=Good Raise of M; 2M=NF
1♠		5	4♥	Natural, Rule of 19			
1NT				15-17 Balanced May contain 5 Card Major Or 6 Card Minor Rarely Singleton	2♣=Stayman; 4-suit transfers; 3X=Shortage in the Suit Above; 4♣=♣ Slam Try; 4♠=♦ Slam Try; 4♦=Transfer to ♥; 4♥=Transfer to ♠	<b>1NT-2♣-2♦:</b> 2M=To Play; 2NT=Invite; 3m=5m, FG; 3M=4M, 5oM, FG; 4m=5-5Ms Transfer then bid other Major is 5-4 Invite; Transfer then Raise to Game is Mild Try	<b>1NT-(X):</b> Rdbl=5 Card Suit <b>1NT-(2X/3X):</b> Double=T/O; 2NT/3X = Transfers
2♣	Yes	0		20-21 Balanced Or 24+ Balanced Or Any Game-Forcing Hand	2♦=Relay; 2M=To Play Opposite 20-21; 2NT=8+, Balanced; 3m=6+, 2/3 Top honours; 3M=Suit Setting Slam Try	<b>2♣-2♦:</b> 2♥=Natural or 20-21 Balanced; 2NT=24+ Balanced <b>2♣-2♦-2♥:</b> 2NT/3m Are Weak Minor Hands	Double is weaker than pass over interference.
2♦	Yes	0		5+M, 5-9 HCP	2M//3M=Pass or Correct; 2NT=Relay; 3m=Constructive, Non-Forcing; 4♣=Transfer to Major; 4♦=Bid your Major	<b>2♦-2NT:</b> 3♣=Maximum; 3♦=Minimum with ♥; 3♥=Minimum with ♠	<b>2♦-(X):</b> Pass=♦s; XX=Forces 2♥; Raises=Pre-emptive Doubles are Penalties
2♥	Yes	4		4+♥, 4+♠, 5-9 HCP	2/3M=To Play; 2NT=Relay; 3m=Constructive, Non-Forcing; 3NT=To Play	<b>2♥-2NT:</b> 3♣=Maximum; 3♦=Minimum with 5-5; 3M=Minimum with better M	Raises=Pre-emptive Doubles are Penalties
2♠	Yes	0		5+♣, 5+♦, 5-9 HCP	Pass=To Play; 2NT=Relay; 3/4m=To Play; 3♥=Constructive, Non-Forcing; 3NT=To Play	<b>2♠-2NT:</b> 3m=Minimum with better m; 3♥=Maximum with better ♣; 3♠=Maximum with better ♦	
2NT				22-23 Balanced 5M/6m possible Off-shape is OK	3♣= Stayman; 3♦/3♥=Transfers; 3♠=Slam Try with Both Minors; 4X=Slam Try in the Suit Two Suits Above	Transfer then bid other Major is a Slam Try Transfer then 4m is Natural <b>2NT-3♣:</b> 3♦=No Major, 3NT=5+ Card Minor <b>2NT-3♣-3♦:</b> 3M=4M, 5oM, FG; 4m=Natural	<b>2NT-(3X):</b> Double=T/O
3♣♦♥♠		6		Pre-emptive	3X F1; 4♣/♦=RKCB in ♦♥♠ and ♣ Respectively		Double=Penalties
3NT	Yes			Solid Minor No outside Ace/King	4♣=Pass or Correct; 4♦=Shortage Ask	<b>3NT-4♦:</b> 4M=Shortage; 4NT=22(27) 5m=Shortage in Other Minor	
4♣♦		7 (6)		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
4♥♠		6		Pre-emptive		Roman Keycard Blackwood 1430 with 5NT/6X Void Showing Responses; 5♠ after RKCB (when possible) asks for Number of Kings 5NT After RKCB Asks for Specific Kings; Cue Bid First and Second Round Controls Equally; Non-Serious 3NT; Jump to 5NT=Pick a Slam	
4NT	Yes			Specific Ace Ask	5♣=No Aces, 5♦/5♥/5♠/6♣=Ace, 5NT=2 Aces		
5♣♦		7		Pre-emptive			
5♥♠		7		Pre-emptive			