

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
7-17HCP, 1-LEVEL may be 4cd (rare), 2-LEVEL 5+cd
Responses: Transfer advances, OFF if overcall >2♠.
Re-opening: may be stretched
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17
Responses: as over 1NT OPEN
4 <sup>th</sup> (live): 15-17
Re-opening: 11-14, may not have stop
Responses: as over 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
[NOTE 5]
Reopen: (10)11-14, 6cd (good 5) suit, 2nt = 18-20
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue [see NOTE 5]
Jump cue not 3♣: long m, ASK for stop; 4/5♣ = P/C, no stop
If jump cue X'd, 3NT shows stop, pass denies
Re-opening Cue = ART, STRONG, F to 3NT/4suit
<b>VS. NT (vs. Strong/Weak; Re-opening; PH)</b>
Vs Strong NT, weak NT and re-opening NT:
X = PEN; 2♣ = MM; 2♦ = 1M, 2♥ = ♥+m; 2♠ = ♠+m;
2N = mm or any GF 2-suiter
PH: same except X = 1 minor
<b>VS.PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
AGAINST WEAK 2: [NOTE 6,7]
AGAINST WEAK 3: [NOTE 8]
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
AGAINST STRONG 1♣ [NOTE 9]
AGAINST MULTI 2♣/2♦ [NOTE 10]
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Mostly ignore double except for 1♣-[DBL]-R/DBL is 4+♦ and 1♦/1♥/1♠ - [DBL] – R/DBL is 10+ no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from bad suit)	Normal card	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from bad suit)	Normal card	
Subseq		Low from honour	
Other: A/Q for REV ATT, K for STD COUNT			
Having supported partner's suit, will lead top from xxx			
Against slam, A denies K, K asks for STD COUNT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	normally AK(+)	
King	AK, AK+ or KQ(+)	AK(+) or KQ(+)	
Queen	KQ(+) or QJ(+)	KQ(+) or QJ(+)	
Jack	A or KJ10(+), J10(+), Jx	same	
10	A,K or Q109(+); 109(+); 10x	same	
9	109(+), 9x	109(+)	
Hi-x	Even	Usually 2 <sup>nd</sup>	
Lo-x	Usually Hxx or Hxxx	Usually 4 <sup>th</sup>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1	STD COUNT	STD COUNT	REV ATT
2	REV ATT if A/Q led	SP	REM STD COUNT
3	SP		
NT: 1	STD COUNT	STD COUNT	REV ATT
2	REV ATT if A/Q led	SP	REM STD COUNT
3	SP		
Signals (including Trumps):			
REV ATT on A/Q lead, o/wise STD COUNT			
McKenney when leading card partner is expected to ruff			
In trump, often SP; hi-lo might suggest ability to ruff			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STYLE: Emphasises M holding.			
May be light with classic shape; may be COMP opposite PH			
RESPONSES: Jump = 8+hcp; CUE/RESP X = 2 places to play; NT = NAT			
RE-OPENING: frequent upgrades			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X through 3♠			
SUPP X/XX over 1M response		MAX X through 3♠	
RESP X after Partner's T/O X			

W B F CONVENTION CARD
<b>CATEGORY: RED</b>
<b>NCBO: SCOTLAND</b>
<b>PLAYERS:</b>
Iain TAYLOR - SBU 2479
Andrew SYMONS – SBU 12270
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
1♣ = 2+♣, either natural or balanced
1♦ = 5+♦ or 4♦ in some 4441
1♥/1♠ = 5+cards
1NT = 15-17, upgrades/downgrades possible
2♣ ART, STRONG
2♦/2♥/2♠ NAT, WEAK. But 10-12, 6cards in 4 <sup>th</sup> seat
2NT = 20/22
2/1 GF except for one sequence and WJS
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ - 2♣ or 1♦ - 2♦ = INV+
1M – 2♣ may be Nat/Bal GF or constructive 3 card raise
2-way REV DRURY after 3 <sup>rd</sup> /4 <sup>th</sup> hand 1M [NOTE 1]
JUMP OVERCALLS [NOTE 5]
<b>TRANSFER ADVANCES of Overcalls</b>
<b>TRANSFER RESPONSES to 1♣</b>
1♣ - 2♦ = 6-card M, weak or GF
1♣ - 2♥ = 5♥/4♠ NF
1♣ - 2♠ = 5♠/5♥ INV
1♣ - 2NT = ART any 4441 or 5m440
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 1♣ - 2♣ or 1♦ - 2♦, forcing pass to 2NT
ETERNAL Forcing Pass after 4SF or after 1M-2NT
Forcing Pass after 2♣
Forcing Pass after bidding to game constructively
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: RARE. 3<sup>rd</sup> seat fav. can be very light</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	?	2	3♠	BAL 11/14 or 18/19 Rule of 19, 5+♣ or 4441♦ Can be very light 3 <sup>rd</sup> hand	1♦ = 4+♥; 1♥ = 4+♠; 1♠ = Bal or m/m; 1N = 5+♦; 2♣ = inverted; 2♦ = 6M, 3-8 or GF; 2♥ = 5♥/4♠, 3-8; 2♠ = 5♠/5♥, 9-11; 2N = any 4441 GF; 3x = PRE, 3N = 12-15 Bal.	1♣-1R—complete <4cards, 2-way CHKBK 1♣-1R—1NT, 18/19, NF, 2-way CHKBK 1♣-2M-2N = ART F1 1♣ - 1R - 2♦/2NT = ART [NOTE 11]	System on over DBL After overcall: system off with FIT JUMPS, Cue = 3 card raise, 2N = 4 card raise
1♦		4	3♠	5+♦ or 4441, rule of 19 Can be very light 3 <sup>rd</sup> hand	Inverted raises 1♦ - 2M = WJS; 1♦ - 3♣ = INV, 6 card suit		
1♥		5	3♠	Rule of 19 Can be very light 3 <sup>rd</sup> hand	1♥ - 2♠ = WJS 1M - 2♣ NAT or BAL GF or 8+ 3-card raise 1M - 3♣ 7/8 or 11/12, 4-card raise; 3♦ asks 1M - 3♦ = 9/10, 4-card raise JAC 2NT; 3NT = 4333, 12-15	After 1M - JAC 2NT: 3♣ = any min (3♦ asks) 3♦ = extras, balanced (3♥ asks), 3♥/♠/NT = LMH singleton, 4♣/♦/♥ = extras, LMH void	Cue = 3 card raise 2N = 4 card raise FIT JUMPS 2-way REV DRURY [NOTE 1]
1♠		5	3♥				
INT		2		15(14+)-17; any 5332 ok, rarely 6m or 5422 (not 5♠4♥22)	2♣ = 4/5cd STAY; 2♦/2♥/2♠/2N = TRF; 3m = NAT, S/T; 3M = NAT, INV; 4♣ = GERB	Break with M fit, without minor fit	RUBINSOHL [NOTE 2] WRIGGLE [NOTE 3]
2♣	v	0	3♠	GF except for 2N rebid	2♦ waiting, 2♥ bust, 2N = ♥ positive	After 3N rebid, 4♣ = 5 card Stayman, 4♦/4♥ transfers	Over interference, pass=0-4, X=5+, bid=5+ and 2 of AKQ
2♦/♥/♠		5	N/A	NAT, WK, 4-9hcp, 6cards (can be 5cds in 3 <sup>rd</sup> ) 11-14 6-card suit in 4th	2NT ASK for high card feature, F1, G/T+ New suit F1		
2NT		1	3♠	BAL., 20-22, SGL A/K poss.	[NOTE 4]		
3♣		6	N/A	NAT PRE, 7cds (6+cds in 3 <sup>rd</sup> )	3x = NAT, F1 3N = to play 4m = CUE, S/T 4M to play	4NT = RKCB 5suit = ASK in suit above	After ASK, opener bids 6 with SGL, cues with first round control, else bids 5
3♦		6	N/A				
3♥		6	N/A				
3♠		6	N/A				
3NT	v		N/A	SOL m, no outside A or K	4/5/6♣ = P/C, 4♦ = ASK shape, 4M=cue, S/T	After 3NT-4♦: 4♥/♠ = SPL, 5♣ = ♦ SPL, 5♦ = ♣ SPL, 4NT = NO SPL	3N-[X]: Pass to play, 4♣ = p/c
4♣		7/8	N/A	PRE, normally 8cds	4NT = RCBK 4♠/5suit = ASK in suit above	After ASK, opener bids 6M with SGL, cues with first round control, else 5M	
4♦		7/8	N/A	PRE, normally 8cds			
4♥		7/8	N/A	PRE, normally 8cds			
4♠		7/8	N/A	PRE, normally 8cds			
4NT	v	0		ASK for specific Aces	5♣ = 0, 5♦/♥/♠ = Ace, 5N = ♣ Ace, 6♣ = 2		
5♣		8/gd7		PRE, normally 8cds		HIGH LEVEL BIDDING	
5♦		8/gd7		PRE, normally 8cds		CUES may be 1 <sup>st</sup> or 2 <sup>nd</sup> round CNTRL; if X of CUE, XX=Ace/VOID	
5♥		8/gd7		ASK for AK♥		RKCB (1430), EXCLUSION RKCB (0314), GERBER over 1NT	
5♠		8/gd7		ASK for AK♠		If interference: DOPI/ROPI at 5-level; DEPO/REPO at 6-level	

1	2-way REV DRURY after 3 <sup>rd</sup> or 4 <sup>th</sup> hand 1M opening; ON in competition PH 2♣ or DBL of [2♣] = 8-11 w/3cd support; 2♦ = 8-11 w/4cd support, DBL of [2♦] = 8-11 w/3+support, then 2 opening M by opener = MIN/SUB-MIN, anything else = full opening
2	1NT – [2x] – RUBINSOHL DBL is T/O of “natural” o/call, values if “ART” o/call; 2y = COMP; 2N+ = transfer, 3♠ various meanings; 3NT = to play (shows stop), 4m = LEAPING MICHAELS, 4M to play
3	1NT-[DBL] Immediate action is transfer (R/DBL = ♣, 2♣ = ♦ etc) Pass is relay to R/DBL for pass or conversion to lowest 4-card suit
4	RESPONSES TO 2NT 3♣ = ASK for 4/5cd M, 3♦/♥ = TSF, 3♠ = relay to 3NT for p/c; 3NT = 5♠+4♥, NF, 4♣/♦ = 6cd ♥/♠ slam try with 2 of AKQ; 4♥/♠ = 6cd♣/♦ slam try, 4NT = 5/5m w/SI, 5m = 5/5m SO Over 2nt-3♣, 3♦ = 1 or 2 4cd M, 3♥/3♠ = 5cds, 3nt = no 4M. Over 2nt-3♠-3N, now 4♣ = 5♣/4♦ slam interest, 4♦ = 5♦/4♣ slam interest, 4♥/♠ = NAT slam try with 1 of AKQ, 4N+ balanced slam INV
5	<u>TWO-SUITED OVERCALLS</u> : all 54+. Bids are weak or strong, except [1♦/♥/♠] – 3♣ which is weaker than DBL (1x) – 2x = HI/HI (but over short club [1♣] – 2♦ = HI/HI), [1x]-2NT = LO/LO, [1x]-3♣ = HI/LO; <u>Continuations</u> : cheapest non-support = ART ASK <u>JUMP CUE but NOT [1♣] – 3♣ which is 2-suited</u> ASK for stop with SOL m, STOPS in other 2 suits; <u>Continuations</u> : 3NT = stop, 4/5♣ P/C, new suit = 5+crds and values, CUE = slam interest in partner’s suit, ASKS for cues <u>OTHER JUMP OVERCALLS but NOT [1x]-3♣ which is 2-suited</u> : limited
6	DEFENCE AGAINST WEAK 2M X=T/O (with LEB responses), SUIT= NAT, good 5+cd suit, NF, 2NT=15-17 (responses as opening 2NT), 3CUE = ASK for Stop (3nt = stop, 4♣ = p/c, no stop), Leaping Michaels [note 8] <u>DEFENCE AGAINST WEAK 2♦</u> As above <b>EXCEPT</b> 3♦ = ASK for stop with solid clubs OR 5/5M (3NT w/stop, else 3better M or 4♣ w/equal M for p/c; [2♦]-3♦-[p]-3NT then 4/5♣ or (if 5M/5M) 4M (p/c) or 4♦ with SI
7	LEAPING MICHAELS Over weak 2M, 4m = 5+cd suit+5cd OM; 4M = 5♣/5♦, 4NT = 5♠/5♦, SI Over weak 2♦, 4♣ = 5+♣/5♥; 4♦ = 5+♣/5♠
8	Defence AGAINST 3-LEVEL PRE-EMPT: X=T/O; 3NT to play, Cue=S/I, 2 places to play; Jump=good suit, weaker than X then suit; over 3N 4♣ is range ask (steps of 2); 4♦ = ♥, 4♥ = ♠, 4♠ = ♣, 4N = m/m, SI, 5♣ = ♦
9	DEFENCE TO STRONG 1♣ Second hand: DBL = ♣+♥, 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+♣, 1NT = ♠+♦, 2♣ = ♣+♦, all 4+/4+. Jump bids = NAT, good 5 or any 6+cds. Fourth hand: after [1♣] – p - [1♦], DBL= ♣+♥, 1♥ = ♥+♠, 1♠ = ♠+♣, 1NT = ♠+♦, 2♣ = ♣+♦, 2♦ = ♦+♥, all 4+/4+. Jump bids = NAT, (good 5)6+cds.
10	DEFENCE TO MULTI 2♣ OR 2♦ Second hand: X=BAL 13-16 or UNBAL 20+ (with LEB responses), 2NT=BAL 17-19 (responses as opening 2NT), Suit = NAT, 5+cds, constructive but NF, Jump Suit = STR, NAT, F1 Fourth hand: X=T/O of responder’s bid, 2NT=BAL 15-19 (responses as opening 2NT), sound overcalls and strong jump overcalls Sixth hand: X=T/O 9-12, 2NT = 5+♣/5♦
11	1♣ - 1R – 2♦ is ART w/reversing values showing (a) ♣ single-suit (b) ♣/♦ reverse or (c) 4-card raise of responder’s major. Responder’s options are: Repeat own suit, 2NT (artificial showing 4+♦) or 3♣ are all weak Other major (fourth suit) is ART GF without following shapes: 3♦ = 5M/5♦; 3M = 9-11, 6cards; 3oM = 5/5 or 6/5, all GF  1♣ - 1R – 2NT is ART w/reversing values showing 6+♣ and 3card support for responder’s M. Responder’s options are: 3♣ is SO, 3♦ shows 5+card M, weak or GF, 3OM is stop in OM, 3M is ♦ stop; 3N offer to play; 4♣ slam interest; 5♣ to play