

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: Wide-ranging, may be strong
Responses: New = F1, Cue= F, 3+-cd raise
Reopening: May be quite weak, may be 4 cards
X of short C may be 12-14 bal
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> position: 15-18, systems on
Responses: As for INT, Stayman, 4 transfers
4 <sup>th</sup> position: 11-14/15
Responses: As for INT, Stayman, 4 transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: Weak 6+ suit, 5-10 , except 4 <sup>th</sup> Intermediate.
3C = 5,5 highest & lowest, 2NT = 5,5 2 lowest, wk or str, F1
Responses: cheapest = weak
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Style: 5,5 2 highest, wk or str
Responses: cheapest = weak
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
V wk: X = pens, 2C = 5,5 H&S, 2D resp = equal length, 2NT = Inv
2D =6-cd M, 2H = p/c, 2NT Inv
2H/S = 5,5 with min, 3C = p/c, 2NT = Inv
V str; X = M or min, bid best min, p/c to 2H, p/c to S if better
2C = C & M, 2D = D & M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Over wk 2: X = t/o, (Lebensohl), 2NT= 17-20 bal, 4NT = both min
Over wk3 or 4, X=t/o except 4S:4NT=t/o
Over Multi-2D: X=t/o, (Lebensohl), 2NT= 17-20
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over str 1C: X = C, 1NT = minors, 2C = Maj
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+, new = F1, new jump = suit & fit, raises defensive,
2NT = high card raise to 3+, splinters

LEADS AND SIGNALS
<b>OPENING LEADS STYLE</b>
Suit
NT
Subseq
Other: K & switch suggests singleton
<b>LEADS</b>
Lead
Ace
King
Queen
Jack
10
9
Hi-X
Lo-X
<b>SIGNALS IN ORDER OF PRIORITY</b>
1
Suit 2
3
1
NT 2
3
Signals (including Trumps):
Rev att on lead of A/Q
Smith Peters with NT : If opp win 1 <sup>st</sup> trick, play Hi on 2 <sup>nd</sup> suit to enc 1 <sup>st</sup> suit
<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>
Wide-ranging. 3 suits, or 1 suit if strong. 19+ bal is possible
Negative X to 3S
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. <b>Green</b> / Blue / Red / HUM / Brown Sticker:
<b>NCBO: SCOTLAND</b>
<b>PLAYERS: Diana Fairlie &amp; Maria Jackson</b>
<b>EVENT: SOL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Acol style
5-cd S suit, 1C on 15+ 4,3,3,3
Acol 2H/S (8 playing tricks)
1NT = (11) 12-14
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi-2D, (wk Maj, strong minor, 23-24 bal)
<b>IMPORTANT NOTES</b>
4th suit forcing, except at 1-level
Blackout – after reverse from p, cheapest of 4 <sup>th</sup> suit/2NT is weak
After 1NT overcall by opp, 2-any is weak, 6-cd suit, to play
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT, X, P= forcing if 4 <sup>th</sup> seat passes
<b>PSYCHICS: No</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4(3)	4H	All 1-level suit bids are natural, (10)11+pts, not 8 playing tricks. Bid suits up.	Responses to all 1-level suit bids: Limit raises, may bid 4M before 5m, 1NT = 6-9(10)	1NT rebid = 15-17 over 1-level resp, 15-19 over 2-level resp, F	After 2-suited overcall, cue of lower suit = good raise of 1 <sup>st</sup> suit
1♦		4	4H	Open 1H with 4 hearts & 4 spades	2NT = 16+/ (3NT (12)13-15), bal 4-cd supp	2NT rebid = 18-19 over 1-level resp F	Cue of higher suit = good
1♥		4	4H	1C may be 3, if 4333	Jump shift = VG suit & supp	After 1NT/2NT rebid, 2C/3C = Checkback	holding in 4 <sup>th</sup> suit
1♠		5	4H		Double jump - Splinter	After 2C C'bk, 2D =neg min/2NT = neg max	
INT					Passed hand, 2NT = natural	After 3C C'bk, 3D =neg MAX, 3NT neg min	Passed hand, 2NT = natural
				(11)12-14, bal, 5332 possible	2C =NP Stayman, 4-suit trf (2S=C, 2N=D)	Break to Ax/Kx/2NT if max with 4 cds	After X, XX is single suit, suit is that suit +higher suit
2♣	Yes			GF, 25+ if bal	3C=5-cd Stayman 3/D/H/S= slam try. Lebensohl.	After completion of trf, new suit is FG	
					2D relay, 2H = total negative, no A/K, < 2Q		
2♦	Yes	6		5-9 with 6-cd M, strong min, 23-24 bal	2NT=pos in H (A&K). After intervention, X =0-1pt	After 2NT relay, 3C/3D is good wk 2H/2S	
2♥		6		Acol, 8 playing tricks	2H = p/c, 2S = inv in H, 2NT relay, F.		
2♠		6			3C = neg, 2NT flat unlt'd pos (may be pos w C		
					New suit is F, good suit w A+K		
					4H/S = pos 8+, no A/K. 3H/S pos with A/K		
2NT				20-22 bal	5-cd Stayman, transfers, 3S =trf to 3NT	2NT-2S-3NT-4C(=6 h, 2 top hons, slam int)/	Over interference X = penalty
					3NT shows 5,5 in min, not F.	4D(=6 s) /4H(=6 c)/ 4S(=6 d)	
						2NT-4C(=6 h, not 2 top hons)/4D(= 6 s)/	
						4H(=6 c)/ 4s(=6 d)	
3♣		7(6)		Standard pre-empt	New suit, F1, good suit		
3♦		7(6)		Standard pre-empt	Any game to play		
3♥		7(6)		Standard pre-empt	4NT = RKCB		
3♠		7(6)		Standard pre-empt			
3NT	Yes	7		Solid min, little outside	4C = p/c		
4♣	Yes	7		Solid 4H, or 1 loser + A	4D asks which	4H = solid, cue = A	
4♦	Yes	7		Solid 4S, or 1 loser + A	4H asks which	4S = solid, cue = A	
4♥		6		Natural, not worth 4C	New suit = cue		
4♠		6		Natural, not worth 4D			
4NT	Yes		D1N0	Specific A asking	5C = no A, else cue A, 5NT = 2, 6C = AC		
5♣		7		Natural		<b>HIGH LEVEL BIDDING</b>	
5♦		7		Natural		<b>RKCB</b> 1430, relay asks for trump Q, next suit denies Q, trump suit shows Q no K, suit shows that K plus trump Q. D1N0/R1N0	
5♥		6		Asks for H A or K		5NT asks for K. 6C=0, 6D=1, etc	
5♠		6		Asks for S A or K		<b>MINORWOOD:</b> After min is bid & supported, 4m= KC ask. Replies, next suit =1or4, next 3or0, then 2 without Q, then 2 w Q	
						For Q ask, bid next suit (skip4NT): replies next suit =Y, trump suit N.	
						For K ask, bid suit above trump suit. Replies next suit = 0, next =1, etc.	