

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
SUIT=GENERALLY 5CD SUIT 9-15/11-15 AT 1 / 2 LEVEL
16+=DBL THEN CHANGE PARTNERS SUIT
WJO=L/S 6-10 6+CD; MICHAELS [S2]; UNT [S3]
RESPONSES:9+= MUST BID/
3+CD SUPP 6-9=RAISE,10-12=UCB,13+=JUMP;
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1NT=15-17 SYSTEMS ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK- TREAT AS WEAK OPENING BID
2NT=UNT [S3]
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE BID=MICHAELS [S2]
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
OVER STRONG=NAT
OVER WEAK=DONT[S4]
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3 LEVEL: DBL=T/O' 3NT TO PLAY
2LEVEL: 13+ =(5X)XX / XX(6X); 8+=MICHAELS/UNT (55XX)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
TRUSCOTT [XXX] ALSO COVERS ARTIFICIAL 1D
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=10+(NO FIT), NEW SUIT=NAT/F1,
JUMP NEW SUIT=FIT SHOWING, JUMP RAISE=PRE
2NT=GOOD RAISE PARTNERS SUIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> ;2 <sup>nd</sup> from poor 3+suit	SAME	
NT	SAME	SAME	
Subseq	SAME	SAME	
Other:LEAD FROM AKQ;AK;KQ DEPENDANT ON BIDDING			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) AKQx	AKx(+) Ax(+) AKQx	
King	AK KQ(+) KQJ(+) KQ10	AK KQ(+) KQJ(+) KQ10	
Queen	AQJ(+) QJ10(+) QJ(+)	AQJ(+) QJ10(+) QJ(+)	
Jack	J10(+) (A/K)J10x(+)	J10(+) (A/K)J10x(+)	
10	109(+) (A/K/Q)109x	109(+) (A/K/Q)109x	
9	9x 9xx(+)	9x 9xx(+)	
Hi-X	Sx xSx xSxx xSxx(+)	Sx xSx xSxx xSxx(+)	
Lo-X	HxS HxxS HxxSx HxxSxx	HxS HxxS HxxSx HxxSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	of A/Q LO=ENCRG	S/P	ODD=ENCRG
Suit 2	Hi/lo=even	Hi/lo=even	EVEN=MCKINNEY
3			
1	SAME	SAME	SAME
NT 2	SAME	SAME	SAME
3			
Signals (including Trumps):			
REV ATTITUDE; ODD LIKE; EVEN MCKINNEY			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
MAY BE LIGHT WITH CLASSIC SHAPE			
WHEN TWO SUITS BID= OTHER TWO SUITS			
ResponsesBEST SUIT=0-8,NT(BAL)=8-11,JUMP=9+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DOPI/ROPI			
RDBL OF CUEBID=FIRST ROUND CONTROL			
DBL OF CUEBID= LEAD DIRECTING			
DBL (AND INT) OVER ARTIFICIAL CLUB/DIAMOND [S1]			

<b>W B F CONVENTION CARD</b>
CATEGORY: . Green NCBO: Scotland PLAYERS: Vince Elliott / Kath Russell EVENT SOL
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Benji Acol., 15-17NT
Truscott defence to short and prepared club [S1]
Bid 4 card suits up the way
Lead of A/Q for ATT; K for Count
CB OVER 1/2NT OPENER REBIDS.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
TRUSCOTT OVERCALLS OF DBL AND NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
DOPI/ROPI
<b>IMPORTANT NOTES</b>
PASS OVER ARTIFICIAL ♣/♦ MAY BE COMP
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3D	{12-22	{1NT=6-10 , 2NT=11-12,3NT=13-15	{1C-1X-1NT-2C=G/T CB	
				{(less with extra length)	{LIMIT RAISES;STRONG JUMP SHIFTS	{1C-1X-1NT-3C=T/P	
				{	{SPLINTERS		
1♦		4	3D	{bid 4cd suits up theway	{BID 4CD SUITS UP THE WAY	{1D-1X-1NT-2C=G/T CB	
				{bid higher ranking of 5cd suits	{BID 5CD SUITS HIGHER FIRST	{1D-1X-1NT-3C=T/P	
1♥		4	3D	{	{NEW SUIT AT 2LEVEL GENERALLY 5CD	{ CB OVER 1NT AS ABOVE	
1♠		4	3D	{	{USE LTC TO FIND FIT ONCE SUIT AGREED	{ALSO CB OVER 2NT:	
INT		2				REBID 1/2NT=12-14;JUMP to 2NT=18-19	
				15-17	2C=STAYMAN; 2D=TRF, 2H=TRF	TRF WITH SUPPORT	
					2S=8pts, 2NT=9pts, 3NT=10pts		
					3C/3D=WEAK; 4C=GERBER		
2♣					4/5NT= QUANTITATIVE		
	YES			STRONG SUITED	2D=RELAY	2C-2D-2NT=22-23 (SYSTEMS ON)	
						2C-2D-- 2M/3m =IDENTIFIES SUIT	
2♦	YES		4D	23+ /9PT(RULE OF 25)FG	2H=RELAY;2H/2S=9+ ;2NT=9+ BAL	2D-2H-2NT=24+ (SYSTEMS ON)	
2♥		6		6-10	{2NT=RELAY (OGUST)	{2M-2NT-3C=POOR PNTS + POOR SUIT	
					{3NT= TO PLAY	{2M-2NT-3D=POOR PNTS + GOOD SUIT	
2♠		6		6-10	{	{2M-2NT-3H=GOOD PNTS +P OOR SUIT	
					{	{2M-2NT-3S=GOOD PNTS + GOOD SUIT	
2NT		2		20-21	3C=STAYMAN; 3D=TRF, 3H=TRF		
					4C=GERBER;4/5NT=QUANTITATIVE		
3♣		7		{GENERALLY 6-10	{		
3♦		7		{WEAKER IN 3RD SEAT	{		
3♥		7		{WEAKER IN SPADES	{3NT=T/P		
3♠		7		{	{		
				{			
3NT	YES			GAMBLING	4C=P/C		
4 X		7		PRE-EMPTIVE			
4NT	YES			Specific Ace Ask	5C=0,5X =AX, 6C=AC, 5NT= 2 ACES		
						HIGH LEVEL BIDDING	
						1430 ROMAN KEYCARD BLACKWOOD (DOPI/ROPI), 5NT ASKS NUMBER OF KINGS C=0,D=1,H=2,S=3	
						GERBER OVER NT (D=0/4, H=1, , S=2, NT =3)	
						CUEBID= 1ST OR 2ND ROUND CONTROL	
						IF CUEBID DOUBLED THEN REDOUBLE=FIRST ROUND CONTROL	

