

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Light style. New suit NF except when they open @ 2+ level.
Cue of opponent's suit at the 2lvl below our suit promises support.
Jump raise is preemptive
New suit is F1
2N= LR+ in 1MAJ overcall, 2N=NAT over 1M when RHO Passes.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
[1x] - 1NT (15-18 HCP normally with a stop) → system ON
2NT Lebensohl
Reopen: 11-14 HCP, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak over 1lvl, mostly sound over 2lvl / 3lvl preempt
2NT - 5+ 5+ lowest in rank unbid suits
Leaping Michaels over 2M opening
Direct cue in 3rd level asks stop
When partner has passed HCP count can vary more
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2lvl / 4lvl Michaels
3lvl asks for a stop
VS.NT (Doubles; Cue-bids; Jumps; NT Bids)
X - penalty (PH - 5+m 4M)
2♣ - both majors 9+cards
2♦ - one major 5+cards
2M - 5M 4+m
2NT - both minors 9+cards
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O thru 3♠. Cue=Michaels.
LEB 2N after our TO X (2MAJ only).
Other jumps=strong,
NT=NAT w/Stayman & TFERs (system ON)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣:
1lvl - natural, lead directing
2lvl - same as over 1NT
OVER OPPONENTS' TAKEOUT DOUBLE
1suit - [Dbl] - Rdbl - 9+HCP raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2,4	2,4	
NT	2,4	2,4	
Subseq	4th/ATT. Can lead 2nd		
Other: 3 rd from Hxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace (Attitude)	<u>A</u> K(x...); <u>A</u> (x...)	<u>A</u> K(x...); <u>A</u> (x...)	
King (Count)	<u>A</u> K(x...); <u>K</u> Q(x...); <u>K</u> (x)	<u>A</u> K(x...); <u>K</u> Q(x...); <u>K</u> (x)	
10 (count vs suit, attitude vs NT)	H109(x...); 10(x)	H109(x...); H10x; 10(x)	
9 (count)	109x(x...); 9(x)	109x(x...); 9(x)	
Hi-X (count)	Hxxx(x...); Hxx; xxx(x...); x(x)	Hxxx(x...); Hxx; xxx(x...); x(x)	
Lo-X (count)	Hxx(x...); Hxx; xxx(x...); x(x)	Hxx(x...); Hxx; xxx(x...); x(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENC	Hi = Even	Hi = Even
Suit 2	Hi = Even	Hi = Even	Hi = Even
1	Hi=ENC	Hi = Even	Hi = Even
NT 2	Hi = Even	Hi = Even	Hi = Even
Signals (including Trumps): Standard count and attitude, but implied suit pref where obvious			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape or when feel like partner is trapped			
Natural responses			
May be light in reopen seat			
May be very light when partner is passed			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X through 3♠, Support XX, after our overcall XX=fit and values			

W B F CONVENTION CARD
CATEGORY:
NCBO: Scotland
PLAYERS: M Bateman/J Di Mambro
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣/♦=3+, 5-card Majors (4 possible 3 rd , but with AKQx)
2♦/♥/♠ opening =weak, 2♣=strong
Openings may be done 'light' on HCP, but with compensating distribution.
1NT Openings: 15 - 17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. LEB and T/O NT bids (i.e 2 places to play inference).
SPECIAL FORCING PASS SEQUENCES
After GF established, @ 4-level+, forcing pass is applicable
1♦-X-Pass might be INV+ with ♦ or BAL.
IMPORTANT NOTES
PSYCHICS: light 3rd seat, distrib openings at all times

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	Natural	1D/H/S natural, 4+cards, 1NT natural, balanced 4-9HCP, 2C=5+Clubs 11+HCP, Jump shifts are weak BAL, 1♠/2♣/2♦/2♥=5+ 12+HCP, 2S=4441 shape		
1♦		3	3♠	Natural.	1H/S natural, 4+cards, 1NT natural balanced 4-9HCP, 2C=5+Clubs 11+HCP, 2D = 5+D, 11+HCP, Jump shifts are weak		
1♥		5	3♠	Natural.	1♠= natural, 4+cards, 1NT - 6-11 HCP no 4♥, 2♣ - 4+♣ 10+HCP, 2♦ - 4+♦10+HCP, 2♥ / 3♥ - 6-8 HCP 3♥ / 4+♥, 2♠ - 5-8 HCP constructive 6+♠ 2NT – Jacoby raise in ♥ 3♣ - 7-10HCP 4♥, 3♦ 11-12HCP 4♥, 3H=<7HCP 4♥, 3♠=splinter agreeing ♥	Over 1NT: 3♥=10-11 HCP exactly 4♥ Over 2NT: 4♥ is weak with no further interest, 3♥ is strong with slam interest, new suit at 3 level is void / singleton (if repeated shows void), new suit at 4 level is strong second suit	
1♠		5	3♠	Natural.	Same structure as 1♥		
INT		2		Any hand with no singleton's or voids and 15-17HCP	2♣=Stayman, 2♦=Jacoby T/fer, 2H=Jacoby T/fer, 2♠=Range ask, 2NT = T/Fer to 3♣, 3♣=Puppet Stayman GF	Over 2♣: 2♦ = no 4♥ or ♠, 2♥/♠ = 4+♥/♠. Over 2♦/♥: 2♥/♠ = < 4♥/♠, 2NT=Max no controls, New suit = max with Control, 3♥/♠ = Min, 4+♥/♠ Over 3♣: Refer to 2NT opener	
2♣	√	0		8.5+tricks in suit, General GF or 23+ balanced.	2♦=at least 1 control, 2♥=less than 1 control	Over 2♦/♥, new suit forcing 1R and natural, 2NT = 23+bal (system On per 2NTopener)	
2♦				4-10, 6-7 cards, vul/seat dependent HCP range.	Suit=F1R, 2NT=ASK, raise is pre-empt	Over 2NT: 3♦=minimum no shortage 3♥/♠= shortage (range unknown) 3NT = max no shortage	
2♥		6		As per 2♦	As per 2♦	As per 2♦	
2♠		6		As per 2♦	As per 2♦	As per 2♦	

2NT		2		Any hand with no singleton's or voids and 20-22HCP	3♣=Puppet Stayman, 3♦=Jacoby T/fer, 3H=Jacoby T/fer, 3♠=T/Fer to 4C, 3NT = To play	Over 3♣: 3♦ = no 5♥ or ♠ but has a definite 4 , 2♥/♠ = 5♥/♠. After 3♣-3♦-? 3NT = no 4♥/♠ 3H = shows 4♥ 3S = shows 4♠ Over 3♦/♥: Breaks with Hxx
3♣		7		Natural		
3♦		7		Natural		
3♥		7		Natural		
3♠		7		Natural		
3NT	✓	0		Gambling 3NT (Typically long solid minor with no outside Aces, but after P has passed, may be a general punt of any shape)		
4♣		7				
4♦		7				
4♥		7				
4♠		7				
4NT	✓			Asking for Specific Aces		
5♣						HIGH LEVEL BIDDING
5♦						If opponents intervene over 4NT key-card, then pass - even number of key-cards, Dbl / Rdbl - odd number
5♥						RKCB 1403
5♠						Cuebids can be 1st/2nd round controls
5NT	✓			Asking for Specific Kings		