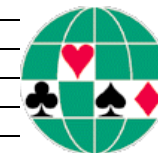


| DEFENSIVE AND COMPETITIVE BIDDING | LEADS AND SIGNALS | WBF Convention Card |
|---|---|---|
| OVERCALLS (Style, Responses, ½ Level, Reopening) | OPENING LEADS AND SIGNALS | |
| Style: Aggressive, always shows appropriate length, may not have strength. We use the Law of Total Tricks. | Lead In Partners Suit | NBO (Country): SCOTLAND |
| Responses: 2 of openers suits is enquiry | Suit Reverse Attitude / McKinnie Same | Events: All |
| 2NT is good raise to 3 | NT As above Same | Players: Mark Menzies - SCO7930 |
| Jump = support but is weak | Subseq As above plus Smith Peters Same | Tam Penman - SCO8229 |
| Reopening: Was going to rebid suit but got extra values | Signals can be Reverse Attitude, McKinnie or Count, in that order of preference, depending on what we think partner needs to know | |
| | | SYSTEM SUMMARY |
| 1NT OVERCALL (2nd /4th Live; Responses, Reopening) | L E A D S | GENERAL APPROACH AND STYLE: |
| Shows 5 card minor & 4 card major, any strength | AKx(x), AKQ+, AK, KQJ+, AKJT(x), Axxx, Axxxx | Reverse Benji based system: 5-card major, better minor |
| Then bidding oponents suit is progressive. | KQJ+, KQ, Kxxx, Kxxxx | Weak 2's in Major, strong 2's in minor (3 way) |
| 2NT = Game invite (15+ with stop) | QJ+, QJT(x), AQJ(x) | (2D can be a good gambling 3NT with an outside card) |
| | JT, JT _x , J98x | Pre-empts: 7+ card suit 3 opening. |
| JUMP OVERCALLS (Style, Responses, Unusual NT) | Lead of A&Q asks for reverse attitude. K asks for count | 3C/3D shows 2 of top 3 honours if partner hasn't passed |
| Style: Weak, 6+ card suit | This can be ignored for answer | 1NT opening: 14-16 |
| Responses: As opening, 2NT asks for strength. | On 2 nd trick we can then show Smith Peter for clarity / confirmation | 2 over 1 game force (1 round). |
| | | Reverse Minors |
| DIRECT and JUMP CUE BIDS (Style, Resp., Reopening) | SIGNALS IN ORDER OF PRIORITY | Bergen Raises |
| Style: Michaels | Reverse Attitude <u>OR</u> Count <u>OR</u> McKinnie depending on situation and | All Carding can show Reverse Attitude or McKinnie or Count |
| Responses: Michaels: natural; jump cue: 3NT with stopper | if partner has asked for one of these. | Tend to open on all 11 counts, must be shapey to open on 9/10 |
| | | |
| VS. NT (vs. Strong / Weak; Reopening; PH) | DOUBLES | SPECIAL BIDS THAT MAY REQUIRE DEFENCE |
| X = Single suited hand but can be passed so decent hand | TAKEOUT DOUBLES (Style, Responses, Reopening) | 1NT overcall, shows 5 card minor & 4 card major, any strength |
| Any suit = DON'T, so 44 or better. | Style: may be light with shape | |
| 2NT = minors but at least 10 cards, game invite | Responses: natural responses | |
| 3C = Clubs and Major, game invite | Reopening: as above | |
| 3D = Diamonds and Major, game invite | | |
| 3H = Hearts & Spades, game invite | SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES | |
| Reopening: | Negative double to 3♠; | |
| X is protective as we don't have a penalty double of 1NT | Responsive double to 3♠; competitive double | |
| Passed Hand: as above | Support double to 3♠ | |
| | | |
| VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids) | | |
| X = value showing, suit bid is progressive, NT is natural | | |
| X over weak major shows other major plus values | | |
| We also use lebensol | | |
| | | |
| VS. ARTIFICIAL STRONG OPENINGS | | |
| vs strong 1♣: As normal 1♣ opening | | |
| | | |
| OVER OPPONENTS' TAKE OUT DOUBLE | | |
| We ignore this when bidding so all bids mean the same. Xx = values | | |
| Over 1NT X, XX = 5 card suit. Bid is wriggle. | | |
| | | |



| Opening | Arti-- ficial | Min | Neg. Double | Description | Response | Subsequent Auction | Passed Hand Bidding |
|---------|------------------|-----|----------------|--|--|--|---------------------|
| 1 ♣ | | 3 | 3 ♠ | Better Minor, 9-22. | 1NT = 9-11; 1D may be relay. 2NT = Slam Invite in Clubs; 2 ♣ 10+ with clubs, 3 ♣ weaker with length | 1NT = 11-13, Checkback in play 2NT = Game force, Checkback in play 3NT = Big hand with support | New suit = NF |
| 1 ♦ | | 3 | 3 ♠ | Better Minor, 9-22. | Reverse Minor raises. 2C = Game force (with clubs), 1NT = 6-11. 2H/2S = solid suit missing 1 honour 2NT = Slam invite in Diamonds | 1NT = 11-13, Checkback in play 2NT = Game force, Checkback in play 3NT = Agreeing partners suit and void in clubs | New suit = NF; |
| 1 ♥ | | 5 | 3 ♠ | 9-22, 5+ ♥ | 1NT = Up to 12 points, any shape 2 over 1 game force. Bergen Raises 2nt = Slam try 3S = support with void in spades 3NT = balanced with 12-15 points and support 4 any = void (next suit up is then RKC) | After 2 over 1, 2 ♥ = weak, 2NT = 13-16, 3 ♥ = good 6 cards, 3NT = 17+ | New suit = NF |
| 1 ♠ | | 5 | 3 ♥ | 9-22, 5+ ♠ | As above excep 3H = support with void | As above. | New suit = NF |
| 1NT | | | | 14-16 Balanced | Stayman, 4 suit transfers: 2 ♠ → 3 ♣; 2NT → 3 ♦ 3 ♣ = Minor suits enquiry | Transfer break: Major = good support; Minor = Hxx or better | |
| 2 ♣ | Yes | 0 | 3 ♠ | Unbalanced game force or 23+ balanced; | 2 ♦ = relay 2nt = balanced 10-12 Any suit = good 5 card suit with values | Suit = 8/9 playing tricks with decent suit; 2NT = 23-24: responses as 2NT opener | |
| 2 ♦ | Yes | 0 | | 8 playing tricks in unspecified suit or 21-22 balanced or gambling 3NT with an outside entry | 2H = Relay | Suit = 8 playing tricks in that suit; 2NT = 21-22: responses as 2NT opener 3NT = Gambling with outside card | |
| 2 ♥ | | 6 | | Weak: 6+ card suit, <11 points | 2nt = enquiry. Any other suit = to play | Over 2nt, any suit shows an A or K in that suit and not a minimum | As for UPH |
| 2 ♠ | | 6 | | Weak: 6+ card suit, <11 points | As above | As above | As for UPH |
| 2NT | | | | 19-20 balanced | 5 card stayman, 4 suit transfers | | As for UPH |
| 3 ♣ | | 7 | | Pre-empt with 2 of top 3 honours if partner not passed | New suit is encouraging in suit but can be passed 4C is RKC in opening suit | | As for UPH |
| 3 ♦ | | 7 | | Pre-empt with 2 of top 3 honours if partner not passed | As above. 4C is RKC in opening suit | | As for UPH |
| 3 ♥ | | 7 | | Pre-empt | As above. 4C is RKC in opening suit | | As for UPH |
| 3 ♠ | | 7 | | Pre-empt | As above. 4C is RKC in opening suit | | As for UPH |
| 3NT | Yes | 8 | | Solid minor, gambling | 4 ♣ pass/convert; 4 ♦ ask | | As for UPH |
| 4 ♣ | | 8 | | Pre-empt | Raise = pre-empt or to make | | |
| 4 ♦ | | 8 | | Pre-empt | As above | | |
| 4 ♥ | | 7 | | Pre-empt | New suit = F1, 4NT = RKC | | |
| 4 ♠ | | 7 | | Pre-empt | As above | | |
| 4NT | | | | No meaning | | HIGH LEVEL BIDDING 4C tends to be Ace asking, always is if suit agreed. 4D can be Ace asking in partners suit if nothing agreed 2NT over a 1 opener is slam try in openers suit – opener will show a feature (A/K) RKC with Spiral Scan | |
| 5 ♣ | | 8 | | Pre-empt | As above | | |
| 5 ♦ | | 8 | | Pre-empt | As above | | |
| 5 ♥ | | | | Pre-empt | As above | | |
| 5 ♠ | | | | Pre-empt | As above | | |