

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level=4+ cards; 2-level=5+ cards; Aggressive style
Wide range (can be light)
NEW SUIT=F1; CUE=SUPPORT; 2NT = 4+card limit raise+ of major
JUMP RAISE=PRE; FIT JUMPS
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live: 15-18- HCP; SYSTEM ON
Reopening: 11-14 HCP; SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: 3-9HCP
2-suiter: Unusual NT shows 5+/5+ in lowest two unbid suits (any strength NV, 10+ VUL)
Reopen: INTERMEDIATE; 2NT=19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE BIDS (5+/5+, ANY NV, 10+ VUL)
JUMP CUE ASKS FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
DOUBLE=PENALTY
2♣=4+♥, 4+♠, then 2♦ asks for better major
2♦=1 major, 2♥/2♠=5M/4+minor
2NT=Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = TAKEOUT (then LEBENSOHL - SASS)
(WK2)-2NT=15-18 (SYSTEM ON)
LEAPING and NON LEAPING MICHAELS
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS
OVER OPPONENTS' TAKEOUT DOUBLE
SYSTEM ON
RDBL=10+ (forcing to 2 of opener's suit or penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour	Same	
NT	4 th from honour	Same	
Subseq	Attitude	Same	
Other: 2nd from three or more small			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace asks for rev att	Ace asks for rev att	
King	King asks for count	King asks for count or unblock	
Queen	QJx(+)	QJx(+)	
Jack	J10x(+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
Suit 2	Hi/Lo=EVEN	S/P	S/P
3			
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps): Upside down attitude, standard count			
Suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize majors, minors unclear			
CUE-BID=F to S/A			
May be light with classic shape; offshape OK at higher levels			
Doubles generally take out, passed more often at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT DBL/RDBL THRU 2M			
1NT (X=PEN) XX=single suit			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS: JAKE MILNE & LIAM O'BRIEN
SYSTEM SUMMARY
5+M (semi-F 1NT), 3 card minors.
NAT weak 2♦/2♥/2♠, 4-9 HCP
2/1 FG usually - Exceptions are repeats in minor
1NT OPENING: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
WE DO NOT PASS WHEN UNCLEAR
PSYCHICS: THIRD HAND OPENERS CAN BE LIGHT

OPENING	ART	Min No	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	3	4♣	Natural	1M BYPASSES DIAMONDS UNLESS FG	1♣-1X-1NT: 2♣ PUP to 2♦, T/P or INV	FIT JUMPS
				11+	1NT=5-11 HCP; 2♣=INVERTED; 3♣ = enough to support 3NT opposite 18/19 balanced; 2♦/2♥/2♠ 3-8HCP;	2♦ FG CB, 3♣ to play	
					2NT=16+ exactly 4 clubs, denies 4 card major; 3NT=13-15 exactly 4 clubs, denies 4 card major	2 WAY CHECKBACK over 2NT REBID as well	
1♦		3	4♣	Only 3♦ if exactly 4432	2♣=4+♣, FG unless repeated; 2♦=INVERTED; 2M=6M, 3-8HCP	1♦-1M-1NT: 2♣ PUP to 2♦, T/P or INV	
				11+	2NT=16+ exactly 4♦, denies 4 card major; 3NT=13-15 exactly 4♦, denies 4 card major	2 WAY CHECKBACK over 2NT REBID as well	
1♥		5	4♣	11+	1NT=5-11 (semi-F), 2♣/2♦=FG unless repeated	1♥-2NT-3 level = shortage, 4♥ = min	2♣=3♥, 9-11 2♦ =4+♥, 9-11
					2♥=6-9, 3♥; 2♠=3 card LIMIT RAISE; 2NT=4+♥, GF; 3♣=9-12, 4+♥; 3♦=6-9, 4+♥; 3♥=3-6		FIT JUMPS
					3♠=VOID somewhere, 3NT asks 3NT = Spade Splinter All Splinters limited to 13	2♣ PUP/2♦ CB AFTER 1NT REBID	
1♠		5	4♥	11+	1NT=5-11 (semi-F), 2♣/2♦=FG unless repeated	1♠-2NT-3 level = shortage, 4♠ = min	2♣=3♠, 9-11 2♦ =4+♠, 9-11
					2♥=5+♥, FG; 2♠=6-9, 3♠; 3♥=3 card LIMIT RAISE; 2NT=4+♠, GF; 3♣=9-12, 4+♠; 3♦=6-9, 4+♠; 3♠=3-6		FIT JUMPS
					3NT=VOID somewhere, 4♣ asks All Splinters limited to 13		
INT				15-17 HCP	2♣=STAYMAN, non promissory; 2♦/2♥=TRF, 2♠=♣, 2NT=♦	INT-2♣-2♦-2M=T/P, 3m=5m, FG	LEBENSÖHL SASS
				can include 5M/6m/	3 Level = natural GF	INT-2♣-2♦-3M=4M, 5otherM, FG	1NT-(PEN X)-2X=that suit+a higher, XX=single suit
						INT-2♣-2♥-2♠ = NAT F1	
						INT-2♣-2M-3otherM = slam try agreeing M	
						INT-2♠-2NT=Good fit	1NT-(2X/3X)-DBL=T/O
						INT-2NT-3♣=Good fit	
2♣	Yes			23+ BAL OR ANY FG HAND	2♦=WAITING; 2♥=<4HCP 2♠/3♣/3♦ 5+, 2/3 top honours		
2♦		5		4-9 HCP; Weak	New suit=F1		
					2NT = FEATURE ask if non min		
2♥		5		4-9 HCP; Weak	New suit=F1		
					2NT = FEATURE ask if non min		
2♠		5		4-9 HCP; Weak	New suit=F1		
					2NT = FEATURE ask if non min		
2NT				20-22 HCP, 5M/6m possible	3♣=PUPPET STAYMAN, 3♦/3♥=TRF, 3♠=MSS		2NT-(3X)-DBL=T/O
				OFFSHAPE OK	4♣/♦=NAT, SLAM TRY;	3NT-3♣-3♦-4D=Both Majors	
3♣		6		Pre-emptive	3X F1; 3NT=T/P		DBL=PEN
3♦		6		Pre-emptive	3M F1; 3NT=T/P		
3♥		6		Pre-emptive	3♠ F1; 3NT=T/P;		
3♠		6		Pre-emptive	3NT=T/P		
3NT	Yes			Solid minor, no outside A/K	4♣=P/C; 4♦=SHORTAGE ASK	3NT-4♣-4M=SPL, 4NT=22(27), 5m=om SPL	
4♣		7 (6)		Pre-emptive			
4♦		7 (6)		Pre-emptive			
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			
4NT	Yes			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♣=ACE, 5NT=2 ACES		
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		ROMAN KEYCARD BLACKWOOD (4130)	
5♥		7		Pre-emptive		SPECIFIC KINGS IN RESPONSE TO KING ASK	
5♠		7		Pre-emptive		CUE BID FIRST AND SECOND ROUND CONTROLS EQUALLY	

Simplified 2/1

1C/D= 3+ cards, 4/4 minors opens 1D, 3/3 opens 1C so 1D is only short if 4432.

Inverted raises, on by a passed hand, **on over double** but not over interference. 1C-3C enough to support 3NT opposite 18/19. **1D-2C nearly FG.**

2/3NT= 16+/12-15 balanced with 4 card support, not 4 Major.

2-way Checkback Stayman after 1/2 NT rebid. 2C forces 2D. 2D FG.

Support doubles- almost mandatory if partner can bid two of suit.

Weak jump shifts.

Sign off after a reverse thru lowest unbid denomination, e.g. 1C-1H-2D, then 2H neutral, 2S wants out, rest FG+.

1H/1S= 5+ cards.

Raise to two= 5-9 **always** 3 cards.

Impossible 2S. 1H-1NT (wide)-2m-2S= good raise of minor, 1H-1NT-2H-2S= minors.

Jump in other major is three card invitational raise.

Bergen Raises 3M=3-6, 3D=6-9, 3C= 9-12, all 4 card support.

2NT= FG, 13+, 4 card raise. Demands shortage at 3-level. 4 Major = min, no shortage.

1S-3NT & 1H-3S= Void somewhere; 4C/3NT ask; 1H-3NT singleton spade

All splinters limited to 13.

Two way Drury- 2C/2D= 3/4 card good raise by passed hand. Weakest option repeat suit.

2 over 1 mostly Game Forcing. Exception- repeats minor shows 11/12 and misfit (still enough to support 3NT over 12/14 5332).

1NT= 15-17

Stayman- may not have 4M. **1NT-2C-2H-2S F1. 1NT-2C-2S-3H & 1NT-2C-2M-3m slam try.**

4 suit transfers- (**3M break over major is min, 4-card support, else show cards**). 2S/NT= clubs/diamonds (intermediate bid shows A, K or Q).

3 level natural FG+.

If they bid a suit they might have, e.g. 2C= H and a minor, double is take out. If they bid a suit they cannot have, e.g. 2C= majors, double shows suit bid but weakish.

Lebensohl SASS (Slow arrival shows stop).

If they double, redouble by either shows a 5 card suit, 2 of a suit shows that suit and a higher- may be 4/4 if weak.

2C= Strong. 2H= Total negative (<5 and no Ace), 2D waiting.

2DHS= Weak 2. New suit F1. 2NT response = feature ask if non-min.

2NT= 20/22. 5 card Puppet Stayman- 3C-3D-4D=both. Transfers- **break to 4M shows all suits controlled.** 3S= minors, slam interest. 4C/D= natural slam tries.

Usual Junk- Weak jump overcalls, Splinters, Michaels (**also leaping and non-Michaels**), Unusual NT, 4th suit F Game **except 1C-1D-1H-1S natural F1 with 2S FSFG**, Cue bids are raises. **If partner overcalls major, 2Nt is good with 4-card support.**

RKCB -5C= 1 or 4, **Q ask min. trump=no; 5NT= specific King ask or bid a grand; DOPI/ROPI**

Jump fits by passed hand or in competition, most low-level doubles t/o **including first double after they run from 1NTx.**

Against their 1NT, 2C= majors; 2D= one major, 2M= 5M/4+minor- **2NT enquiry with linked responses. Double by passed hand = minors.**

After our 1/2NT overcalls, system on (including redouble for one-suited rescue);

Against Multi, 2nd seat double is 12/15 bal. or very strong;

Lebensohl (SASS) responses if their weak two is doubled.

3NT solid minor with <K outside – 4D asks for shortage.

Defence- Leads 4th and 2nd, King for standard count (hi= even) (*leaf 4*), Ace/Queen for reverse attitude (hi= discouraging), first discard reverse attitude, lots of suit preference including if singleton or king on dummy.