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=NF, CONSTRUCTIVE; CUE=SUPPORT							
JUMP RAISE=PRE							
1NT OVERCALL (2 nd /4 th 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: 3-8HCP							
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)							
Over 1m; $2m = 5 + \sqrt{5} + 4$, ANY NV, $10 + VUL$							
Over 1M: 2M = 5+OM/5+m, 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 (may be inv+)							
2•/2 v /2•=NAT							
2NT=TWO-SUITER, FG							
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)							
DBL = TAKEOUT							
(WK2)-2NT=15-18 BAL (SYSTEM ON)							
VC ADTICIONAL CEDONIC OPENINGS ! 4 A A A							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 * or 2*							
DBL=MAJORS; 1NT/2NT=MINORS							
(1♠) - P - (1♦) - DBL=MAJORS, 1NT=MINORS							
OVED ODDONENITO TA L'EQUIT DOUDLE							
OVER OPPONENTS' TAKEOUT DOUBLE RAISES PRE: 2NT=GOOD RAISE OR BETTER							
RAISES PRE; 2N1=GOOD RAISE OR BETTER RDBL=10+ (forcing to 2 of opener's suit or penalty)							
KDBL-10 (Tolchig to 2 of openci 8 suit of penalty)							

LEADS AND SIGNALS										
OPENING LEADS STYLE										
OT LITTE	0 22:1	Lead		In Partner's Suit						
Suit					except xxx					
NT		4 th from honour		Same except xxx						
Subseq		Attitude		Same						
	Other: 2nd from three or more small									
In partner's suit, we lead low from xxx if we have not supported, else top.										
LEADS	Í									
Lead		Vs. Suit		Vs. NT						
Ace		Ax AKx(+)		AKx(+)						
King		KQx(+)		KQx(+)						
Queen		OJx(+)		QJx(+)AQJ(x)KQ109(x)						
Jack		J10x(+) KJ10		J10x(+) KJ10 AJ10						
10		` '			9x(+) (A/K/Q)109(+)					
9		` / ` ` ` ` ` ` ` ` . /		9x						
Hi-X		Sx xSx xSxx(+)		Sx xSx xSxx(+)						
Lo-X		HxS HxxS F		HxS HxxS HxxSx						
_	S IN OF	RDER OF PI		TIAG TI	ING TIMON					
	Partner	's Lead	Declarer's Lead		Discarding					
1		ENCRG	Hi/Lo=EVEN		Hi=HIGHER SUIT					
	Hi/Lo=		S/P		Lo=LOWER SUIT					
3			5/1							
1	1 High = ENCR		Hi/Lo=EVEN		Hi=HIGHER SUIT					
	NT 2 Hi/Lo=EV		S/P		Lo=LOWER SUIT					
	3 S/P		5/1		EG EG WERESCH					
Signals (ii		Trumps):								
erginis (ii		, 11 4 111p5).								
			DOUBLES							
TAKEOU	T DOI	JBLES (Style	e; Responses; R	eopenin	g)					
		s, minors unc			-B/					
CUE-BID=FORCING TO SUIT AGREEMENT										
May be light (9+) with classic shape; offshape OK at higher levels										
Doubles generally take out, passed more often at higher levels										
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS										
,										
1NT (X=PEN) XX=PENALTY										
,	,									

CATEGORY: **GREEN** NCBO: SCOTLAND PLAYERS: Lydia <u>FOALE</u> and Rufus <u>BEHR</u> SBU12903 SBU20042 SYSTEM SUMMARY 5-card majors (semi-F 1NT), better minor NAT WEAK 2♦/2♥/2♣ 1NT OPENING: 15-17 SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1M-3M=LIMIT RAISE, 3+M REVOLVING DISCARDS (eg HIGH SPADE=CLUBS) SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES **PSYCHICS:** 10 January 2022

W B F CONVENTION CARD

OPEN ING	AR T	Min No	Neg Dbl Thru					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		3	4♠	Longest suit in UNBAL w/10+	1M BYPASSES DIAMONDS UNLESS FG			
				Better minor with bal hands	1NT=5-11 HCP; STRONG JUMP SHIFTS			
					2NT=11-12 BAL; 3♣=5+♣, 9-11;			
1♦		3	44	Longest suit in UNBAL w/10+	2♣=4+♣, F1; 2♦=4+♦, NF; 3♦=5+♦, 9-11			
				Better minor with bal hands	2NT=11-12 NF; STRONG JUMP SHIFTS			
1♥		5	4♠	Rule of 19	1NT=5-11 (semi-F), 2♣=3+♣, F1, 2♦=4+♦, F1			
					2♥=7-9, 3♥; 2NT=11-12; 3♥=LIMIT, 3+♥;			
					STRONG JUMP SHIFTS			
1♠		5	4♥	Rule of 19	1NT=5-11 (semi-F), 2♣=3+♣, F1, 2♦=4+♦, F1			
					2♥=5+♥, F1; 2♠=7-9, 3♠; 2NT=11-12;			
					3♠=LIMIT, 3+♠; STRONG JUMP SHIFTS			
INT				15-17 HCP	2♣=STAYMAN, 2♦/2♥=TRF, 2♠=TRF to ♣ or ♦;			
				can include 5M/6m/SPL	2NT=INVITE w/o MAJOR			
2♣	Yes			22+ BAL OR ANY FG HAND	2♦=NEG;	2 . -2•-2NT=22-24 BAL, NF		
2•		5		4-9 HCP; Weak	2M CONSTRUCTIVE, NF; 3♣/3M NAT, FG			
					2NT RELAY (3♦=MIN, OTHERS FEATURE)			
2♥		5		4-9 HCP; Weak	2♠ CONSTRUCTIVE, NF; 3m NAT, FG			
					2NT RELAY (3♥=MIN, OTHERS FEATURE)			
2♠		5		4-9 HCP; Weak	3X NAT, FG			
					2NT RELAY (3♠=MIN, OTHERS FEATURE)			
2NT				20-21 HCP, 5M/6m possible	3♣=STAYMAN, 3♦/3♥=TRF,			
				OFFSHAPE OK				
3♣		6		Pre-emptive	3X F1; 3NT=T/P, 4NT=BLACKWOOD		DBL=PEN	
3♦		6		Pre-emptive	3M F1; 3NT=T/P; 4NT=BLACKWOOD			
3♥		6		Pre-emptive	3♠ F1; 3NT=T/P; 4NT=BLACKWOOD			
3♠		6		Pre-emptive	3NT=T/P; 4NT=BLACKWOOD			
3NT								
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		BLACKWOOD (5♣=NO ACES, 5♦=1, 5♥=2, 5♠-3)		
5♥		7		Pre-emptive				
5♠		7		Pre-emptive		CUE BID FIRST ROUND BEFORE SECO	ND ROUND CONTROLS	