

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level=4+ cards; 2-level=5+ cards; Aggressive style
Wide range (can be light)
NEW SUIT=F1; CUE=SUPPORT
JUMP RAISE=PRE; FIT JUMPS
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2nd/4th Live:</b> 15-18 HCP; SYSTEM ON
<b>Reopening:</b> 11-14 HCP; SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suiter:</b> 3-8HCP
<b>2-suiter:</b> Unusual NT shows 5+/5+ in lowest two unbid suits (any strength NV, 10+ VUL)
<b>Reopen:</b> INTERMEDIATE; 2NT=19-21 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Over 1m; 2m = 5+♥/5+♠, ANY NV, 10+ VUL
Over 1M: 2M = 5+OM/5+m, ANY NV, 10+ VUL
JUMP CUE ASKS FOR STOPPER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DOUBLE=PENALTY
2♣=4+♥, 4+♠, then 2♦ asks for better major (may be inv+)
2♦/2♥/2♠=NAT
2NT=TWO-SUITER, FG
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = TAKEOUT
(WK2)-2NT=15-18 BAL (SYSTEM ON)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RAISES PRE; JUMP FITS; 2NT=GOOD RAISE OR BETTER
RDBL=10+ (forcing to 2 of opener's suit or penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> from honour	Same except xxx	
NT	4 <sup>th</sup> 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			
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	
Queen	QJx(+)	QJx(+)	
Jack	J10x(+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+)	
9	109x(+) 9x	109x(+) 9x	
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=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			
SUPPORT DBL/RDBL THRU 2M - does not apply to 1♣-(P)-1♦-(X/1M)			
1NT (X=PEN) XX=PENALTY			
XX BY 1NT OPENER SHOWS 5+ SUIT AND SUGGESTS RESCUE			
1m - (1♥) - DBL=4♠			

W B F CONVENTION CARD	
CATEGORY:	GREEN
NCBO:	SCOTLAND
PLAYERS: Donald MACKILLOP and John RUSSELL	
SBU17333	SBU17427
SYSTEM SUMMARY	
5-card majors (semi-F 1NT), better minor	
NAT WEAK 2♦/2♥/2♠	
2/1 FG	
1NT OPENING: 15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m-3m=weak; 1M-3M=LIMIT RAISE, 3+M	
1NT (DBL=PEN) 2X=NAT	
WJS at two level: 1X - 2Y (single jump) = 6+Y, 3-8 HCP;	
1X - 3Y (single jump) = 6+Y, 9-11 HCP	
Stayman does not promise a 4-card major	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
WE DO NOT PASS WHEN UNCLEAR	
PSYCHICS: THIRD HAND OPENERS CAN BE LIGHT	

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+ Better minor with bal hands	1M BYPASSES DIAMONDS UNLESS FG 1NT=5-11 HCP; 2♣=5+♣, F1; 2♦/2♥/2♠ 3-8HCP; 2NT=11-12 BAL; 3♣=6♣, 0-9; DBL JUMP=SPL	1♣-1X-1NT: 2♣ PUP to 2♦, T/P or INV 2♦ FG CB, 3♣ to play 3♣ CB AFTER 2NT REBID	FIT JUMPS
1♦		3	4♣	Longest suit in UNBAL w/10+ Better minor with bal hands	2♣=4+♣, F1; 2♦=4+♦, F1; 2M=6M, 3-8HCP 2NT=11-12 NF; 3♣=6♣, 9-11; 3♦=PRE	1♦-1M-1NT: 2♣ PUP to 2♦, T/P or INV 2♦ FG CB, 3♣ CB AFTER 2NT REBID	FIT JUMPS
1♥		5	4♣	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♣, FG, 2♦=5+♦, FG 2♥=7-9, 3♥; 2♠=6♠, 3-8HCP; 2NT=4+♥, FG; 3m=6m, 9-11; 3♥=LIMIT, 3+♥; DBL JUMP=SPL	1♥-2NT-3♥=NON MIN, 3X=SHORTAGE 4X=NAT, 5-5, concentrated values 2♣ PUP/2♦ CB AFTER 1NT REBID	2♣=3+♥, 9-11 FIT JUMPS
1♠		5	4♥	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♣, FG, 2♦=5+♦, FG 2♥=5+♥, FG; 2♠=7-9, 3♠; 2NT=4+♠, FG, 3X=6X, 9-11; 3♠=LIMIT, 3+♠; DBL JUMP=SPL	1♠-2NT-3♠=NON MIN, 3X=SHORTAGE, 4X=NAT, 5-5, concentrated values	2♣=3+♠, 9-11 FIT JUMPS
INT				15-17 HCP can include 5M/6m/SPL	2♣=STAYMAN, 2♦/2♥=TRF, 2♠=TRF to ♣ 2NT=TRF to ♦; 3X=NATURAL SLAM TRY 4♣=GERBER, 4♥, 4♠=NAT	1NT-2♣-2♦-2M=T/P, 3m=5m, FG [Note 1] 1NT-2♣-2♦-3M=4M, 5OM, FG BREAK MAJOR TRF WITH SUPPORT BREAK MINOR TRF W/O SUPPORT	1NT-(PEN X)-2X=NAT, XX=T/P 1NT-(2X/3X)-DBL=T/O
2♣	Yes			23+ BAL OR ANY FG HAND	2♦=RELAY; 2♥/2♠/3♣/3♦ 5+, 2/3 top honours 2NT=7-11 BAL (SYSTEM ON)	2♣-2♦-2NT=23-24 BAL, NF	2♣-(Bid)-double weaker than pass
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				20-22 HCP, 5M/6m possible OFFSHAPE OK	3♣=STAYMAN, 3♦/3♥=TRF, 3♠=MSS 4♣=GERBER, 4♥, 4♠=NAT	[Note 2]	2NT-(3X)-DBL=T/O
3♣		6		Pre-emptive	3X F1; 3NT=T/P, 4NT=KEYCARD		DBL=PEN
3♦		6		Pre-emptive	3M F1; 3NT=T/P; 4NT=KEYCARD		
3♥		6		Pre-emptive	3♠ F1; 3NT=T/P; 4NT=KEYCARD		
3♠		6		Pre-emptive	3NT=T/P; 4NT=KEYCARD		
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 (1430)	
5♥		7		Pre-emptive		SPECIFIC KINGS IN RESPONSE TO KING ASK	
5♠		7		Pre-emptive		CUE BID FIRST AND SECOND ROUND CONTROLS EQUALLY	

## 1. Bidding over 1NT

1NT - 2♣

2♦ - ?

2♥ - to play, better major

2♠ - to play, better major

2NT - invitational, does not guarantee a major

3♣ - 5+♣, 4-card major, forcing to game

3♦ - 5+♦, 4-card major, forcing to game

3♥ - 4♥, 5♠, forcing to game

3♠ - 5♥, 4♣, forcing to game

3NT - to play

1NT - 2♣

2♥ - ?

2NT - invitational, does not guarantee a major

3♣ - 5+♣, 4♠, forcing to game

3♦ - 5+♦, 4♣, forcing to game

3♥ - 4♥, invitational

3♠ - 4+♥, artificial SLAM try

3NT - to play

1NT - 2♣

2♠ - ?

2NT - invitational, does not guarantee a major

3♣ - 5+♣, 4♥, forcing to game

3♦ - 5+♦, 4♥, forcing to game

3♥ - 4♠, artificial SLAM try

3♠ - 4♣, invitational

3NT - to play

## 2. Bidding over 2NT

2NT - 3♣

3♦ - ?

3♥ - 4♥, 5♠, forcing to game

3♠ - 5♥, 4♣, forcing to game

3NT - to play

4♣ - 5+♣, natural, slam interest

4♦ - 5+♦, natural, slam interest

2NT - 3♣

3♥ - ?

3♠ - 4+♥, artificial SLAM try

3NT - to play

4♣ - 5+♣, natural, slam interest

4♦ - 5+♦, natural, slam interest

4♥ - to play

2NT - 3♣

3♠ - ?

3NT - to play

4♣ - 5+♣, natural, slam interest

4♦ - 5+♦, natural, slam interest

4♥ - 4+♠, artificial SLAM try

4♠ - to play