

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Free at 1 level. Change of suit by responder forcing
Cue bid response = good raise 3 or 4 card support
Fit showing jumps= good raise 3 or 4 card support
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17, 10-14 in 4 th position. Responses as for 1nt opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Weak (6 card, 5-10pts); 2nt = lower 2 suits (5/5)
2-suit: Weak over strong; strong over weak
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Modified Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
Aspitro; X = M or m v strong NT
Weak jumps
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x = t/o;
3 level cue bid asks for stop
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
v's 1♣ (strong) then 1nt=♣/♠ or ♦/♥, 2♣= ♣/♦ or ♥/♠, 2♦= ♣/♥ or ♦/♠
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 9+; 2nt = good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4th	3 rd /5th	
NT	2 nd /4th	3 rd /5th	
Subseq	low from an honour	Low from an honour	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	asks attitude	asks attitude	
King	Asks count	unblock	
Queen	asks attitude	asks attitude	
Jack	asks attitude – denies Q	asks attitude- denies Q	
10	H109x(+) or doubleton	H109x(+) or doubleton	
9	109x(+)	109x(+)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude - reverse	count	Attitude - reverse
Suit 2	Count - std	Suit pref	Count - std
3	Suit pref		Suit pref
1	Attitude - reverse	count	Attitude - reverse
NT 2	Count - std	Suit pref	Count - std
3	Suit pref		Suit pref
Signals (including Trumps):			
Smith Peter			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles are mainly t/o at lower levels			
Responsive			
Doubles are t/o after our NT is overcalled			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X = game try if no space for suit game try			

W B F CONVENTION CARD
CATEGORY: NCBO: Scotland PLAYERS: Catherine & David Gerrard
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol based system with weak NT
2 over 1 response forcing to 2NT
Weak 2's in ♦/♥/♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
After out 1NT is x'd, then xx is a 5 card suit, 2♣ is ♣ and a higher suit, 2♦ is ♦ and a higher suit, 2♥ is ♥ and ♠
PSYCHICS: rare

OPENING	ARTIFICIAL	MIN	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	5♦	10+	1nt = 8-10; 3♦/♥/♠ = singletons; 2nt = 16+ bal(4♣+); 3nt= 13-15 bal(4♣+)	After 2/3NT, 4♠= RKC	2nt = 11-12 bal; fit bids
1♦		4	5♦	10+	1nt = 5-9; 3♥/3♠/4♣ = singletons; 2nt = 16+ bal(4♦+); 3nt=13-15 bal(4♦+)	After 2/3NT, 4♦=RKC	2nt = 11-12 bal; fit bids
1♥		4	5♦	10+	1nt = 5-9; 2nt = GF(4♥+); 3NT = void ♠; 4♣/♦= voids; 3♠ = singleton ♠/♦/♣	After 2nt, 3 level = shortage; 4 level = 5/5; After 3♠, 3NT asks for the singleton	2nt = 11-12 bal; fit bids
1♠		4	5♦	10+	1nt = 5-9; 2nt = GF(4♠+); 4♣/4♦/♥ = voids; 3NT = singleton ♥/♦/♣	After 2nt, 3 level = shortage; 4 level = 5/5; After 3NT, 4♣ asks for the singleton	2nt = 11-12 bal; fit bids
INT				11-14	Stayman – does not promise a 4 card major; splinters; 4 suit transfers; 4♣ = Gerber		
2♣	y		5♦	Strong	2♥ = double neg; 2♦= waiting; 2nt = positive in ♥	If 2♣ is overcalled, then x = double negative	
2♦		5		Weak, 5-9 pts	2NT asks range	3♣=min; 3♦=good pts, poor Q; 3♥=good Q, poor pts; 3♠= max	
2♥		5		Weak, 5-9 pts	2NT asks range	3♣=min; 3♦=good pts, poor Q; 3♥=good Q, poor pts; 3♠= max	
2♠		5		Weak, 5-9 pts	2NT asks range	3♣=min; 3♦=good pts, poor Q; 3♥=good Q, poor pts; 3♠= max	
2NT				20 - 22	Baron; major suit transfers; 3♠ = 5♠/4♥ 4♣ = Gerber		
3♣				Pre-empt	New suit forcing		
3♦				Pre-empt	New suit forcing		
3♥				Pre-empt	New suit forcing		
3♠				Pre-empt	New suit forcing		
3NT				Solid minor	4/5♠ = pass or correct; 4♦ asks for singleton	Over 4♦, 4nt = no singleton, 5♠ = singleton ♦, and 5♦ = singleton ♣	
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT				Ace asking	5♠=no A; 5♦=A♦; 5♥=A♥; 5♣=A♣; 5nt=2; 6♣=A♣		
5♣				Pre-empt			
5♦				Pre-empt		HIGH LEVEL BIDDING	
5♥				strong	Bid 6 with one of AKQ, bid 7 with 2	RKCB - 1430	
5♠				strong	Bid 6 with one of AKQ, bid 7 with 2	Exclusion RKCB	
						5nt = grand slam force, 6♣ = 1 of AKQ, 6 of suit = 0	