

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; 2NT = 4+card limit raise+ of major
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> 3-9HCP
<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>
MICHAELS CUE BIDS (5+/5+, 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
2♦=1 major, 2♥/2♠=5M/4+minor
2NT=Minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = TAKEOUT (then LEBENSOHL - SASS)
(WK2)-2NT=15-18 (SYSTEM ON)
LEAPING and NON LEAPING MICHAELS
<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>
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 <sup>th</sup> from honour	Same	
NT	4 <sup>th</sup> 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
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> SCOTLAND
<b>PLAYERS:</b> ABI MILNE & LIAM O'BRIEN
<b>SYSTEM SUMMARY</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
WE DO NOT PASS WHEN UNCLEAR
<b>PSYCHICS: THIRD HAND OPENERS CAN BE LIGHT</b>

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	