

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural. Good 4 card suit possible at 1 level
If Major overcalled then cue bid = good 3 card raise, and 2NT = good 4 card raise.
If minor overcalled then cue bid = good raise, and 2NT = nat, inv.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 – system on
11-15 in 4 <sup>th</sup> seat – system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak. 2NT unusual
Over their short club opening 2♦ = Michaels
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = Michaels
Over short club opening 2♣ = natural, 3♣ = weak
Over weak 2♦♥♠, cuebid asks for a stop
Jump Cue = running suit
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
(vs. Strong/Reopening; PH) Dbl = 5+ minor, 4+ Major, 2♣ = ♥+♠, 2♦ = ♥ or ♠, 2♥/♠ = Major + minor
(vs. Weak) Dbl = penalties. Others as above.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out double, leaping and non-leaping Michaels, others natural;
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X of the opening or a negative/waiting response = Majors
NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redbl of a D/H/S = 10+ points, at most 3 card support; of C = 4+ support, 8+ points.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> & 2 <sup>nd</sup> from 4+ 3 <sup>rd</sup> from xxx or Hxx	If raised then top from xxx Otherwise 4 <sup>th</sup> & 2 <sup>nd</sup>	
NT	4 <sup>th</sup> & 2 <sup>nd</sup>	4 <sup>th</sup> & 2 <sup>nd</sup>	
Subseq	4 <sup>th</sup> & 2 <sup>nd</sup>	4 <sup>th</sup> & 2 <sup>nd</sup>	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Rev Attitude	Asks for Rev Attitude	
King	Asks for normal count	Asks for normal count	
Queen	Asks for Rev Attitude	Asks for Rev Attitude	
Jack	Jx, J10, KJ10,	J10, KJ10, AJ10, Jxx	
10	10x, K109, Q109, 109x	10x, A109, K109, Q109	
9	9x, 109xx	9x, 109x(x)	
Hi-X	Top of doubleton	Top of doubleton	
Lo-X	4 <sup>th</sup> & 2 <sup>nd</sup>	4 <sup>th</sup> & 2 <sup>nd</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att (AQ or partner trying to set up length tricks)	Normal Count	Rev Att
Suit 2	Suit Preference	Suit Preference	Suit Preference
3	Normal Count		Normal Count
1	Rev Att	Normal Count	Rev Att
NT 2	Suit Preference	Suit Preference	Suit Preference
3	Normal Count		Normal count
Signals: In NT, Smith Peter by both to discourage where attitude has not already been established			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative, Support (up to 2 of our Major), Responsive			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: Alex Adamson &amp; Mike McGinley</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
15-17 NT
5 Card Majors
1♣ can be a doubleton – transfer responses
2 Over 1 GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = Weak 2 in ♥ or ♠ OR 20-21 balanced
2♥ = 5+ ♥, 9-11, will hold a side minor or a sixth ♥
2♠ = 5+ ♠, 9-11, will hold a side minor or a sixth ♠
1♦-2♣ or 1♥-2♦ or 1♠-2♥ = Nat GF, or 4-7 with 3 card support
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NEG DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	2	4H	Natural, 12-14 balanced or 18-19 balanced	1D to 2C = transfers; 2D/H/S = transfer, 6-9 pts or 16+; 2NT = 5-5 C+D, weak; 3C = 9-11, 6+; 3D/H/S = Pre-empt	Complete transfer with weak NT	
1♦		4	4H	10-20, unbalanced unless 5-3-3-2 or 18-19	2C = Nat, GF, or 4-7 with 3/4 crd support; 2D = Inverted raise; 2H = 4+ H, 5+ S, 8-10; 2S/3C = fit (5-9); 3D = pre-emptive; Double jump = splinter	1D-1M-1NT = 18-19 bal; 1D-1M-2NT = 15+, 6+ D, 3M; 1D-2D-3D = minimum	New suit NF
1♥		5 (4)	4D	10-20 Can be a good 4 card suit opposite a passed hand.	2 over 1 GF; 2M-1 = nat GF or 4-7 with 3 crd support, 2M = 8-10, 3 crd support; Jump OM = 11-12, 3 crd support; 2NT = Jacoby; 3C/D = 4+ crd support, 7-9/10-12; 3M = pre-emptive; 3M+1 = 10-12, 4 card support and shortage.	Gazilli	2C = Drury New suit NF
1♠		5 (4)	4H				
INT			3S	15-17 balanced	Stayman with extra answers; 4 suit Transfers; 3C/D = C+D INV/GF; 3H/S = 5-5 H+S INV/GF; 4D/H = transfer; 4C/S = ♣/♦ slam try.	Smolen	
2♣	Yes	0		GF	2D = negative or waiting. 2H/S/3C/D positive.	2C-2D-2NT = 24-25 bal 2C-2D-3H/S = 5+ D, 4 H/S Kokish 2C-2D-2H-2S-2NT = 26-27 bal	
2♦	Yes	0		Weak 2 in H or S OR 20-21 balanced	2H/S/3H = pass or correct; 2NT = enquiry; new suit natural and forcing; 3S = natural and invitational.	Over 2NT: 3C = max, 3D/H = min H/S	
2♥		5		9-11 unbalanced, will hold a side minor or a sixth heart	2S enquiry; 2NT = 5+ ♠; new suit natural and forcing.	Over 2S: 2NT = 6♥, no shortage; 3C/D = 5♥, 4+ suit; 3♥ = 6♥, short ♣; 3S = 6♥, short ♠, 3NT = 6♥, short ♦.	
2♠		5		9-11 unbalanced, will hold a side minor or a sixth spade	2NT enquiry; new suit natural and forcing	Over 2NT: 3C/D = 5♥, 4+ suit; 3♥ = 6♥, short ♣; 3S = 6♥, short ♦/♥, 3NT = 6♥, no shortage ♦.	
2NT			3S	22-23 balanced	3C = 4 card Stayman; 3D/H = transfer; 3S = minor suit Stayman; 3NT = to play; 4D/H = transfer; , 4C/S = ♣/♦ slam try.	Smolen	
3♣♦♥♠		6		Pre-empt	New suit forcing by an unpassed hand; 4C is E-RKC (4D after 3C).		New suit NF
3NT	Yes			Strong pre-empt in H or S, 8-10 playing tricks	4C = bid suit below the Major; 4D = bid the Major; 4H/S = Pass or correct		
4♣♦♥♠		7		Pre-empt			
4NT				Specific Ace ask.	4NT-5N = Ace of Clubs, 4NT-6C = 2 aces.	<b>HIGH LEVEL BIDDING</b>	
						RKCB 1430, XRKCB, Splinters, frequent use of kickback KCB, Economy RKC (E-RKC) after we have pre-empted.	
5♣♦♥♠				Pre-empt			