

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), sound when vul.
CUE=SUPPORT; 1NT shows tolerance and own suit in some sequences; NEW SUIT = not always forcing
JUMP RAISE=PRE; Fit-(non)jumps; DOUBLE JUMP SPL
2NT=SUPPORT (GOOD RAISE, often 4-card)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>nd</sup>/4<sup>th</sup> Live:</b> 15-18- HCP; SYSTEM ON
<b>Reopening:</b> 11-14 HCP; SYSTEM ON
<b>Passed Hand:</b> 5+ m, 4M
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suiter:</b> WEAK
<b>2-suiter:</b> Ghestem 5+/5+ in lowest two unbid suits (any strength NV, INV+ VUL);
<b>Reopen:</b> INTERMEDIATE; 2NT=18-20 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem
JUMP CUE ASKS FOR STOPPER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>MULTI-LANDY:</b> 2♣=♥+♠; 2♦= ONE MAJOR
2♥= ♥+m; 2♠= ♠+m; 2NT= ♣+♦; 3X= PRE
<b>vs STR:</b> Double=4+M with 5+m
<b>vs WEAK:</b> Double=PEN
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = TAKEOUT; cue asks for stop; 4NT = two places to play (WK2)-2NT=15-18 (SYSTEM ON)
(WK2) - DBL - (P) - 2NT=PUPPET TO 3C
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRANSFERS; RAISES PRE; FIT JUMPS; DOUBLE JUMP SPL
RDBL=10+ (forcing to 2 of opener's suit or penalty)
2NT=GOOD RAISE OR BETTER

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	Same except xxx	
NT	4 <sup>th</sup> from honour 2 <sup>nd</sup> from three or more small	Same except xxx	
Subseq	Positional	Same	
Other: 2nd from weakness			
In partner's suit, we lead low from xxx if we have not supported, else top.			
<b>LEADS</b>			
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(+)	J10x(+)	
10	AJ10(+) KJ10(+) 10x	AJ10(+) KJ10(+) 10x	
9	A109(+) K109(+) Q109(+) 9x	(A/K/Q)109(+) 9x	
Hi-X	Sx xxS xxxS(+)	Sx xSx xSxx(+)	
Lo-X	HxS xxS HxxxS(+) xxxxS(+)	HxS HxxS HxxSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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	S/P		
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps):			
Suit preference in trumps; Peter in NT			
REMAINING COUNT: Hi/Lo=EVEN			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Emphasize majors, minors unclear			
CUE-BID = F to S/A			
May be light (9+) with classic shape; offshape OK at higher levels			
Doubles generally take out, passed more often at higher levels			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
DBL/RDBL asking for P to lead his suit in some competitive sequences			
SUPPORT DBL/RDBL sometimes shown by other bid; DBL is take-out			
1NT (X=PEN) XX=5-card suit			
When we have shown 5+ cards in a suit, DBL of cue asks P <u>not</u> to lead it			
1m - (1♥) - DBL=4♠; 1m - (1♠) - DBL = 4♥			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>RED</b>
<b>NCBO:</b>	<b>SCOTLAND</b>
<b>PLAYERS:</b>	<b>Botond HAJDARA (SCO16911)</b> <b>Glen FALCONER (SCO17149)</b>
<b>SYSTEM SUMMARY</b>	
5-CARD MAJORS (semi-F 1NT), 2/1 FG	
1♣=2+♣ (NF, NAT or BAL), can be 2♣ and 5♦	
1♦=5+♦ UNBAL UNLESS 1444/4441	
WEAK MULTI 2♦, CONSTRUCTIVE 2♥/2♠	
1NT OPENING: 14-16	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
MULTI 2♦ (5+ MAJOR, 2-7 HCP)	
2♥/2♠ = 6+ MAJOR, 8-11 HCP	
Above are the other way around in 3rd seat	
TRANSFER RESPONSES TO 1♣	
TRANSFER REBIDS AFTER 1♦ - 1M	
Self-designed raises of 1M and conventional raises in competitive auctions	
THIRD HAND OPENERS CAN BE LIGHT	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When we are forced to a certain level, PASS is the stronger option and is forcing.	
When we have forced to game and opps sacrificed.	
<b>IMPORTANT NOTES</b>	
WE RARELY PASS WHEN UNCLEAR	
<b>PSYCHICS:</b> Seldom	

OPENING	ART	Min No	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	2	4♣	Natural or BAL 11-13/17-19 Can hold 5♦ if balanced	1♦=4+♥, 4+HCP; 1♥=4+♠, 4+HCP; 1♠=5-12 HCP, no M; 1NT=4+♣, WEAK or FG; 2♣=5+♦, FG; 2♦=5♠, 4♥ 3-8 HCP, 2M=WEAK; 2NT=6+♣, 16+ HCP; 3♣=6+♠, 8-11 HCP	Complete with 11-13 BAL and 2-3M: Two-way checkback 1♣-1R-1NT=17-19 BAL: Normal stayman and re-transfers	systems on up if overcall is 1♦ systems off after others
1♦		4	4♣	5+♦ unless 4441 or 1444 Rule of 19	2♣=4+♠, FG or 4♦, 10-12 HCP ; 2♦=3/4+♦, FG ; 2♥=5♠, 4♥, 3-8 HCP ; 2♠=5♠, 4♥, 9-11 HCP 2NT= 16+ HCP 4+♦ ; 3♣=6♣, 9-11; 3♦=PRE	TRANSFER REBIDS AFTER 1M; 1NT = 6+♦ 11-15 or 16+HCP, 2♣= 4♣ 11-15 after 1♦-1♥ : 2♦=5♦, 3♥ 11-15 HCP after 1♦-1♠ : 2♦=5♦, 4♥ 11-16 HCP	
1♥		5	4♣	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♠, FG/3-card limit raise; 2♦=5+♦, FG/constructive 3/4-card raise; 2♥=0-6, 3♥; 2♠=GF 4-card raise; 2NT=limit 4-card raise; 3♣/3♦=9-11, 6+suit; 3♥=0-4, 4♥;	2♥/2♦ relay to 2♥/2♣, then 3♣: relay 3♣ asks after 2NT relays in most 1M - 2m sequences new suit= cue for invite suit after 1M - 3x	transfers over DBL; Fit (non)Jumps, 2♣=3♥, 8-11; 2♦=4♥, 8-11
1♠		5	4♥	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♠, FG/3-card limit raise/4-card limit raise, 2♦=5+♥; 2♥= constructive 3/4-card raise/GF with ♦; 2♠=0-6, 3♠; 2NT=GF 4-card raise; 3♣/3♦/3♥=9-11, 6+suit; 3♠=0-4, 4♠;	2♥/2♦ relay to 2♥/2♣, then 3♣: relay relays in most 1M - 2m sequences new suit=cue for invite suit after 1M - 3x	transfers over DBL; Fit (non)Jumps, 2♣=3♠, 8-11; 2♦=4♠, 8-11
1NT				14-16 HCP can include 5M; 6m	2♣=STAYMAN, 2♦/2♥=TRF, 2♠=TRF to ♣ 2NT=TRF to ♦; 3♣=5-CARD STAYMAN; 3♦=5-3 in Ms, GF, GF; 3♥= 6-4 minors, GF, GF; 3♠=5-5 minors, GF	TRANSFER BREAK WITH FIT, OM is mild slam try, other suits natural and GF, some puppet bids	RUBINSOHL TRANSFERS 1NT-(PEN X)-XX=♣, P forces XX 1NT-(2X/3X)-DBL=T/O or PEN
2♣	Yes	0		23+ bal. or GF unbal	2♦=relay and Kokish relays	2♣-2♦-2♥-2♠-2NT=25+BAL	
2♦	Yes			1st: MULTI, 5+M, 2-7 HCP; 3rd: 9-11 6M	2M/3M P/C; 2NT RELAY 3m=6+m, CONSTRUCTIVE, NF	2♦-2NT-3♣=strong either, 3♦=weak with ♥; 3♥=weak with ♠, 3♠=solid ♥, 3NT=solid ♠	
2♥		6		1st: 8-11 HCP 6M; 3rd: 2-7 HCP 5+M;	2♠/3m=CONSTRUCTIVE, NF 2NT RELAY	2M-2NT-3♣=weak hand, weak suit 2M-2NT-3♦=weak hand, good suit	
2♠		6		1st: 8-11 HCP 6M; 3rd: 2-7 HCP 5+M;	3m=CONSTRUCTIVE, NF 2NT RELAY	2M-2NT-3♥=good hand, weak suit 2M-2NT-3♠=good hand, good suit	
2NT				20-22 HCP, 5M/6m possible OFFSHAPE OK	3♣=5-CARD STAYMAN, 3♠= minor stayman 3♦/3♥=TRF;		2NT-(3X)-DBL=T/O
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	
4m / 4M		7		Pre-emptive			
4NT	Yes			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♠=ACE, 5NT=2 ACES		
5m		7		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5M		7		Pre-emptive		KICKBACK ROMAN KEYCARD BLACKWOOD (3041); SPECIFIC KING ASK; KICKBACK TURBO; CUE = first/second round control up the line	