

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBFC Convention Card</b> 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level wide ranging, can be weak, can be 4 cards		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Green</b>
2 level - 10+.	Suit	2nd and 4th	Low from an honour (J+) or Mud		<b>Country: Scotland</b>
Depends on position - much more likely to be top of range in direct seat	NT	2nd and 4th	Low from an honour (J+) or Mud		<b>Event:</b>
suit change responses F1, cue bid support, 2NT offensive support, jump	Subseq	2nd and 4th	Low from an honour (J+) or Mud		<b>Players: John Faben, Adam Dickinson</b>
change of suit is fit jump.	Other:	Top of sequences and interior sequences			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY - American Style - Strong NT 2/1 GF
15-18/11-15 - system on	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		GENERAL APPROACH AND STYLE
	Ace	Usually denies the K vs high level	Seeks attitude signal usually		Bidding in direct seat conservative and aggressive in passout seat
	King	From AK at high level or KQ at lower	Asks for count or unblock if sensible		Preempts are based on position and vulnerability: e.g at 2nd will be always up to length and should
	Queen	From QJ usually	Can be from QJ or from KQ if no T9 back up		have suit quality but 3rd in Green could be 1 card shorter and range from opener to 0 hcp
	Jack	from JT or KJT or Jx	from JT or KJT or or AJT, JT or Jx		2NT is almost never natural in competition
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	From T9 or QT9 or KT9 or	From T9 or QT9 or KT9 or AT9	
1-Suit: Weak	9	Almost always from 98	Almost always from 98		1NT Openings: (14)15-17
2-Suit: Unspecific Michaels/ Unusual NT - 2NT asks over Michaels	Hi-x	Second top of nothing	Second top of nothing		2 OVER 1 Response GF - unless in competition and then non forcing
2 suited bids are weak (<=10 HCP) or strong (=>15 HCP)	Lo-x	Usually holds honour	Usually holds honour		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Acol 2 style hand, leaping Michaels	SIGNALS IN ORDER OF PRIORITY			2D = bad weak 2 in either major at non vul only. Can be passed with or without diamonds.	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Direct cue bid = Michaels, Jump Cue bids = cashing minor - stop seeking	Suit:1st	Rev Attitude	Count	Count	Rev Attitude
	2nd	Count	Suit Preference	Count	Count
	3rd	Suit Preference	Rev Attitude	Suit Preference	Suit Preference
	NT: 1st	Rev Attitude	Count	Count	Rev Attitude
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Suit Preference	Count
Vs Weak: X = Pens (can be based on long suit rather than HCP)	3rd	Suit Preference	Rev Attitude	Suit Preference	Suit Preference
2C= Majors, 2D/2H/2S = Natural, 2NT = very shapely 2 suiter	Signals (including Trumps):				
vs Strong: X = Minors, 2C= Majors, 2D/2H/2S = Natural,	Carding is based on what we believe will give least information to declarer. If carding applies it				
2NT = shapely 2 suiter	is based on the perception that we believe partner wishes to know (or wish them to know)				
		DOUBLES			
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES(Style;Responses;Reopening)			
X = take out, leaping Michaels, NT = 16-19 bal or semi bal	X = TO to 4H				
The higher the bidding the more usual it is to pass a TO double	2nt is either lebensohl or scrambling depending on context: if Lebensohl, slow shows stopper				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
Over GF or strong 1C opening at NV only: 2H = weak with hearts or spade	Xx= Ax or Kx support				Weak 1nt from oppo - x - natural bid to 2h - p (pass here shows values but no clear penalty)
and 2S = bad preempt in any suit to the 3 level - not forcing	Support doubles when partner has made a major suit overcall				If GF then pass at high level followed by pulling a double shows extras, whereas double is either clear
Over strong 1C: 2D = Majors 5+ 5+	If opponents bid a forcing bid after partner opens (i.e. (1D) 1S (2C) X = anti lead direction				or shows no desire to bid on. Bidding on shows desire to bid on but nothing extra for bidding so far
Over strong 1C: X = 4+4+ Majors, 1NT = Minors	3 card raise. A direct raise is Axx, Kxx or Qxx				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE		ROPI/DOPI over doubles of key card			After reverse - lower of 4th suit or 2NT is strength - all others are weaker bids
XX= Ax or Kx support	Forcing pass occurs when game forcing bids are made				4th suit forcing is always game force
After 1M X or 2M X - NT responses upwards are transfers to suit above	Opener of 1NT is expected (but not compelled) to back in with passout double with Jx				Psychics:
where say 2H X 3D = Invite to game with support	or less in opponents suit				Rare and not systemic - but not unknown

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		1	4H	Short club aligned with SCM - can have 5 card diamond suit	2C Natural, GF inverted minor raise, 2NT = Preemptive raise 6+ clubs, 2D/2H/2S weak jump shifts		as PH - 2C = 9-11 with 5+ clubs
1D		5	4h	Always unbalanced unless 3-3-5-2 with very strong diamond suit	2D GF inverted minor raise, 2NT = Preemptive raise 4+ diamonds, 2H/2S weak jump shifts		
1H		5	4d		2/1 GF, 2NT = GF 4 card raise (see note 1), 3C = 10-12 raise, 3D = 6-9 raise, 3H = 0-5 raise	Artificial, show strength/shortage. 3C with all minimum hands. See Note 1.	as PH, 2C=4 cards support and 6-9, 2D = 9-11 3 card support, 2NT = 10-11 raise and 3C/3D are fit, 2S = WJS
1S		5	4d		2/1 GF, 2NT = GF 4 card raise (see note 1), 3C = 10-12 raise, 3D = 6-9 raise, 3S = 0-5 raise	Artificial, show strength/shortage. 3C with all minimum hands. See Note 1.	as PH, 2C=4 cards support and 6-9, 2D = 9-11 3 card support, 2NT = 10-11 raise and 3C/D/H are fit
1 NT				14(15-17) balanced	Transfer splinters, 2C stayman and smolen and 2D/2H/2S/2NT transfers	Break minor suit transfer without support. Complete transfer splinter with no wasted values in splinter suit	X= TO of natural bid suits and opener is expected to reopen with Jx in overcall suit
2C	X	0	4H	System strong bid	2D = relay, 2H/S or 3C/D = 6 card suit headed by at least KJT		
2D	X	0	4H	weak with diamonds (vulnerable) or a bad weak 2 in either major (non-vulnerable). The latter is not forcing.	See note 2 for action over 2d as bad weak 2. Over 2d as natural 2nt= asks for stopper and other bids are natural, new suits forcing for 1 round		
2H		6	N/A	Constructive weak 2 at both vulnerabilities 7-12	After X, 2NT = C, 3C=D, 3D=game try in hearts, 3H = preempt. If no double then 2NT is enquiry for feature		
2S		6	N/A	Constructive weak 2 at both vulnerabilities 7-12	After X, 2NT = C, 3C=D, 3D=hearts, 3H = game try in S, 3S = preempt. If no double then 2NT is enquiry for feature		
2 NT				20-22 balanced	3C, 5 card puppet stayman, 3D/3H transfers	after 3C, 3D shows 3S or 4cM or both	
3C		6		Preemptive natural opening	3D/3H/3S natural forcing, 3N/4C/4M/5C to play		
3D		6		Preemptive natural opening	3H/3S/4C natural, forcing, 3N/4D/4M/5D to play		
3H		6		Preemptive natural opening	3S/4C/4D natural, forcing, 3N/4H/4S to play		
3S		6		Preemptive natural opening	4C/4D natural, forcing, 3N/4H/4S to play		
3 NT	X			Gambling 3NT - no outside trick - pure suit		In sequence where we have shown values an oppo bid over our game then direct actions are weaker than pass - pass is the strongest option	
4C	X			Texas - strong heart preempt with defence	Bidding 4D ask for key cards as non passed hand or shows strength as passed	4NT often indicates a second place to play in competition rather than key card	
4D	X			Texas - strong spade preempt with defence	Bidding 4H ask for key cards as non passed hand or shows strength as passed	when 4NT is RKCB, 1430 responses, then next bid is Q ask, 5NT is specific king ask	
4H				Natural preempt with little defence potential	4NT = key card as non passed hand	cue bid 1st/2nd round controls equally, up the line	
4S				Natural preempt with little defence potential	4NT = key card as non passed hand		
4NT				Specific ace ask	5C= none 5NT = 2		
5C				Preemptive natural opening			
5D				Preemptive natural opening			
5H				Preemptive natural opening			
5S				Preemptive natural opening			
5NT				Specific king ask	6C=none 6NT = clubs if 2 then bid 7C		