

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
Wide ranging overcalls Cue of opponent's suit at the 2lvl promises support Jump raise is preemptive New suit is F1	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
[1x] - 1NT (15-18HCP normally with a stop) → system ON Lebensohl if opponents bid over 1NT Reopen: can be light	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2NT - 5+ 5+ lowest in rank unbid suits Leaping Michaels over 2M opening Direct cue in 3 rd level asks stop When partner has passed HCP count can vary more	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels Jump in opponent's suit below 3NT asks for a stop	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Dbl - penalty (PH - 5+m 4M) 2♣ - both majors 9+cards 2♦ - one major 5+cards 2M - 5M 4+m 2NT - both minors 9+cards 3suit - preemptive 6+suit	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Leaping Michaels over 2M opening Direct cue asks stop 2NT / 3NT bids are natural with a stop, other NT bids are minors Doubles are take / out oriented	
VS. ARTIFICIAL STRONG OPENINGS	
Over strong 1♣: 1lvl - natural, lead directing 2lvl - same as over 1NT	
OVER OPPONENTS' TAKEOUT DOUBLE	
Rdbl - 10+HCP Fit jumps 2NT is at least invitational with a fit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2,4	2,4	
NT	2,4	2,4	
Subsequent	2,4	2,4	
Other: Sometimes can obey the rule by leading 1 or 3			
LEADS			
Lead (asks for)	Vs. Suit	Vs. NT	
Ace (attitude)	AK(x...); A(x...)		
King (count)	AK(x...); KQ(x...); K(x)		
Queen (attitude)	KQ(x...); QJ(x...); Q(x)	AQJ(x...); QJ(x...); Q(x)	
Jack (attitude)	KJ10(x...); J(x)	(A/K)J10(x...); J(x); (A/K)Jx	
10 (count)	H109(x...); 10(x)	H109(x...); 10(x); H10x	
9 (count)	109x(x...); 9(x)		
x (count)	Hxxx(x...); Hxx; x(x); xxx(x...)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	Count	Lavinthal
	2 Count		
	3		
NT	1 Attitude	Count	Lavinthal
	2 Count		
	3		
Signals: Standard, Lavinthal, Suit Preference in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard May be light with classic shape or when feel like partner is trapping Natural responses Cue bids are GF May be light in reopen seat May be very light when partner is passed			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m - [1♥] - Dbl - usually 4♣ 1m - 1M - [1♠ / 2suit] - Dbl - usually support (3M) 1NT - [Dbl] - Rdbl - 5+any suit			

W B F CONVENTION CARD	
CATEGORY: GREEN NCBO: SCOTLAND PLAYERS: Stewart Pinkerton, Gints Freimanis EVENTS: ALL	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 over 1 GF 11-14 HCP/ 18-19 HCP BAL hands without 5M open 1♦ with 4♦-4♣ or whenever ♦ > ♣, otherwise 1♣ is opened 1NT - 15-17 BAL includes 5M332, may have 5422, 6322 and may be weaker 3 rd seat 2♦ - a) At most 10 HCP (5)6+M b) 9 playing tricks in any suit contract 2M - At most 10 HCP 5M 4+m Jacoby, Bergen raises over 1M opening, Kokish after 2♣-2♦	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ - At most 10 HCP (5)6+M 2M - At most 10 HCP 5M 4+m Gambling 3NT opening 2-way Drury raise by a passed hand Slow Arrival Shows Stop in Lebensohl sequences	
SPECIAL FORCING PASS SEQUENCES	
When GF	
IMPORTANT NOTES	
3 rd seat openings may be light in values 2♦ opening 11-13 HCP in 4 th seat if a) 2M opening 11-13 HCP in 4 th seat	
PSYCHICS: RARE	

OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	10-21 HCP 3+♣ Can be light in 3 rd seat	1suit - 4+suit F1 1NT - 6-10 HCP 2♣ - inverted minor Jump new suit - weak 2NT - 15+HCP 4♣ 3NT - 12-14 HCP 4♣	1♣-1x-1M - natural, unbal 1♣-1x-1NT - any 11-14 BAL without a 4 card support, does not deny 4 cards in the unbid suits → 2♣ - relay to 2♦ or invitational, 2♦ - GF any 1♣-1x-2NT- 3♣ - NF, 3♦ - F1 does not promise ♦ 1♣-2♣-2NT - 11-14 HCP BAL (rejects invitation), 3♣ - 5+♣ (rejects invitation), other bids - GF semi-natural	Same except no immediate GF sequences Fit jumps in competition
1♦		3	7♥	10-21 HCP 3+♦ Can be light in 3 rd seat	Same as after 1♣	Same as after 1♣	Same as after 1♣
1♥		5	7♦	10-21 HCP 5+♥ Can be light in 3 rd seat and 4+♥	1NT - 6-11 HCP semi-forcing 2♣ - 2+♣ GF unless repeated 2♦ - 5+♦ GF unless repeated 2♠ - 10-12 HCP 3♥ 2NT - 15+ HCP 4+♥, 3♣ - 7-9 HCP 4+♥ 3♦ - 10-12 HCP 4+♥, 3♥ - 0-7 HCP 4+♥ 3NT - 12-14 HCP 4♥	1♥-1♠ / NT-2 NT - 18-19 HCP (semi)BAL 1♥-2m-2NT - 11-14 HCP (semi)BAL 1♥-2NT-3m / ♠ - shortage, 3♥ - no shortage, min, 3NT - no shortage, non-min	Same except 1♥-2♣ 9-10 with 3♥ 1♥-2♦ 9-10 with 4♥ 1♥-2♥ - NF Fit jumps in competition
1♠		5	7♥	10-21 HCP 5+♠ Can be light in 3 rd seat and 4+♠	Same as after 1♥ except 1♠-3♥ - 10-12 HCP 3♠	Same as after 1♥	Same as after 1♥ except 1♠-2♥ - NF
1NT		2		15-17 HCP BAL, includes 5M332, may have 5m422 and 6m322	2♣ - Stayman 2♦♥♠ / NT - transfers 3♣ - Muppet Stayman 3♦ - 5+5+ minors 3♥ - (4)-1-(5-3) or 4144, 3♠ - 1-3-(5-4) 4♦♥ - transfers	1NT-2♣-2♦ - no 4M, 2M - 4-5M 1NT-2♣-2♦-2M - NF, 3M - 4M 5OM GF 1NT-2♦-2♠ / 3♣♦ - 4♠♣♦ 4-5♥ max 1NT-3♣-3♦ - at least one 4-card major, 3♥ - no 4M, 3♠ - 5♠, 3NT - 5♥	SAME Lebensohl in competition
2♣	✓	0		23+HCP or at most 4 losers	2♦ - 4+HCP, 2♥ - 0-3 HCP, 2NT - 10+HCP BAL, other bids - GF natural	2♣-2♦-2♥ - 5+♥ or 24+HCP BAL 2♣-2♦-3M - agrees suit 2♣-2♥-2♠ / 3♣♦ - NF	SAME
2♦	✓	0		a) At most 10 HCP (5)6+M b) 9 playing tricks in any suit contract	2M / 3M / 4M - pass / correct 2NT - asking, 3m - natural F1	2♦-2NT-3♣ - 6+♥ min, 3♦ - 6+♠ min, 3♥ - 6+♠ max, 3♠ - 6+♥ max	SAME
2♥	✓	5		At most 10 HCP 5♥ 4+m	3♣ - pass / correct, 2NT - relay, other bids - natural F1	2♥-2NT-3m - 4+m min, 3♥♠ - 4+♣♦ max	SAME
2♠	✓	5		At most 10 HCP 5♠ 4+m	Same as after 2♥	Same as after 2♥	SAME
2NT		2		20-21 HCP BAL, includes 5M332, may have 5m422 and 6m322	3♣ - Muppet Stayman, 3♦♥ - transfers 3♠ - minor suit Stayman 4♦♥ - transfers	2NT-3♣-3♦ - at least one 4-card major, 3♥ - no 4M, 3♠ - 5♠, 3NT - 5♥ 2NT-3♠-3NT - no 4m, 4m - 4+m	SAME
3♣♦♥♠		6		Constructive 6+ preempt	Natural	Natural	SAME
3NT	✓	0		AKQxxx(+) in a minor, no A / K in other suits	Pass - to play, 4♣ - pass / correct	HIGH LEVEL BIDDING	
4♣♦		7		Destructive 7+preempt	Natural	Serious 3NT RKCB 1403 If opponents intervene over 4NT key-card, then pass - even number of key-cards, Dbl / Rdbl - odd number	
4♥♠		7		Depends on seat and vul	Natural		
4NT	✓	0		Specific ace ask	5♣ - no aces, 5♦♥♠ / 6♣ - specific ace		
5♣♦♥♠		7		Constructive	Natural		

