

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Style: Wide ranging. Can be quite weak at 1-level	
Responses: New Suit=F1; Cue bid =SUPPORT; Jump Raise =PRE; Fit Jumps; Double Jump = splinter	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd position: 15-17	
Responses: As over opening 1NT	
4 th position: 11-14	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: Weak, usually with 6 card suit	
Unusual notrump: Only in direct position, = lowest 2 suits	
4 th position: Intermediate in suit. 2NT = 19-20	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Style: Michaels, 5/5(4). 2m = both M. 2M = other M + m	
Jump Cue asks for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Strong & Weak: "Multi-Landy". 2C= M/M; 2D = 1 major; 2M= M/m	
4 th position: As 2 nd	
Passed Hand: As unpassed	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X = takeout, 2NT/3NT natural. 2/3 level suits natural	
3 or 4 level cue (e.g. 2H-3H; 3C-4C) = "Michaels" style	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
(1C): DBL=Majors; 1NT=Minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
Raises are pre-emptive; Redouble = 10+ without fit; 2NT = limit	
Raise or better; New suit is natural (F1); Jump in new suit = Fit Jump	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th; 2nd from bad 3+ suit	Same	
NT	Same	Same	
Subseq	ATT (4th from length)	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude signal	Asks for attitude signal	
King	Asks for count	Asks for unblock or count	
Queen	Asks for attitude signal	Asks for attitude signal	
Jack	J10x(x); KJ10(x)	J10x(x); KJ10(x); AJ10x	
10	K109(x); 109(x); 10x	K109(x); 109(x); 10x	
9	9x	9x	
Hi-X	2 nd or shortage	2 nd or shortage	
Lo-X	usually 4th	usually 4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count (Hi-Lo = even)	1st disc = attitude
Suit 2	Suit pref if needed		
3			
1	Attitude	Count (Hi-Lo = even)	1st disc = attitude
NT 2			
3			
Signals (including Trumps):			
* Distributional signals - HI-LO = EVEN no			
* Attitude signals NORMAL (Hi = ENCOURAGING)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Can be light with good distribution			
Responses: Cue-bid is Forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Double of conventional bid is suit-showing			
Negative doubles to 3S			
Most low level doubles in competition are takeout			
Double, then new suit is strong			

W B F CONVENTION CARD	
CATEGORY: GREEN	
NCBO: SCOTLAND	
PLAYERS: David King/David Briggs	
EVENT National League	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
NATURAL, 4-card MAJORS	
REVERSE BEMJAMINISED ACOL	
2C = strong, GF except 2C- 2D- 2NT	
2H /2S = WEAK	
1NT: 12-14	
Signals - NORMAL Distribution and NORMAL attitude	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
SPECIAL FORCING PASS SEQUENCES	
1NT (X=PEN) PASS is Forcing – Opener RDBLs if LHO passes	
IMPORTANT NOTES	
PSYCHICS: Very rare	

OPENING	TICK	IF	ARTI	FIG.	NO.	OF	CAR	NEG.	DBL	THR	U
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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3♠	10-19 HCP Open Minor suit with 4-4	Limit raises, Strong Jump Shifts, Splinters	1♣ - 1M - 1NT - 2♣ is Checkback Stayman	
1♦		4	3♠	10-19 HCP Open Minor suit with 4-4	Limit raises, Strong Jump Shifts, Splinters	1♦ - 1M - 1NT - 2♣ is Checkback Stayman	
1♥		4	3♠	10-19 HCP	Limit raises, Strong Jump Shifts, Splinters 2NT = 15+, game-forcing	1M-2NT-3m/3OM=second suit 1M-2NT-4m/4OM=Splinter	
1♠		4	3♠	10-19 HCP	Limit raises, Strong Jump Shifts, Splinters 2NT = 15+, game-forcing	1M-2NT-3m/3OM=second suit 1M-2NT-4m/4OM=Splinter	
INT				12-14 HCP	2♣ = Stayman, 2♦, 2♥ = trf, 2♠ = trf to either minor. 3X = slam try. 4♣ = Gerber		
2♣	Yes			23+ or any game-forcing hand	2♦ = negative (fewer than 8HCP)		
2♦	Yes			8 playing tricks or 19-20 bal	2♥ = relay		
2♥		6		5-9 HCP	2NT forcing	2M - 2NT; 3♣ = weak, poor suit, 3♦ = weak, good suit, 3♥ = upper, poor suit, 3♠ = upper, good suit	
2♠		6		5-9 HCP	2NT forcing	2M - 2NT; 3♣ = weak, poor suit, 3♦ = weak, good suit, 3♥ = upper, poor suit, 3♠ = upper, good suit	
2NT				20-22 HCP	3♣ = 5-card PUPPET STAYMAN, 3♦/3♥=TRF; 4♣ = GERBER		
3♣		7			3X=F1; 3NT = to play		
3♦		7			3M=F1; 3NT = to play		
3♥		7			3♠=F1; 3NT = to play		
3♠		7			3NT = to play		
3NT	Yes			Gambling	4♣ = pass or correct		
4X		8		Pre-emptive			
4NT	Yes			Specific Ace-asking	5♣ =NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		8		Pre-emptive		HIGH LEVEL BIDDING	
						3041 KEYCARD BLACKWOOD (DOPI/ROPI)	
						5NT - King ask, excluding trump King	