


DEFENSIVE AND COMPETITIVE BIDDING
<p><b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b></p> <p><b>Style:</b> Aggressive, always shows appropriate length, may not have strength. We use the Law of Total Tricks.</p> <p><b>Responses:</b></p> <p><b>Reopening:</b></p>
<p><b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b></p> <p>Shows 5 card minor &amp; 4 card major, any strength</p> <p>Then bidding opponents suit is progressive.</p>
<p><b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b></p> <p><b>Style:</b> Weak, 6 card suit</p> <p><b>Responses:</b> As opening, 2NT asks for strength.</p>
<p><b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b></p> <p><b>Style:</b> Michaels</p> <p><b>Responses:</b> Michaels: natural; jump cue: 3NT with stopper</p>
<p><b>VS. NT (vs. Strong / Weak; Reopening; PH)</b></p> <p>X = Single suited hand but can be passed so decent hand</p> <p>Any suit = DON'T, so 44 or better.</p> <p>2NT = minors but at least 55</p> <p><b>Reopening:</b> X is protective as we don't have a penalty double of 1NT</p> <p><b>Passed Hand:</b> as above</p>
<p><b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b></p> <p>X = value showing, suit bid is progressive, NT is natural over weak as vs pre-empts. Also use lebensol</p>
<p><b>VS. ARTIFICIAL STRONG OPENINGS</b></p> <p>vs strong 1♣: As normal 1♣ opening</p>
<p><b>OVER OPPONENTS' TAKE OUT DOUBLE</b></p> <p>We ignore this when bidding so all bids mean the same. Xx = values</p>

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	<b>Lead</b>	<b>In Partner's suit</b>	
Suit	Reverse Attitude/ McKinnie.	Same	
NT	As above	Same	
Subseq	As above	Same	
Other:			
Signals can be Reverse Attitude, McKinnie or Count, in that order of preference, depending on what we think partner needs to know.			
LEADS			
	<b>Lead</b>	<b>vs. Suit</b>	<b>vs. NT</b>
Ace or King	AKx(x); AKQ+; AK; KQJ+;	AKx; AK; KQ; KQJ(x); AKJT(x);	
King or Queen	KQJ+;	KQ; KQJ(x);	
Queen	QJ+;QJT(x);	QJ; AQJ(x); QJ+	
Jack	JT; JTx;	JT; JTx	
10	T9x;	T9x	
A&Q asks for reverse attitude. K asks for count			
SIGNALS IN ORDER OF PRIORITY			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Suit: 1 <sup>st</sup>	Reverse Attitude	Smith Peters	Reverse Attitude
2 <sup>nd</sup>	Or Count	Reverse Attitude	Or McKinnie
3 <sup>rd</sup>	Or McKinnie	Or Count	Or Count
NT: 1 <sup>st</sup>	As above	As above	As above
2 <sup>nd</sup>			
3 <sup>rd</sup>			
DOUBLES			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
<b>Style:</b> may be light with classic shape			
<b>Responses:</b> natural responses			
<b>Reopening:</b> as above			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>			
Negative double to 3♠;			
Responsive double to 3♠; competitive double			
Support double to 3♠			

WBF Convention Card	
	
<b>Category:</b>	
<b>NBO (Country):</b> SCOTLAND	
<b>Event:</b> All 2017/8	
<b>Players:</b> Mark Menzies SCO7930 Tam Penman SCO8229	
SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE:</b>	
Reverse Benji based system: 5-card major, better minor	
Weak 2's in Major, strong 2's in minor	
Pre-empts: 7+ card suit 3 opening. 3C/3D shows 2 of top 3 honours if partner hasn't passed	
<b>1NT opening:</b> 14-16	
2 over 1 game force (1 round).	
Reverse Minors	
Bergen Raises	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>1NT overcall, shows 5 card minor &amp; 4 card major</b>	
DONT over opponents 1nt opening	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE</b>	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	Better Minor, 11-22.	1NT = 9-11; 1D may be relay. 2NT = GF bal; 2♣ 10+, 3♣ weaker with length	1NT = 11-13, Checkback 2NT = 17-18, Checkback.	New suit = NF
1♦		3	3♠	Better Minor, 11-22.	Reverse Minor raises. 2C = Game force, 1NT = 6-11	As above;	New suit = NF;
1♥		5	3♠	11-22, 5+♥	1NT = Forcing for 1 round 2 over 1 game force. Bergen Raises 2nt = Slam try 3S = support with singleton 3NT = balanced with 12-15 points 4 any = void (next suit up is then RKC)	After 2 over 1, 2♥ = weak, 2NT = 13-16, 3♥ = good 6 cards, 3NT = 17+	New suit = NF
1♠		5	3♥	11-22, 5+♠	As above except 3H = support with singleton	As above.	New suit = NF
1NT				14-16 Balanced	Stayman, 4 suit transfers: 2♠ → 3♣; 2NT → 3♦ 3♣ = Minor suits enquiry	Transfer break: M = xxxx; m = Hxx or better	
2♣	Yes	0	3♠	Unbalanced game force or 23+ balanced;	2♦ = relay 2nt = balanced 10-12 Any suit = good 5 card suit with values	Suit = 8/9 playing tricks; 2NT = 23-24; responses as 2NT opener	
2♦	Yes	0		8 playing tricks or 21-22 balanced	2H = Relay	Suit = 8/9 playing tricks; 2NT = 23-24; responses as 2NT opener	
2♥		6		Weak: 6+ card suit, <11 points	2nt = enquiry. Any other suit = to play	Over 2nt, any suit shows an A or K in that suit and not a minimum	As for UPH
2♠		6		Weak: 6+ card suit, <11 points	As above	As above	As for UPH
2NT				19-20 balanced	5 card staymen 4 suit transfers		As for UPH
3♣		7		Pre-empt with 2 of top 3 honours if partner not passed	New suit is encouraging in suit but can be passed		As for UPH
3♦		7		Pre-empt with 2 of top 3 honours if partner not passed	As above		As for UPH
3♥		7		Pre-empt	As above		As for UPH
3♠		7		Pre-empt	As above		As for UPH
3NT	Yes	8		Solid minor, gambling	4♣ pass/convert; 4♦ ask		As for UPH
4♣		8		Pre-empt	Raise = pre-empt or to make		
4♦		8		As 4♣	As above		
4♥		7		As 4♣	New suit = F1		
4♠		7		As 4♣	As above		
4NT						<b>HIGH LEVEL BIDDING</b>	
5♣		8		Pre-empt	As above	4C tends to be Ace asking, always is if suit agreed. 4D can be Ace asking in askers suit if nothing agreed 2NT over a 1 opener is slam try in openers suit – opener will show a feature (A/K) RKC with Spiral Scan	
5♦		8	Pre-empt	As above			
5♥			11 tricks	Raise if tricks			
5♠			11 tricks	As above			