

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Normal style, 8-15ish, 5+. Can be light reopening
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18; System on
Reopening: 11-15; System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (5-10), 6+ cards
2NT Response to 2-level jump overcall: feature ask
Unusual NT: lowest 2 unbid suits, 5-5 +
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels: 5-5 +, not rubbish when vul
2N enquiry. 3C P/C
Jump cue asks for stop for NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X: Penalty; 2C: Majors; 2D: 6+ Major; 2M: 5M 4+m;
2NT: minors or big 2-suiter; 3x: natural
(X in 4 <sup>th</sup> seat vs. strong is single-suited)
By PH: 4M 5+m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X: T/o thru 4H (followed by Lebensohl at 2-level). Action X over 4S
Direct cue asking for stop. Leaping and Non-Leaping Michaels
2NT: 17-20; 3NT to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble: (9)10+ (with xx or worse over 1M), further X pen BEH
1M (X) ? 2C -> 3M-1 except 2M are transfers

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , 2 <sup>nd</sup>	3 <sup>rd</sup> , 5 <sup>th</sup>	
NT	4 <sup>th</sup> , 2 <sup>nd</sup>	4 <sup>th</sup> , 2 <sup>nd</sup>	
Subseq	Attitude	Attitude	
Other: AQ for reverse attitude, K for count or unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AK, A	
King	AK, KQ	AK, KQ	
Queen	KQ, QJ	KQ, QJ	
Jack	AJ10, KJ10, J10	AJ10, KJ10, J10	
10	H109, 10x	H109, 10x, 109x	
9	109x, 9x	9x, (109x)	
Hi-X	Xx, xXx	Xx, xXx	
Lo-X	xXx, HxX, HxxX	xXx, HxX, HxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Reverse Attitude
Suit 2	Standard Count	Suit Preference	Standard Count
3	Suit Preference		Suit Preference
1	Reverse Attitude	Reverse Smith	Reverse Attitude
NT 2	Standard Count	Standard Count	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps): Reverse Attitude, Standard Count,			
Reverse Smith; Lavinthal in various situations			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Emphasise majors, can be light with classic shape or in reopening			
Courtesy raise with 4M in (1x) X (any) 1M (<2M) ? situations			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles and redoubles below 2M			
1m-(1H)-X = 4 spades			
2 <sup>nd</sup> step or even over RKCB interference			
1N (X)[pen] XX = 5m or MM; 1N (X)[not] XX = values			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>Green</b>
<b>NCBO:</b>	<b>Scotland</b>
<b>PLAYERS:</b>	<b>Paul Barton</b> <b>Jun Nakamaru-Pinder</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
15-17, 2/1, 5 card majors	
1NT Opening: <b>15-17</b>	
2 Over 1 Responses: <b>GF</b>	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1X-1Y-1N-? 2C = puppet to 2D, 2D = GF checkback	
1M-3D = invitational raise	
1NT-2D = Marionette to 2H: hearts of various GF minor hands	
Gambling 3NT	
Lebensohl – FASS – in various situations	
Bad 2NT	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When obvious	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> <b>Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	10+HCP 3+C	1D = (3)4+D, 1M = 4+M, 1NT = 6-10 2C = 10+, 2D/H/S = 6-9 WJS 2NT = 11-12 nat, 3C = 6-9HCP, 4D = RKCB	2-way checkback (including 1C-1D-1N-?)	Fit jumps by PH
1♦		3	4H	10+HCP 3+D	1M = 4+M, 1NT = 6-10 2C = GF, 2D = 10+, 2H/S = WJS 2NT = 11-12 nat, 3C = 9-11 IJS, 4C = RKCB		
1♥		5	4D	10+HCP 5+H	1S = 4+S, 1NT = 5-11(12) and includes 9-11 3M 2C = 3+C GF, 2D = 4+D GF, 2H = 5-9, 2S = WJS 2NT = 4+M GF, 3C = IJS, 3D = 9-11(12) (3)4M 3S = unspecified spl, 3N/4C/D = step spl, slam try	1M-2N-? 3C = min, 3D = non-min no short, 3H/S/N = step 1M-2N-3C-3D-? 3N = no short, 3H/S/4C = step	P-1M-2C = 3+M Drury 1M (X) ? then 2C -> 3M-1 (except 2M) are transfers
1♠		5	4H	10+HCP 5+S	1NT = 5-11(12) and includes 9-11 3M 2C = 3+C GF, 2D = 4+D GF, 2H = 5+H GF 2S = 5-9, 2NT = 4+M GF, 3C = IJS 3D = 9-11(12) (3)4M, 3H = IJS 3N = unspecified spl, 4C/D/H = step spl, slam try		
1NT		-	4H	15-17 Balanced	2C = stayman, 2D = H or various GF, 2H = S 2S = inv bal or C, 2N = D, 3C = 5cd stayman 3D = MM, 3H/S = shortage GF, 4D/H = transfers	1N-2D-2H-? 2S = Marionette cont. relay to 2N, Others = hearts	
2♣	√	0	4H	23+ Semi-Balanced Any GF	2D = Relay		
2♦		(5)6	-	5-10, (5)6+D	2M = F1, 2N = Feature ask		
2♥		(5)6	-	5-10, (5)6+D	2S = F1, 2N = Feature ask, 3m = NF 3S = invitational nat		
2♠		(5)6	-	5-10, (5)6+D	2N = Feature ask, 3m = NF, 3H = F1		
2NT		-	4H	20-22 Semi-Balanced May include offshape singleton	3C = Stayman, 3D/H/S/4C/D/H = transfers	2N-3S/4C-4N = sign-off	
3x		6	-	PRE	4H/S = nat		
3NT	√	-	-	Running minor, no outside A/K	4C/D/5C = P/c, 4H/S = nat	<b>HIGH LEVEL BIDDING</b>	
4x		(6)7	-	PRE		4NT = RKCB 1430. Other keycard bids are 0314. Pass = 1 <sup>st</sup> /odd, X/XX = 2 <sup>nd</sup> /even	
4NT	√	-	-	Blackwood	5C = 0, 5D = 1, 5H = 2, 5S = 3	Various last train style tries in major situations (rather than natural cues)	
5m		7	-	PRE		Cue bidding 1 <sup>st</sup> /2 <sup>nd</sup> round controls	
5M		(7)8	-	Trump Suit Ask	6M = 1 of top 3 honours, 7M = 2 of top 3 honours	3NT = non-serious slam try	
5NT		-	-	Slam try	6NT = an A/K/Q, 7NT = 2*6NT	Exclusion keycard	
6M		(7)8	-	Trump Suit Ask	7M = 1 of top 2 honours		
6NT		-	-	Grand slam try	7NT = an A/K		