

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)
2nd position: 15-17
Responses: As over opening INT
4th position: 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: Weak or Intermediate if vulnerable
Unusual notrump: Only in direct position, = lowest 2 suits
4th position: Intermediate in suit. 2NT = 19-20
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Style: Michaels, 5/5(4). Cue = 2 highest; 2NT = 2 lowest; 3♣ = highest + lowest
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
4th position: As 2nd
Passed Hand: As unpassed
VS.PREEMPTS (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♣
(IC): Truscott 1♦=♦ & ♥; 1♥=♥ & ♠; 1♠=♠ & ♣: 1NT=♦ & ♠; X=♣ & ♥
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			
Suit	Lead	In Partner's Suit	
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: Jeff Bond/Donald Fraser
EVENT National League
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL, 4-card MAJORS
MULTI 2D THREE WAYS
2C = strong, GF except 2C- 2D- 2NT
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 RDLS if LHO passes
IMPORTANT NOTES
PSYCHICS: Never

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3♠	10-19 HCP Open Major suit with 4-4	Limit raises, Strong Jump Shifts, Splinters		
1♦		4	3♠	10-19 HCP Open Major suit with 4-4	Limit raises, Strong Jump Shifts, Splinters		
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♥ = transf, 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			Multi; 3 ways Weak M; Strong m; 20-21 NT	2♥ = relay; 2♠ = Game interest in ♥		
2♥		6		8 playing tricks in ♥;	2NT negative	Second suit is natural	
2♠		6		8 playing tricks in ♠	2NT negative	Second suit is natural	
2NT				22-23 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	