

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
5 CARDS EXPECTED AT 1 LEVEL AND 6 CARDS EXPECTED AT 2 LEVEL
CB AND BIDS TO OUR SUIT MINUS ONE = TRANSFERS
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1N OVERCALL IS 15/16=18 WITH 1N SYSTEM ON
STILL NATURAL BY UPH IN SANDWICH
REOPENING 1N IS 11-15. SYSTEM ON
** after double of 1NT opening 1N (D = PEN) 2D = d+; OTHER = NATURAL RD = STRONG
JUMP OVERCALLS (Style; Responses; Unusual NT)
JUMP OVERCALLS ARE INTERMEDIATE at 2 Level and Weak at 3 Level
2N = LO UNBID;
Reopen: Intermediate +
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
**CB IS HI UNBID SUITS, 2N = 2 low suits
J CB ASKS FOR A GUARD
DEFENCE TO 1N
2C = MAJORS
2D = ONE MAJOR
2M = NATURAL WITH A 4/5 CARD MINOR
D = PEN
Forcing Pass after Penalty D = takeout
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
D AND 4N ARE TAKE OUTS
2N/3N ARE NATURAL SYSTEM ON
J CB IS HI SUITS
J 4m IS LEAPING MIKE
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DOUBLE IS STRONG UNBAL
NT IS TWO SUITS
OTHERS ARE NATURAL Weak Jump overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
1N Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (low from honour)	LO FROM 3/4	
NT	4 TH (2 ND FROM BAD)	AS ABOVE	
Subseq	SAME		
Other: During subsequent play 9 or 10 = none or two higher honours			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	FOR ATTITUDE	SAME	
King	FOR COUNT	SAME + UNBL	
Queen	FOR ATTITUDE	SAME	
Jack	DENIES Q	SAME	
10	DENIES J	SAME	
9	MAY BE 109	SAME	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY Reverse Count and Attitude			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	COUNT	ATT
Suit 2	COUNT	SP	COUNT
3	SP		SP
1	AS SUIT		
NT 2			
3			
Signals (including Trumps):			
SP IN TRUMPS SMITH HO-LO LIKES			
LO IS ENC OR EVEN AND HI LO IS DISC OR ODD			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10/11= WITH RIGHT SHAPE			
CB RESPONSE IS F TO SUIT AGREEMENT			
ADVANCER'S DOUBLES AT LO LEVEL ARE OFTEN TAKE OUT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
GAME TRY DBL IF NO SPACE			
RESPONSIVE DOUBLE			
COMPETITIVE DOUBLES AFTER WE OVERCALL			
DOUBLE OF ARTIFICIAL BID IS GENERALLY NATURAL			

W B F CONVENTION CARD	
CATEGORY:	CAMROSE January 2015
NCBO:	SCOTLAND
PLAYERS:	G HAASE/J MURDOCH
(11 th December 2014)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
NATURAL	
1N = 12-14 in 1 st /2 nd 15-17 in 3 rd 4 th	
5 CARD SPADES IN 1/2 SEAT	
2/1 IS F1	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2D = MULTI WEAK WITH 6 card M OR BALANCED 22-23	
2H = BOTH MAJORS at least 5-4 7-11	
2S = At least 5-4S and C 7-11	
3N = 7+MAJOR; SOLID OR 1 LOSER WITH ACE	
SPECIAL FORCING PASS SEQUENCES	
HAVING FORCED TO A LEVEL WE CANNOT PASS OUT BELOW THAT LEVEL	
HAVING BID GAME CONSTRUCTIVELY PASS IS F	
IMPORTANT NOTES	
Pass is consistent with weakest hand in all cases	
PSYCHICS: 1 SO FAR	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4 (3)	4H	NATURAL ONLY 3 IF 4s333	INVERTED RAISES EVEN BY PH STRONG JUMP SHIFTS BID 4 CARD SUITS UP THE LINE	1N (15-17) WITH 2C CHECKBACK CHECKBACK THEN 2L IS IG CHECKBACK THEN 3L IS FG	2m+1/2/3/4 ARE FITS Splinters
1♦		4	4H	NATURAL	2N INVITES		
1♥		4	4D	NATURAL	2/1 IS 10/11+ (LESS WITH STRONG SUIT) 2N = FG WITH 4 TRUMPS 15+ 3n = 12-14 4 trumps	1N rebid 15-17 WITH 2C CHECKBACK 1N rebid 12-14WITH 2C CHECKBACK 3 rd 4 th seat	2S/2N/3C/3D ARE FITS DRURY
1♠		5 (4*)	4H	NATURAL (*4 in 3 rd 4 th Seat)		REVERSE IS F (FG OVER 2/1)	Splinters
INT				NATURAL. 5 CARD M/6 CARD m ARE POSSIBLE	2C = 4 CARD M? 2S = RANGE ASK 2D/2H/2N/3C = TRANSFERS 3D/3H/3S = NATURAL IG		TRANSFER LEB
2♣		0	4H	ARTIFICIAL STRONG	2D less than 2 or 5+/2H 2/2S 3/3C 4 Controls 2N = GOOD SUIT KQxxxx or better but not 2 controls	NATURAL	DBL = 6+
2♦		0		6 CARD M WEAK OR STRONG BALANCED 22-23	2H/3H ARE P/C. 2N INQUIRES 3S IS NATURAL FG 3m IS NATURAL F1 4C = BID SUIT BELOW 4D = BID YOUR SUIT	2D – 2N – 3M = WORST HAND 2D – 2N – 3C = 6H AND MAX 2D – 2N – 3D = 6S AND MAX 2D – 2N – 3N = BALANCED 22-23	2D (2M) D = P/C 2D (D) RD = BID 2H 2D (D) 2M = P/C
2♥		4		BOTH MAJORS 7-11	2N = INQUIRES 3m = NF; 3M = NATURAL Limit		
2♠		5		5-4+S and C 7-11	2N inq 3C = to play; 4C = IG; 3H = IG. Game = to play		
2NT				Balanced 20-21	3D/H/S/N/4C/D/H are transfers 3C = 4 card M ask		
3♣		6		3m/M are standard	4C over 3D/3M = Mod. KC		
3♦		6			4D over 3C = Mod KC		
3♥		6			NS = natural F		
3♠		6					
3NT				7 crd M	4C = ASK FOR SHORT 4H = P/C. 4S = to play in own suit		
4♣ 4♦		6					
4♥ 4♠		6					
4NT				Specific ace ask	5N = 2 aces		
5♣						HIGH LEVEL BIDDING	
5♦						CB cheapest control; Last train; Minor wood; RKC	
5♥						Pass and pull weaker than direct bid	
5♠						PODI / PORI/ WITH SPACE PEDO WITHOUT SPACE	

