

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural. Good 4 card suit possible at 1 level
Change of suit natural or values and a fit.
Jump raise pre-emptive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 – system on
12-15 in 4 th seat – system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue - Michaels
Jump Cue – Looking for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = X, 2C=Ms, 2D=M, 2M =M+m
2NT = Weak with C+D or GF 2 suiter, 3 of a suit is intermediate.
By passed hand dbl is take out for m's, 2NT shows the Minors (5-5).
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out double, others natural;
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = suit bid and non-touching suit, NT = other non-touching two suiter, cheapest overcall = touching two suiter,
Jump overcalls intermediate
OVER OPPONENTS' TAKEOUT DOUBLE
Reddbl of a Major = 10+ points, at most 3 card support.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2 nd	4 th & 2 nd	
NT	4 th & 2 nd	4 th & 2 nd	
Subseq	4 th & 2 nd	4 th & 2 nd	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Attitude	Asks for Attitude	
King	Asks for normal count	Asks for normal count	
Queen	Asks for Attitude	Asks for Attitude	
Jack	Jx, J10, KJ10,	J10, KJ10, AJ10	
10	10x, K109, Q109	10x, A109, K109, Q109	
9	9x, 109x	9x, 109x	
Hi-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
Lo-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (AQ)	Normal Count	Att
Suit 2	Normal Count		
3			
1	Att (AQ)		Att
NT 2	Normal Count	Normal Count	
3			
Signals (including Trumps): Smith Peter by both v NT to encourage			
Hi-Lo shows 3.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
Lebensohl after Xs at 2 level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative, Support, Responsive. Other suits			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland
PLAYERS: Patrick Home & Finlay Marshall
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14-16 NT
5 Card Majors
3 Weak 2s
2 Over 1 GF unless Responder rebids his minor suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C = Game force or 23-24 balanced
2D = Weak
2H = Weak
2S = Weak
3NT = solid m, no outside A or K, 1 st or 2 nd .
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣ 1♦		3 3	4H 4H	10-20	2NT = 16+ bal Jump shift = Good suit Double jump = splinter		New suit NF Jump Suit = Fit
1♥ 1♠		5 5	4D 4H	10-20	1NT = Forcing Jump shift = Good suit 2NT = raise to at least game 3NT = flat game raise {4333} Double jump = splinter	Over 2NT: 3 of our suit is no shortage but not min, shortage at 3 level, show useful length at 4 level.	1NT = Nat New suit NF 2C= 3 card Drury 2D= 4 card Drury
INT			3S	14-16 balanced, can have a 5 card M or a 6 card m.	Stayman, transfers, 3C = C+D weak, 3D = C+D strong, 3H = H+S weak, 3S = H+S strong 5 of a suit = shortage, 4+ in the other 3. 4D,4H = transfer to H, S.		
2♣	Yes	0		Game Force or 23-24 balanced	2D = negative or waiting, 2H/S/3C/D = positive with 2 of the top 3 hons	Over 2C-2D, 2H = Kokish (Hearts of 25-28 balanced. Over 2C-2D-2S, 3C = double negative	
2♦	Yes	5		Weak Normally a 6 card suit	2NT enquiry, new suit natural and forcing	Over 2NT show values at 3 level, shortage at 4 level	New suit NF
2♥		5		Weak. Normally a 6 card suit.	2NT enquiry, new suit natural and forcing	Over 2NT show values at 3 level, shortage at 4 level	New suit NF
2♠		5		Weak. Normally a 6 card suit	2NT enquiry, new suit natural and forcing	Over 2NT, show values at 3 level, shortage at 4 level	New suit NF
2NT			3S	20-22 balanced	3C Stayman, transfers, 3S = a slam try with both minors,		
3♣♦♥♠		6		Pre-empt with 2 of top 3 hons in 1 st or 2 nd	New suit forcing by an unpassed hand		
3NT	Yes		4D	Solid minor, no ace or K outside in 1 st or 2 nd position.	4C = Pass or correct, 4D = singleton? 4NT = bid suit at 5 level		
4♣♦	Yes Yes	7 7		Natural			
4♥♠		7		Natural			
5♣♦		7				HIGH LEVEL BIDDING	
5♥♠		7		Natural	Raise 1 level for each of A or K of trumps	RKCB, XRKCB, DINO, RINO, Splinters	

