

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Overcalls will have minimum 7, 9, 11 HCP at favourable, = and unfavourable VUL respectively. Overcall of 1♠ over a minor may be a 4-card suit with opening values. Rosenkrantz, raise of partner's overcall usually denies 1 of top 2 honours. see note 16
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 11-14
Responses SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Roman Jump Overcalls. See Note 13
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Roman see Note 10
Capelletti see Note 11
VS. NT (vs. Strong/Weak; Reopening; PH)
Double Weak No Trump is for penalty Strong No Trump, 14 + high card points with a 5 + Minor and a 4-card Major 2 C 5-4 or 4-5 in both Major suits 2 D single suit in a Major 2 H/S 5 plus H/S suit with unspecified Minor suit (usually 5-5) 2NT both Minor suits, either 5-4 or 4-5 or 5-5 3 C/D 6-card plus 10-15 high card points 3 H/S Preemptive
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-Out Double 2NT 15/17
Suit Bids Natural and Forcing
Leaping Michaels See Note 13
Defence to Multi 2♦ see note 14
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: X = ♠+♥, 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+Minor 1NT = ♠+♦. Over 1♦, X = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+Minor, 1NT = ♠+♦, 2♣ = ♠+♥, Over 2C: Bids natural
OVER OPPONENTS' TAKEOUT DOUBLE
Re-double 9 + Points
New Suit Forcing
Jump in New Suit Intermediate
Jump Raise Pre-emptive
2 NT 10-12 HCPs
Over 1 M Splinter, Drury, Bergen still apply See Notes 1,2

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th	Low from 3 small/MUD	
NT	2 nd & 4 th	Low from 3 small/MUD	
Subseq	Att	Att	
Other	: A/Q ask for attitude; K asks for count; strong 10 vs NT		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK AKx KQx	AKxx KQx	
Queen	KQ10 QJ10 QJx	KQ10 QJ10	
Jack	J10x	J10x	
10	KJ10 K109 1098	AJ10x KJ10 K109 1098	
9	9xx 9xxx	9xxx	
Hi-X	2 ND Best	2 nd Best	
Lo-X	4 th Best	4 th BEST	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High Enc	Nat	Suit Pref
Suit 2	Count	Count	Count
3	Suit Pref		
1			
NT 2	High Enc	Nat	Suit Pref
3	Count	Count	Count
Signals (including Trumps): High Low / Suit Pref			
Versus Suit Italian Discards Odd Enc Even Mckenny			
Versus NT McKenney			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
ROSENKRANTZ, X AFTER PARTNER HAS OVERCALLED AND RHO BIDS, SHOWS 1 OF TOP 2 HONOURS. IF RHO DOUBLES, THEN REDOUBLE SHOWS 1 OF TOP 2 HONOURS			
Double of overcall after 1M opening will normally imply that Bid			

W B F CONVENTION CARD
NCBO Scotland
PLAYERS: Eddie McGeough Jim Mason Scottish League
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major Strong NT 15/17
4 Card Diamond with at least 1 Top Honour
Singleton Club Opening without above
Benji Style
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2NT 8-11 55 Minors
Sandwich 1NT showing 55 in un bid suits
Capelletti see Note 11
SPECIAL FORCING PASS SEQUENCES
Pass by Unbid Hand after overcall of Partners Suit opening Forcing
IMPORTANT NOTES
4SF 2level for 1 round 3 level GF DAB asking for stop /half stop LEBENS OHL (THRU 2NT SHOWS STOP), UCB, SPLINTER SHOWING SINGLETON OR VOID DOPI/ROPI Roudi (Checkback) Note 4 2 over 1 Forcing to 2NT. (1M-2D-2M doesn't need 6). Long Suit Trial Bids See Note 12
PSYCHICS: No Agreement

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	1	2S	11-19HCP 12+ if Bal	Inverted Minors; 2C=4+card support 9+Points ; 3C=5 cards 6-9, No Major	See Note 3	Inverted Minor off after Pass/Intervention
1♦		4		11-19HCP 12+ if Bal. If 4 has 1 of the top 3 Honours	Inverted Minors; 2D=4+card support 9+Points; 3D=4 cards 6-9. No Major	See Note 3	Inverted Minor off after Pass/Intervention
1♥		5	2S	10-19HCP	Splinter, Drury , Bergen See Notes 1,2		1 level Response NF Double Take Out Unbid Hand Forcing Pass after interference
1♠		5		10-19HCP	Splinter, Drury , Bergen See Notes 1,2	Majik See Note 5	1 level Response NF Double Take Out Unbid Hand Forcing Pass after interference
INT			2S	15-17HCP May have 5 Card Major	2C = NP Stayman /Smolen see note 6B 2D2H2S2NT Transfer to 2H2S2C2D see note 6A for further responses	Transfer Breaks , See Note 6	After X Pass=request to XX. Then 4-card suits up if weak
2♣	√			17- 22 Strong 2 in any suit or 20-22 Bal	2D Relay	Muppet Stayman after 2NT See Note 7 Gerber over 2NT	
2♦	√			23 + GF or 23/24 Bal	2H < 7 See Note 8	2NT <3	
2♥		6		5-9 Weak	2NT enquiry, New suit Forcing	3C = Any minimum 3D = non-min, no shortage 3H/S/NT = non-min singleton/void in C/D/Other Major	Suit Support Pre-Emptive
2♠		6		5-9 Weak	2NT enquiry, New suit Forcing		Suit Support Pre-Emptive
2NT	√			8-11 5 – 5 Minors	3 m to play , 3NT to play 4 m Inviting 3 M asking for stop in the suit. 4 NT pick beat m		
3♣	√	6		4-9 Transfer to D			
3♦	√	7		4-9 Transfer to H			
3♥	√	7		4-9 Transfer to S			
3♠	√	7		9-10 points =AKQ(J)xxx(x) Minor	3 NT To Play	See Note 15	4 C After Double
3NT	√	7		4-9 Transfer to C			
4♣	√	7+		7 + Transfer to H 8-8½ Playing Tricks	NAMYATS See Note 9		
4♦	√	7+		7 + Transfer to H 8-8½ Playing Tricks	NAMYATS See Note 9		
4♥		8		0-9 Weak Pre-Emptive			
4♠		8		0-9 Weak Pre-Emptive			
4NT	√			Specific Ace Asking	5♣=0 5♦/5♥/5♠/6♣ 1 of bid suit 5nt 2 Aces		
HIGH LEVEL BIDDING							
						RKCB	0, 3/ 1, 4 / 2,5 Without Q / 2,5 With Q (minors);,14/30 Majors.
						Gerber	0, 4 / 1 / 2 / 3 (NT); 30/41/CRO (Suit).

NOTE 1: 2♣ Drury: 10+points and, in principle, 3-card support; asks opener to respond in 2-pt increments:

2♦=10/11; 2♥=12/13 etc. DOPI / ROPI after interference.

NOTE 2: Bergen style responses with 4-card support for Major. 2N=11+ (responses see note 16a) 3♣=9/10,3♦=7/8,3M=0-6

NOTE 3 2H,2S 3 / 4 Cards GF, 2NT Min Bal NF, Responder 3 level bids in other suits GF.

NOTE 4: Roudi: After 1x – 1M – 1NT, 2♣ shows 10+ points and asks opener to define the 1NT.

2♦=minimum without 3 card support for Major M. 2M=10-12 with 3card support for M. 2X (X=Other Major)=13-14 with 3-card support for M.

After 1m-1M-2NT, 3♣ asks opener about his Majors:

3♦=3card support with the other Major X. 3M=3-card support without 4-cards in other

Major.

3X=4-card Major X; 3NT=No interest in either Major.

NOTE 5: 1♠-1N-3♣-3♦=No Maj; 3♥=5♥, 3♠=2♠<3♥, 3N=4♥. 1♠-1N-3♣-3♦-3♥=5-5 G.F.
1♠-1N-3♥=5-5 Invit.

NOTE 6:Major Transfer 1NT-2d/h (Transfer to H/S)

Break to 3 of Major with 4 cards and minimum; responder in control.

Break to 2NT with 4 cards and maximum; repeat the transfer request, responder in control..

Minor Transfers 1NT - 2S (transfer to C) 1NT - 2NT (transfer to D or weak 5-5 minors)
(3C/3D with max points, min 3-card support with 1 of top 3 Honours. 2NT/3C response not interested.

NOTE 6A: 1NT - 3C 5-5 minors Invitational

1NT -3D is 5-5 Game Force

1NT - 3H is values for game, 5-4 in minors, singleton Heart

1NT - 3S is values for game, 5-4 in minors, singleton Spade

NOTE 6B: 1NT - 2C non-promissory Stayman

2D - 3H/S 4 card H/S with 5 card other Major allowing opener to choose game,

2D - 2NT - 3C MAX 17 points asking; if 2C was 5-4 Major type hand bid , else 3NT.

NOTE 7:2N-3♣: 5-card Stayman 3♦=4-card Maj; 3H denies 4/5 card Maj; 3S=5S; 3N=5H
(and then 4♦ agrees H).

2N-3♣-3♦: 4♣=Both M slam interest. 4♦=No interest. H/S sets suit, slam int.

2N-3♣-3♦: 4♦=Both M no slam interest. 4H/S sign off.

2N-3♣-3H-3S=5S; 4x=Cue + Spade support.

When responder has 5H+4S, transfer then bid S, thus: 2N-3♦-3H-3S.

NOTE 8: 2♠ = Ace Major. 2N= 7+, no Aces; 3♣=A♣; 3♦=A♦; 3♥,3♠,3N=2Aces Colour, Rank, Other.

NOTE 9:NAYMATS: 4♣/♦=Texas to 4♥/♠. 4♥/♠ resp. to play; 4♣-4♠=cue; 4♣-4N=no♠
control.4♦-4N=init cue.

4♣-4♦ asking: 4♥: 7 tricks in ♥ + a king; 4♠: 8 solid ♥ + K♠; 4NT: 7 tricks in ♥ + an ace.

5♣: 8 solid ♥ + K♣; 5♦: 8 solid ♥ + K♦; 5♥: KQJxxxx + one side-suit trick

4♦-4♥ asking: 4♠: 7 tricks in ♠ + a king; 4NT: 7 tricks in ♠ + an ace; 5♣: 8 solid ♠ + K♣.

5♦: 8 solid ♠ + K♦; 5♥: 8 solid ♠ + K♥; 5♠: KQJxxxx + one side-suit trick.

NOTE 10: Roman Jump Overcalls. X=55 X+higher, <16HCP.

2NT=55 16+. Over 1♣, 3♦=Relay; 3♥=♦+♥;3♠=♦+♠;3nt=♥+♠;

Over ♦♥♠, 3♣=Relay; 3X=♣+X,3nt=other 2, not overcalled suit.

NOTE 11: *Capelletti 1a – 1b 2cheaper = 6, 4 with length in lower; 2 expensive = 6,4 with length in higher*

NOTE 12: Long suit trial bids. e.g. 1M-2M-3new shows game interest with length in new suit.
1m-2m-2new is a try for 3NT with values in the new suit

NOTE 13: (2♦)-4♦=♥+♠; (2♥)-4♦=♦+♠;(2♥)-4♣=♣+♠; (2♠)-4♣=♣+♥;(2♠)-4♦=♦+♥;
(3♣)-4♣=♥+♠;(3c)-4♦=♦+Major; (3♦)-4♦=♥+♠.

NOTE 14: **Defence to Multi 2♦**: In 2nd/4th: X = 13-16 balanced, 2NT = 17-19, Suits are natural and strong

In 6th Position: X = penalties, 2NT = minors, Suits = natural and balancing.

Lebensohl-style responses apply after **(2♦) X** with 2NT as transfer and a 3♦ cue bid as Stayman.

Delayed major suit bids (via the transfer) are 5-cd suit and invitational. Immediate jumps are G/F.

NOTE 15 **After 3♠** (Solid Minor) 4/5/6/7♣=Pass/Correct. 4♥/♠Natural to play.4/5NT=Bid 6/7 with 8 cards.

4♦=Asks Shortage: 4♥/♠=Singleton or void. 4N=No Shortage; 5♣/♦=Suit; short in ♣/♦.

NOTE 16 After Major suit overcall, cue shows good raise with 3-card support

2NT shows good raise with 4-card support , reponses as per weak 2 (16a)

After Minor suit overcall, cue shows good raise with 3-card support

2NT natural

NOTE 16a 3C = any minimum

3D = non minimum no shortage

3H = non minimum C shortage

3S = non minimum D shortage

3NT = non minimum OTHER M shortage