

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wideranging, stronger at 2-level 1M may be 4 cards with longer m
UCB. 2N = 4card raise of M, NAT over m
Jump cue = SPL. Frequent FIT jumps
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18, System on
In 4 th = 10-14 over 1m; 11-16 over 1M, System on
4 th live = 55+ unbid suits (except after short 1♣ when 16-18)
JUMP OVERCALLS (Style; Responses; Unusual NT)
6+suit, 5-12HCP
UNT = 55+ 2 lowest unbid suits, unlimited
Reopen: Opening strength in 4 th . 2N = 19-21, System on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = 55+Ms, unlimited. (1♣) 2♦=Ms when 1♣ = short
(1M) 2M = 5OM + 5m unlimited
Response: jumps PRE, cue = strong, Dbl = PEN
Jump cue = ASK for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Ms. 2♦ response = same length, 2N = INV
2♦ = one M. 2/3♥=P/C, 2♠ = P/C; 2N = INV
2M = 5+ with 4+m. 3♣=P/C, 2N = INV
2N = 55+ms or STR 2-suiter, any suits
Dbl = PEN, 2 nd dbl of NAT rescue = t/o
Dbl by PH = 6card m, 2C = P/C
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/ox + LEB FAST. Cue = 2-suiter.
(2M) 4m = 55+bid m+OM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ dbl = 4+♥; 1♦ = ♠; 1♥ = 2suits, 44+, same colour;
1♠ =44+ Ms OR ms; 1N = 44+ ♠+♦ OR ♥+♣
OVER OPPONENTS' TAKEOUT DOUBLE
XX = Strong misfit, F2NT. Raises PRE. 2N = good raise
New suit F1. Jump new suit = FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th /2 nd from bad 3+	Hi=EVEN	
NT	4 th /2 nd from bad3+	Lo=ODD	
Subseq	ATT		
Other: SP leads when length known (eg after 2opener)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+) AKx(+): ATT	Axx AKx(+). ATT	
King	AKx(+) KQx(+) Kx, CT	AKJ..KQJ..KQT. CT/UB	
Queen	QJ(+) Qx ATT	AQJ+,QJT+ QJ9+ KQ+ ATT	
Jack	JTx(+) KJT(+) CT	JT9(+ AJ10(+) KJ10(x)	
10	KT9(+) QT9(+) 10x	HT9(+)	
9	T9(+)	T9(xx)	
Hi-X	Sx xSx(+)	Sxx xSx(x)	
Lo-X	HxS HxxS(+)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Odd	Hi = Odd	Hi = DISC
Suit 2	Hi=DISC	SPS	Hi = Odd
3	SPS		SPS
1	Hi=Odd	Hi=Like lead/Switch	Hi=DISC
NT 2	Hi = DISC on A/Q	Hi = odd	Hi = Odd
3	UB on K	SPS	
Signals (including Trumps): Hi-lo in TR = Odd , may indicate desire to ruff			
UDCA. Standard remainder count.			
In NT hi-lo by leader = please switch; hi-lo by 3 rd hand = ENC			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape-suitable or STR. ELC after 2♣ response. Cue F suit agreement			
NegX thru 4♦. Promises 4unbidM at 1-/2-level, values at higher levels			
RespX thru 4♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Gametry X of suit immediately below			
Rosenkranz X/XX of cue/Dbl of partner's overcall to show Hx(+)			
Lightner of freely bid games/slams asks unusual lead, often dummy's suit			

W B F CONVENTION CARD
CATEGORY: i.e. <u>Green</u> / Blue / Red / HUM / Brown Sticker:
NCBO: SCOTLAND
PLAYERS: <u>Fiona McQuaker/Liz McGOWAN</u>
EVENT (Women)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4cardM
2over1 F to 2 of suit opened
PRE style = variable
INT = 11-14
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = NAT weak2
2M = weak,
3NT = STR M pre-empt
Weak jump overcalls
SPECIAL FORCING PASS SEQUENCES
1x (dbl) redbl = Pass = F below 2NT
IMPORTANT NOTES
PSYCHICS: Rare. Frequent light opener in 3 rd seat

