

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style: Natural
UCBs
Fit jumps
Response in new suit is constructive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 - Responses as opening 1NT
Reopening 1NT is 11-14 – Responses as opening NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak throughout apart from Red v Green Intermediate
Unusual NT
Reopen: 2NT = 19/20= Bal
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels – any range
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Hearts and Spades (2♦ response shows equal length)
X= penalty
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Take out
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
V strong club - 2♣ is natural 2♦ = Michaels
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = good raise
Jump = fit showing
Redouble = 10+HCPS may have 3 card support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th from Hxx(+), 2nd from xxx(+), top of doubleton	4th from Hxx(+), 2nd from xxx(+), top of doubleton	
NT	As above	As above	
Subseq	As above	As above	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for normal count	Asks for count	
Queen	Asks for reverse attitude	Asks for rev att/unblock	
Jack	Asks for normal count	Asks for normal count	
10	10x or top of internal seq	10x or top of internal seq	
9	109x, 109xx(+),9x	109x, 109xx(+),9x	
Hi-X	Xx, xXx, xXxx(+)	Xx, xXx, xXxx(+)	
Lo-X	HxX, HxxX, HxxXx(+)	HxX, HxxX, HxxXx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Standard count	Standard count	Standard count
Suit 2	Rev att on A Q led		
3	Suit Pref		
1	Standard count	Standard count	Standard count
NT 2	Rev att on A Q led		Reverse attitude
3			
Signals (including Trumps):			
Hilo = odd no in Trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard-usually shortage in suit doubled			
Lebensohl after double of Weak 2 opener			
Re-opening double by opener is usually strong balanced without stop			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
INT-X-P-P-XX= single suited rescue			
XX BY INT OPENER SHOWS 5+ SUIT AND SUGGESTS RESCUE			
XX of sputnik X typically shows Hx			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Scotland
PLAYERS: Tim McKay Derrick Peden
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
1NT = 11-14
Weak 2♦, 2♥, 2♠
4 card majors
Minor suit based
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT may be 4-4-4-1 with singleton club.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4			Normal limit raises	X= strong bal	Jump bids = fit showing
1♦		4			2NT= 13+ raise with singleton or balanced 16+ 3NT =13-15 balanced raise Splinters	Show shortage at 3 level new suit at 4 level. Checkback Stayman (go thro C/B for invite) 4 th Suit forcing to game unless 2NT is bid.	
1♥		4				3C after 2NT rebid = enquiry	
1♠		4				3NT jump rebid = v strong bal single suited Game try doubles if no nat trial bid available	
1NT				11-14 NV 12-14 Vul May have singleton club	2♣ + Stayman 2♦,2♥,2♠,2NT, all transfers 3♣♦♥♠= slam tries 4♦=both majors	3 minor after stayman is typically 6/4 invitational Break to shortage or 2NT over majors Break below minor shows support	After overcall Lebensohl (FASS) X = takeout After jump overcall X= takeout
2♣		5		Strong	2♦ = relay, 2♥= neg, 2NT= hearts	2NT= 23-25 Responses as 2NT	X = shortage in opps suit
2♦		5		Weak + Nat	2NT = High Card enquiry		
2♥		5		Weak + Nat	New suit is Constructive NF		
2♠		5		Weak + Nat			
2NT				20-22	3♣ = 5Card Stayman 3♦,♥= Transfers, 3♠= Minor suit Stayman 4♣♦= natural slam try	4♣= both majors slam try ♦= both majors weak Can jump to 4 with good support 4NT is only sign off	
3♣		6			New suit is F1		
3♦		6			New suit is F1		
3♥		6			New suit is F1		
3♠		6			New suit is F1		
3NT				Solid suit	4♣=Pass/Correct, 4♦ = asks for shortage		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKC 5C= 1/4 5D= 0/3 5NT for Kings 0,1,2,3	
5♥						Exclusion key card	
5♠						DOPI/ROPI	