

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Normal
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd in hand: 15-18 then as if 1NT opened
4nd in hand: 10-14 then as if 1NT opened
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Intermediate: 11-15 6 card suit
2NT: 2 lowest suits except in 4 <sup>th</sup> position: BAL 18-19
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump cue asks for stop for NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X: 15+
2C: H and minor
2D: S and another
2H: 6 card suit
2S: 6 card suit
2NT: 2 suiter
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Optional X
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X: C and H 1NT: S and D
2D: D and H 2H: H and S
2NT: minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jump bid: PRE
2NT: good raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup>	
NT	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup>	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx Axxx	AKx Axxx	
King	KQJ KQx	KQJ KQx	
Queen	QJx AQJx	QJx AQJx	
Jack	J10x AJ10 KJ10	J10x AJ10 KJ10	
10	10x A109 K109 Q109	10x A109 K109 Q109	
9	109x 9x	109x 9x	
Hi-X	2 <sup>nd</sup> from poor suit	2 <sup>nd</sup> from poor suit	
Lo-X	4 <sup>th</sup> from Honour	4 <sup>th</sup> from Honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Att
Suit 2	SPS	SPS	Att
3			
1	Count	Count	Att
NT 2	SPS	SPS	Att
3			
Signals (including Trumps):			
Hi Lo in trumps: odd number			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles			
Responsive doubles			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: D. Mitchell – J. DiMambro</b>
<b>EVENT: National League</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
ACOL
12-14 NT
4-card majors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C: 23-24 BAL or GF
2D: MULTI: weak 2 in major or 8 PT in minor or 25+ BAL
3NT: solid 7 card minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦ 1♥ 1♠		4	3S	11+	1NT: 6-9 2NT: 10-12 Splinters 1X – 3X: 10-12, 4+ support 1X -1Y – 2Y: good raise to 3X 1X- 1Y- 3X: PRE	1NT rebid: 15-16 then checkback 2NT rebid: 17-18 then checkback	
INT				12-14	2C: Stayman 2D/2H/2S: Transfer	Break major transfer with 4+ support:	
					2NT: 11-12 3C: 5 card Stayman	3M: min New suit: max, cue 2NT: max, no cue	
2♣	Y	0		23-24 BAL or GF	2D: negative		
2♦	Y	0		Weak 2 in major or 5+ BAL or 8 PT in minor	2H/2S: Pass or convert 2NT: relay		
2♥		5		8 PT	2NT: negative 3H: GF		
2♠		5		8 PT	2NT: negative 3S: GF		
2NT				20-22	3C: 5 card Stayman 3D/3H: Transfer 3S: minors	2NT-3C-3D: no 5 card Major 2NT-3C-3NY: no4 or 5 card Major	
3♣ 3♦ 3♥ 3♠		6		PRE	New suit below game: forcing		
3NT	Y			Solid minor	4C: Pass or convert 4D: asks for singleton 4NT: to play in 5C or 5D 5C/5D: NAT		
4♣ 4♦ 4♥ 4♠ 4NT		7		PRE			
5♣ 5♦ 5♥ 5♠		7		PRE		<b>HIGH LEVEL BIDDING</b> 4NT: RKCB 5C: 0 or 3 5D: 1 or 4 5H: 2 w/o TQ 5S: 2 with TQ Over interference: P: 0 X: 1 1 <sup>st</sup> step: 2 w/o TQ 2 <sup>st</sup> step: 2 with TQ	