


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Aggressive 1 level, particularly in S		Lead	in Partner's Suit (4+ Known)		Category: Green
2 Level = Sound, New suits F1 opposite 2 level overcall	Suit	2 nd /4 th (xXx,Xx)	Low from odd, high from even		Country: Scotland
New suits are constructive NF opp a 1 level overcall	NT	2 nd /4 th (xXx,Xx)	Low from odd, high from even		Event: Camrose 2015
Fit jumps to all levels, Jump Cue = Mixed	Subseq	Att through declarer			Players: Phil Stephens & Frazer Morgan
2NT = Good Distributional raise opposite a M overcall	Other:				
2NT = NAT opp m overcall (unless no cue is free before 3m)	LEADS				
Snapdragon Xs ie (1D)-1H-(2C)-X= 5+S 2H Points	Lead	Vs.Suit	Vs. NT		SYSTEM SUMMARY: 2/1, 5cM, 1C=2+, 3 Weak 2s
If 2 cues are available = Cue what you have	Ace	Asks for Rev Att	Asks for Rev Att		GENERAL APPROACH AND STYLE
If no cues or 2NT are available below 2/3 X= Cue replacement	King	Asks for Count	Asks for Count/Unblock		1C = (11)12-14 Balanced, 18/19 Balanced or Nat Clubs – X-fer replies
	Queen	Asks for Rev Att	Asks for Rev Att		1D = (4)5+D, Normally unbalanced
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Jack	Top or top of internal		Top or top of internal	1H/S =5+, 2/1 GF
15-18, System on	10	Top or top of internal		Top or top of internal	2D/H/S = Weak 2s. Strength varies by position/colour
in 4 th 1NT = 12-15 – system on	9				
In sandwich 1NT overcall is Nat 16-19, System on	Hi-x	xXx, Xx	xXx, Xx		1NT Openings: 2C = Stayman, 4 X-fers, 3c/d/h/s = transfer into shortage approx 4441
JUMP OVERCALLS(Style; Responses; Unusual NT)	Lo-x	x, HxxX, HxxXx			2 OVER 1 Responses: Generally GF
1-Suit: Weak, c8-12 if vul	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2-Suit: UNT = 2 lowest, INT +		Partner's Lead	Declarer's Lead	Discarding	2NT = Rarely Natural in competition
(1x)-3x = Stop ask for 3NT	Suit:1st	Depends on lead	Count	Rev Att	Good/Bad 2NT: 2NT = Weak various – when back to opener above 2x and below 2NT
Reopening: 14-16 6 cards, 2NT = 19-21	2nd		SP	Remaining Count	2NT = Lebensol (Fast Shows). When We could have game
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	3rd			SP	2NT =Scrambling otherwise
(1m)-2m = Both Majors, Any strength	NT: 1st	Depends on lead	Count	Rev Att	Fit jumps in competition (Excepting 1C-(1X)-2/3 Y)
(1M)-2M = OM + a minor, INT+	2nd		SP	Remaining Count	Transfers over a 1C opener
(1x)-4x = Michaels	3rd			SP	Escape from 1NT Xd: XX= Single suiter, Suit = That + a higher
As above, 14+	Signals (including Trumps): Suit preference in trumps				3Way Check-back: Jump = 5/5 GF, 2NT then new = some (5431) type
Vs. NT(vs. Strong/Weak; Reopening;PH)	Suit preference is standard (High = Spades)				Blackout (after a reverse lowest unbid suit/NT is signoff attmpt)
2C = Both Ms, 2D asks, Invites go through 2D, 2NT = pick a m	DOUBLES				Gazilli
2D= 6M, 2NT = Ask, 3M=Weak, 3C/D = Strong H/S	TAKEOUT DOUBLES(Style;Responses;Reopening)				
2M= M+m, 2NT= Asks bid other minor; 3d = good raise M	Courtesy raise style				SPECIAL FORCING PASS SEQUENCES
vs 14+NT: X= 5m 4M 10+: 2C= P/C,2D= M ask, 2M = Nat	Cue of opps suit is forcing to suit agreement				Passes are forcing at 5 level if we have invited opposite an opener
X= Pens vs less	Dbl then new suit over a PRE = Flexible hand – NOT strong single suiter				When we are forced to a level (a cue raise) making the forced bid is weakest, P= better
Vs.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					
Leaping Mich over 2H/S ONLY (no non leaping)	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
A cue of 3/4m is Ms. A 3M cue is asking for stop or vv strong	Support Xs and Xxs below 2M				Doubles generally takeout. 1 st = Values, 2 nd = Takeout, 3 rd = Blood
	X of an artificial bid = lead directing – must be willing to be raised				Xs are Pens when: They preempt, We have made a 2 suited overcal w both known, We convert
Vs. ARTIFICIAL STRONG OPENINGS	X of an artificial raise = takeout of raised suit				to Pens, P would be Forcing, When P has Xd to show that suit, When we have a fit (and not a game try), we have both bid then tried to passout a partscore,
X= Majors (1/2C)-? and (1/2C)-P-(1/2D)-?	(PRE)-P-(ANY)—X = Takeout of preempt				Whenwe are in 2M with a known 8 card fit: 2M+1= Scrambled long suit try, Others = Short suit try
NT = Minors, No cue overcall	Action Xs by preemptors = showing extra defence and offence				When we are in 2M without a known 8 card fit: 2M+1 = GF enq. Others = Nat and confirm fit
OVER OPPONENTS' TAKE OUT DOUBLE	X of a splinter is suggesting a sac if NV w quick auction ie: (1M)-P-(4D)-X				
1C-(X)-XX= 4C 7-11 HCP	X of a splinter asks for the lead of the lowest possible suit otherwise				
1D/H/S-(X)-XX = 8-10 HCP 3 Card Raise	X of fit jump = Shows fit jump in other suit				Psychics: Frequent Light 3 rd hand openers (1D/H/S). Otherwise rare

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		2		11+ NAT Clubs	1D/H= X fer to H/S, 1S= X-fer to 1NT	2NT =6C 3M 15+, 3D = 17-19 w support, 3NT = 18+ 6C	Fit Jumps
				(11) 12-14 BAL	1NT = 5+C	3C = 11-14 4+C, 2C = other 11-14s. Conds natural, 1C-1NT-2C-3C = GF	1C-2C = INV 5+D
				18/19 Balanced	2C =5+D GF	2D = 11-14 Any, Continuations Natural	IN GENERAL
					2D + 2/3H/S = Weak Preempts	After 1NT Xfer: 2M = Inv 5D 4M, 2D = Nat to play, 2C= 3+C 5+D, 2NT= NAT	bids which were GF now
					1C -3C/3D = 10-11 HCP 6C/D = INV		Nat and INV
					2NT= Weak both minors or GF both minors		
1D		(4) 5		Usually Unbal	2C= GF, 2M = Weak jump shifts	2C-2D =11-14 Any	2D =INV only
				May be 5D 11-14	2/3D natural 5-9. 2N = good 4 card raise 3h/s/4c = spl	3D = Only non GF bid, other = GF	
					3C = 6+C 10/11 HCP		
1H/S		5			1NT = NF, 2NT= Inv+	3C= Any min, 3D= Non-min w/o Short, 3H/S/N = NonMin C/D/OM short	2D = 8+ 3M
					2/1 = GF, 2C=2+, 2D/H=5+	4M = 14 HCP BAL - After 3C/D step = ask, then steps Bids above 2M show extras except 1S-2H-3H, Jump shifts = splinter	2NT = 9-11 4M
					1H-3S/1S-3NT = Generic splinter (11-13), Other 14-16 Splinter	Step = ask, then steps	
1 NT		BAL		15-17	2C= Non-Prom Staymen, 4 X-fers	Completing minor X-fer shows fit, 1	
						2NT-3C-3D = Both minors 55 GF	
					3C/D/H/S = Shortage in higher suit	Completing X-fer shows 14+ non-wasted. Otherscramble for place to play	
					4C/D/H/S = 2 under Slam try transfers		
2 C	X	Strong			2H = Dbl Neg,	2H= Nat or 23-24 BAL (kokish)	
2 D					2 level = NF constructive		
2 H					2NT = enquiry	3C= Any min, 3D= Non-min w/o Short, 3H/S/N = NonMin C/D/OM short	
2 S					3 level (inc jump shifts) NAT GF		
2 NT		BAL		20-22	3C= Stayman, 3D/H= Transfers, 3S= Minor suit stayman	Only Complete M X-fer with a fit	
					4C/D/H/S = 2 under Slam try transfers		
3C							
3D							
3H							
3S							
High Level Bidding							
3 NT	X			Good 4M Bid	4c = ask for transfer, 4h = p/c	RKCB 1430: 5NT = 2 with void, 6x = Odd with void: After rely 1 st = Q ask, 2 nd = specific King ask	
					4d = shortage ask, steps: c/d/s with H then c/d/h with S	1 st /2 nd cues equally	
						Serious 3NT when we have a known 8+ card fit, slam might be on + neither hand is Bal and well defined	
						4NT priority order: 2 Places to play, Slam invite, Quant, Keycard	
4NT				Spec A Ask	5C= 0, 5D/H/S =That ace, 5NT = C Ace, 6X= 2 with that one	Jumps to game on 1 st bid = to play except 1S-4H and 1NT-4H/S	
						IN 2/1 sequences a jump to 3NT shows c15-17 HCPs	
						May Q a queen in partners known 5+ Card suit	
5NT						We rarely try to bid exclusion. When we do we still play 14/30	